



ORACLE

Stepping out into the fray of battle, Amelia Blake was unafraid - she had already seen the way her end would come, and it was not here. She wondered at times what life might have been like without her gift; Without the ability to see the strands of fate, to pull and prune them at her leisure. It would have to be a life full of surprises, and for that, she almost envied her comrades. Life must be so much more exciting to live when you don't know what will happen next.

A brutish warrior swung his blade at her neck, but she had dodged out of the way even before he had decided to strike. Pulling a Card from her Deck, she smiled, and her ally's axe came crashing down on the orc's head, splitting his skull in two. The Tower: his destruction had been assured.

Rodrick the Brave Smiled at her. She Smiled back. What a gleam in his eye there was for her. If not for her gift, he would have died many moons ago, in ritual combat with the orc chieftain. Wonder as she might, she was glad for her power. And glad to know the future that lay before the two of them, together.

TO READ THE CARDS

Within any land, there are always a select few - children born under great portent and astral sign, with a gift that allows them to see beyond the present, far into the future of the world. These People are called Oracles, and among men, they are sought out the world over for their wisdom and their power. Weather through card or crystal ball, an oracle bears witness to the rise and fall of kings, and, with practice, can use their skill to weave the very threads of fate into a tapestry of their own design.

Be they a ruler, or a peasant, there are few forces more powerful than the will of an oracle, and the world is well aware of this. Sought by kings and hunted by armies for their talent, an oracle's power often brings with it a life of adventure, for to be cloistered within a single place often brings with it more hazards than the furthest battlefield.

CREATING AN ORACLE

When Creating an oracle, consider how you discovered your gifts, and how you have learned to live with them. Do you rely on your abilities to foresee every misfortune? Or do you go out of your way to never read your own tale?

Think about how the world has reacted to your gifts as well: Have you been knighted from childhood for your services to a king, or shunned for your supernatural presence. Do you hide your sight from the world, or make a point to tell the fortunes of all that you meet? Life is a strange thing when it holds so few surprises. How has your character come to terms with this?

ORACLE

Level	Proficiency Bonus	Features	Spell Level	Maximum Karma
1st	+2	Grand Tarot, Karma, Karmic Spellcasting	1st	2
2nd	+2	Oracle's Insight, Foretelling	1st	4
3rd	+2	Karmic Destiny	2nd	6
4th	+2	Ability Score Increase	2nd	8
5th	+3	Guiding Vision	3rd	10
6th	+3	Karmic Destiny Feature	3rd	12
7th	+3	Karmic Alignment	4th	14
8th	+3	Ability Score Increase	4th	16
9th	+4	Synchronicity	5th	18
10th	+4	Prescience	5th	20
11th	+4	Karmic Destiny Feature	5th	22
12th	+4	Ability Score Increase	5th	24
13th	+5	Greater Insight	5th	26
14th	+5	Karmic Understanding	5th	26
15th	+5	Karmic Destiny Feature	5th	28
16th	+5	Ability Score Increase	5th	28
17th	+6	Karmic Destiny Feature	5th	30
18th	+6	Warp in the Weave	5th	30
19th	+6	Ability Score Increase	5th	32
20th	+6	Omniscience	5th	32

CLASS FEATURES

As a Oracle, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Oracle Level

Hit points at 1st Level: 6 + your Constitution modifier

Hit points at higher Levels: 1d6 (or 4) + your Constitution modifier each level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Simple weapons, Hand Crossbows

Tools: Gaming Sets, And your choice of one type of Artisan's Tools

Saving Throws: Charisma, Wisdom

Skills: Choose three from Arcana, History, Religion, Insight, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Slight of Hand, Stealth, and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any simple weapon or a hand crossbow
- A scholar's pack, or an explorer's pack
- A Gaming set of your choice, and a Crystal ball or similar scrying implement.
- Your choice of one set of Artisan's Tools
- Leather Armor



THE GRAND TAROT

Oracles are fundamentally different than other adventurers, and this difference is apparent in every action they take. You do not roll dice in the same way that other players do. In place of the d20 most adventurers use to represent their luck, you instead use the Grand Tarot to determine the outcome of your actions. The Grand Tarot consists of two parts: the Deck, and the Court.

THE DECK

Your Deck refers to a physical deck of tarot cards that you as the player use in place of dice. Each time you would roll a d20, you instead draw a card from your deck.

The Tarot Deck contains of two types of cards: The Lesser Arcana, and the Greater Arcana. The Lesser Arcana are the suited cards numbering 1-10, as well as the King, Queen, Knight, and Page. They represent the results of your actions, or twists of fate that alter those results. The Greater Arcana are the remaining 22 cards in the deck, which represent powerful forces and can have a wide variety of effects.

The cards numbered 1-10 Serve the same purpose as the numbers on a dice in determining the success of your “roll”. If drawn upright, the card represent’s it’s value subtracted from 21 (such that the Ace represents 20). If drawn Inverted, the card represents its value directly (such that the Ace represents 1). The remaining cards within the lesser arcana, known as Face Cards, each have a unique set of effects, as listed below.

Page — The bearer of news, either welcome or unwelcome.

- Upright: Shuffle your Deck, then look at the top 3 cards, and place them back in any order or orientation.
- Reversed: Your suffer disadvantage on this action. Reshuffle after the result is decided.

Knight — The warrior who acts on behalf of the court.

- Upright: Numbered cards drawn as part of this action are read as right-side up, regardless of what orientation they are drawn in. Reshuffle after the Result is decided.
- Reversed: Numbered cards drawn as part of this action are read as Inverted, regardless of what orientation they are drawn in. Reshuffle after the result is decided.

Queen — The sustaining force within the court.

- Upright: You may choose one card within your Court and activate it’s Dismissal Effect without spending Karma or removing it from your Court, then reshuffle
- Inverted: Discard one card from your Court without activating it’s Dismissal effect, Then reshuffle.

King — The ruler who gathers the court together.

- Upright: Search your Deck and add one Greater arcana of your choice to your Court, Then reshuffle.
- Reversed: Discard all cards from your Court without activating their Dismissal effects, then reshuffle.

You continue Drawing cards until you draw a numbered card, which resolves the outcome of your “roll”. Once your action has been resolved, any Lesser Arcana drawn as part of the action are discarded and placed at the bottom of the deck.

THE COURT

Also referred to as your hand, or your spread, your Court refers to the cards who’s power you are actively drawing on. Cards in your Court cause or create various effects or conditions, as outlined at the end of this class description. The maximum size of your court Equal to your Proficiency bonus.

Each Card within the Major Arcana has three effects: An Effect that remains active while the card is Upright in your Court, An effect that remains active while the card is Reversed in your Court, and a Dismissal effect that is triggered when the card is removed from your court.

Each time you draw a card from the Major Arcana, it is added to your court. If your court is already full, you must discard one card already in your court and place it on the bottom of your deck, without activating it’s Dismissal effect. This may not be the same card your just drew. Cards within your Court remain there until removed or until you complete a long rest.

Each time you complete a Long or Short Rest, Reshuffle the cards in your Deck.



KARMA

As a Oracle, you excel at manipulating the hands of destiny, and using fate as your weapon, but doing so requires drawing on your own Karma to maintain the balance. Beginning at first level, Each time you use the Help action to aid another creature, you gain a point of Karma, which you may spend karma to influence fate in a number of ways:

READ FORTUNE

As a reaction when an ally within 30 ft of you takes an action that requires rolling a d20, you may spend 1 Karma to replace the triggering roll with a draw from your deck. You may do so after the roll has been made, but before the result of the action is decided.

REVERSAL

You may spend Karma as a bonus action to change the orientation of a card within your Court.

DISMISSAL

As you may spend 2 Karma to discard a card from your Court, activating it's Dismissal Effect, the type of action required to dismiss a card is determined by the card being dismissed.

The maximum amount of karma that you can have accrued at once is shown on the Oracle table. Each time you complete an extended rest, your accrued Karma resets to an amount equal to your proficiency bonus.



KARMIC SPELLCASTING

By using your Karma to manipulate the hands of fate, you are capable of casting spells from the Oracle Spell List located at the end of this class description. See Spells Rules for the general rules of spellcasting and the

CANTRIPS

You know two cantrips of your choice from the Oracle spell list. Each time you complete a long rest, you may choose one of the Oracle cantrips you know, and replace it with another cantrip from the Oracle spell list.

KARMIC CASTING

You are capable of harnessing your Karma in order to cast spells. The Karmic Spellcasting table shows the cost of casting a spell of a given level. To cast a spell at a higher level, you expend additional karma as if the spell were the level you are casting it at. You can only use Karma to cast Oracle Spells. The Oracle table shows what the maximum level you may cast a spell at is.

Spell Level	Karma Cost
1	2
2	3
3	5
4	6
5	7

You prepare the list of Oracle Spells that are available for you to cast, choosing from the oracle spell list. When you do so, choose a number of Oracle Spells equal to your Wisdom modifier + your oracle level (minimum of one spell). The Spells must be of a level equal to or lower than your spell level, as show on the Oracle Table. Casting the spell doesn't remove it from your list of prepared Spells.

You can also change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Oracle Spells requires time spent in prayer and meditation: at least 1 minute per Spell Level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Oracle spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Oracle spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast an oracle spell as a ritual without expending karma if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You may use a scrying implement, such as a Crystal Ball or a set of Tarot Cards as your spellcasting focus when casting spells.

ORACLE'S INSIGHT

Beginning at 2nd level, your connection to fate allows you to see into the hearts of men, and predict their actions. You gain proficiency in the Insight skill, if you do not already have it. If you are already proficient in this skill, you may instead double your proficiency bonus when making insight checks.

As an action on your turn, you may spend 1 karma to force a target within 30 ft to make a wisdom saving throw contested by your Insight. On a failure, the target has disadvantage on attacks made against you or allies within 30 ft of you until the end of it's next turn.

FORETELLING

Also beginning at 2nd level, your alignment with fate allows you glimpses into the future. When you finish a long rest, Draw a number of cards equal to your proficiency bonus and set them aside. You can replace any draw from your deck with one of these foretelling cards. You must choose to do so before the draw, and you can replace a draw in this way only once per turn.

Each foretelling card can be used only once, after which it is shuffled back into your deck. When you finish a long rest, you lose any unused foretelling cards.

KARMIC DESTINY

Oracles excel at understanding the twists and turns of fate, and the path laid out by destiny. At 3rd level, you have begun to understand your own path and where it will lead you. Choose one of the following Karmic Destinies, Detailed at the end of this class descriptions: Destiny of the Charitable, Destiny of the Unhindered, Destiny of the Wilful, or Destiny of the Guardian.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 18th level, you can increase one ability score of your choice by 2, or you increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GUIDING VISION

Starting at 5th level, you are capable of helping others move along the path of their own fate. You may use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

KARMIC ALIGNMENT

By level 7, you have begun to naturally move in line with the flow of your own destiny, allowing your Karma to grow. Whenever you draw a King, Queen, Knight, or Page who's suit matches your own, you gain 1 karma.

SYNCHRONICITY

Starting at 9th level, you know how to direct your allies into perfect alignment with their destiny. When you take the Help action to aid an ally in making an ability check or attack roll, they treat any result lower than your spell attack modifier as equal to your spell attack modifier.

PRESCIENCE

Beginning at 10th level, your tie to the weave of fate allows you to predict misfortune before it arrives. You are immune to the Surprised condition, and hidden creatures or attackers do not have advantage on attack rolls made against you.

GREATER INSIGHT

By 13th level, your ability to read the hearts and minds of those around you is unmatched. When a creature fails a wisdom save against your Oracle's Insight ability, it suffers disadvantage on saving throws against spells and effects caused by you or allies within 30 ft of you until the end of it's next turn.

In addition, you and allies within 30 ft of you have advantage on attack rolls made against the target until the end of your next turn.

KARMIC UNDERSTANDING

By level 14, you Following the course of your destiny comes as naturally as breathing, granting you additional karma. Whenever you draw any card whose suit matches your Karmic Destiny, you gain 1 karma.

WARP IN THE WEAVE

Beginning at 18th level, you have learned to weave the strands of fate to protect yourself and others from certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you or an ally that you can see is subjected to an effect that allows the target to make a Dexterity saving throw to take only half damage, you may spend 2 Karma as a reaction to cause the target to instead take no damage on a success, or only half damage on a failure.

OMNISCIENCE

By the time you reach level 20, you have become so closely entwined with the strands of fate that the world can withhold no mysteries from your gaze. You gain truesight out to a range of 60 ft, and no longer require line of sight to cast spells.



KARMIC DESTINY

An oracle, more than any other, is aware the sway that destiny has on their fate, and while they may dance two and fro among the fates of others, it is only by aligning themselves with destiny that an Oracle truly comes into their own. Beginning at 3rd level, the course of your Karmic Destiny has begun to show itself to you. Choose one of the following options:

DESTINY OF THE UNHINDERED

Once you have set your mind to something, you act without hesitation, and your unwavering drive inspires the same in those around you. You bear the Suit of Swords, understanding that without action, there can be no victory.

EXPANDED SPELL LIST

Your Destiny lets you choose from an expanded list of spells when you learn an Oracle spell. The following spells are added to the Oracle spell list for you:

UNHINDERED EXPANDED SPELLS

Spell Level	Spells
<i>Cantrip</i>	True Strike
1	Heroism, Longstrider
2	Enhance Ability, Magic Weapon, Pass without Trace
3	Elemental Weapon, Haste, Nondetection
4	Freedom of Movement, Dimension Door, Greater Invisibility
5	Passwall, Teleportation Circle

GUIDING ACTION

Your Karma is tied intrinsically to freedom and action. Beginning at 3rd level when you choose this Karmic Destiny, you gain proficiency with medium armor if you are not already proficient with it

Additionally, when you use the Help action to aid an ally in making an attack, you may make an attack against the same target as part of that action.

DANCE OF FATE

By 6th level, you have come to understand the complex motions of destiny, and can match step with it's dance. Whenever you draw a face card from the lesser arcana, you may choose yourself or one ally within 30 ft to move up to their speed without provoking attacks of opportunity.

UNHINDERED BLADE

Beginning at 11th level, your actions are empowered by the understanding of your destiny. You have advantage on attacks made as part of your Guiding Action feature

KARMIC MOMENTUM

By 15th level, You have learned to let the momentum of your actions drive you forward. While you have at least 3 Karma accrued, you can take the doge action as a bonus action, While you have at least 6 Karma accrued, you can take the Disengage action as a bonus action, While you have at least 12 Karma accrued, you can take the Dash action as a bonus action.

IRREVOCABLE FREEDOM

There is no obstacle which can stand in the way of you or your allies. By 17th level, you do not provoke opportunity attacks when moving through enemies spaces, and you and allies within 30 ft of you ignore difficult terrain.



DESTINY OF THE CHARITABLE

While you may do well in other places, you truly excel in acts of charity. As you align yourself with destiny, you find that caring for others and treating their wounds comes as easily as breathing. Your Suit is Cups or Chalices.

EXPANDED SPELL LIST

Your Destiny lets you choose from an expanded list of spells when you learn an Oracle spell. The following spells are added to the Oracle spell list for you:

CHARITY EXPANDED SPELLS

Spell Level	Spells
<i>Cantrip</i>	Spare the Dying
1	Cure wounds, Healing Word
2	Aid, Lesser Restoration, Protection from Poison
3	Beacon of Hope, Mass Healing Word, Revivify
4	Aura of Life, Aura of Purity, Aura of Vitality
5	Greater restoration, Mass Cure Wounds

GRACE OF KINDNESS

Beginning at 3rd level when you choose this Karmic Destiny, you gain proficiency in medicine if you do not already have it. If you are already proficient in this skill, you may instead double your proficiency bonus when making Medicine Checks

Additionally, when you use the Help action to aid an ally, you may instead choose to allow the target to expend one hit dice, and regain hit points equal to the result + your Wisdom modifier.

BOUNTY OF FATE

By 6th level, the positive energy you build up throughout the day begins to blossom outwards to your companions. Whenever you draw a face card from the lesser arcana, you may choose yourself or one ally within 30 ft to regain one hit dice.

GIFT OF CHARITY

Starting at 11th level, The Charitable nature of your presence alone is enough to embolden the recovery of those around you. When an ally within 30 ft regains hit points through the use of a spell or class feature, they may re-roll any 1s on healing dice.

FORETOLD RECOVERY

Those around you are always protected by your Charitable fate. By 15th level, you and allies within 30 ft of you automatically succeed on their first death saving throw after each short or long rest.

KARMIC HEALING

Beginning at 17th level, you have learned to multiply the bounty of your healing through your Karma. When you cast a spell which restores hit points, you may spend additional karma equal to the spell's level to restore the maximum number of hit points allowed by the spell.



DESTINY OF THE WILFUL

A sage among men, it is your indomitable will which drives you forward and empowers your allies. Even in the midst of combat you always maintain control of the situation and the people around you. To contest your resolve is to contest fate itself. Your Suit is that of Wands or Rods,

EXPANDED SPELL LIST

Your Destiny lets you choose from an expanded list of spells when you learn an Oracle spell. The following spells are added to the Oracle spell list for you:

WILFUL EXPANDED SPELLS

Spell Level	Spells
<i>Cantrip</i>	Friends
1	Charm Person, Command
2	Calm Emotions, Enthrall, Suggestion
3	Fear, Bestow Curse, Hypnotic Pattern
4	Compulsion, Confusion, Dominate beast
5	Passwall, Teleportation Circle

WORD OF DESTINY

Beginning at 3rd level when you choose this Karmic Destiny, you gain proficiency in persuasion if you do not already have it. If you are already proficient in this skill, you may instead double your proficiency bonus when making persuasion Checks.

Additionally, when you spend Karma to activate the Read Fortune effect, you may target any creature you can see.

KARMIC RESOLVE

Starting at 6th level, your unerring resolve allows you to channel additional power into your magic when you need it most. Once per round, as a reaction when a target makes a saving throw against one of your spells, but before the result is decided, you may expend up to 3 Karma, and subtract the same amount from the creature's result.

FATE'S INTENT

By 11th level, you have learned to impress the force of your will onto those who would do you harm. Whenever you draw a face card from the lesser arcana, you may choose one enemy within 30 ft, and impose disadvantage on their next attack roll or ability check

INDOMITABLE WILL

There is no obstacle which can stand in the way of you or your allies. By 15th level, you are immune to the charmed and frightened conditions, and allies within 30 ft of you have advantage on saving throws against charm and fear effects

SAGE'S MIGHT

Beginning at 17th level, when you use your Karmic Casting feature to cast a spell from the Wilful Expanded Spell List, you may treat the spell as if it were cast at one level higher



DESTINY OF THE GUARDIAN

Grounded within the world, you understand the harsh realities of fate, and are never without preparation. A practical mind and a courageous heart, you serve the roll of the protector, Guarding those around you against harm and misfortune, you bear the Suit of Pentacles or Coins.

EXPANDED SPELL LIST

Your Destiny lets you choose from an expanded list of spells when you learn an Oracle spell. The following spells are added to the Oracle spell list for you:

GUARDIAN EXPANDED SPELLS

Spell Level	Spells
<i>Cantrip</i>	Blade Ward
1	Protection from Good and Evil, Shield
2	Arcane Lock, Warding Bond, Magic Aura
3	Counterspell, Glyph of Warding, Magic Circle
4	Resilient Sphere, Stoneskin, Private Sanctum
5	Antilife Shell, Wall of Force

WATCHFUL EYE

Beginning at 3rd level when you choose this Karmic Destiny, you become adept at seeing danger before it occurs. You gain proficiency in perception if you do not already have it. If you are already proficient in this skill, you may instead double your proficiency bonus when making perception Checks.

Additionally, when you use your Foretelling feature to replace the result of a draw, you may do so after the result of the draw has been decided

KARMIC SHIELDING

Starting at 6th level, your unerring resolve allows you to channel additional power into your magic when you need it most. Once per round, as a reaction when a creature makes an attack against you or an ally, but before the result is decided, you may expend up to 3 Karma, and add the same amount to the target's AC until the end of their next turn.

FATE'S VISION

By 11th level, your ability to foretell the future has expanded greatly. Whenever you draw a face card from the lesser arcana, you may draw an additional foretelling card, as per your Foretelling feature

GUARDIAN'S WARD

Beginning at 15th level, when you use your Karmic Shielding feature to increase a target's AC, the effect lasts for a number of rounds equal to the Karma spent.

IMPENETRABLE DEFENCE

Your protective instinct is honed to a razor's edge, allowing you to react with otherworldly speed. By 17th level, you may take a number of reactions each round equal to your wisdom modifier, and allies within 30 ft of you are immune to the surprised condition.



GREATER ARCANA

The Greater Arcana represent powerful forces, which have the potential to shift the tide of fate in your favour. Each Card within the Greater Arcana has an Upright effect and a Reversed effect. If the card is upright in your court, then it's upright effect is active. If the card is reversed in your court, then it's reversed effect is active. These effects remain active as long as the card is in your court in the given orientation.

Each Card also has a dismissal effect, which can be activated by using Karma. The type of action required to activate a card's dismissal effect is listed in the card's description. Once a Card's Dismissal effect has been activated, the card is removed from your court and placed on the bottom of your deck, and it's Upright or Reversed effects are deactivated



THE FOOL

Upright: innocence, new beginnings, free spirit,
Reversed: recklessness, taken advantage of,
inconsideration

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage when rolling initiative.

REVERSED

While this card is in your court, you and allies within 30 ft of you have advantage on opportunity attacks made against enemies,

DISMISSAL

As a reaction when you or an ally rolls initiative, you may dismiss this card from your court to treat up to 3 initiative rolls of your choice as critical successes.

THE MAGICIAN

Upright: willpower, desire, creation, manifestation,
Reversed: trickery, illusions, out of touch

UPRIGHT

While this card is in your court, conjuration spells cast within 30 ft of you are cast as if one level higher.

REVERSED

While this card is in your court, illusion spells cast within 30 ft of you are cast as if one level higher:

DISMISSAL

You may discard this card as an action on your turn and choose yourself or one ally that you can see. The target regains the use of one spell slot of your choice no higher than 5th level.

THE HIGH PRIESTESS

Upright: intuitive, unconscious, inner voice,
Reversed: lack of center, lost inner voice, repressed feelings

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage on insight and perception checks.

REVERSED

While this card is in your court, you and allies within 30 ft of you have advantage on deception and slight of hand checks

DISMISSAL

You may dismiss this card as an action on your turn, if you choose to do so, you can telepathically speak to any creature within 30 feet for the next minute. They don't need to share a language to be heard.

THE EMPRESS

Upright: motherhood, fertility, nature,
Reversed: dependence, smothering, emptiness, nosiness

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage on nature checks, and can always find food and water when travelling through natural environments:

REVERSED

While this card is active, enemies within 30 ft of you treat all terrain as difficult terrain:

DISMISSAL

You may dismiss this card as an action on your turn, if you choose to do so, you can speak with plants and animals for the next minute as if you share a language.

THE EMPEROR

Upright: authority, structure, control, fatherhood,
Reversed: tyranny, rigidity, coldness

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage on intimidation and persuasion checks.

REVERSED

While this card is in your court, enemies within 30 ft of you have disadvantage on saving throws against charm and fear effects.

DISMISSAL

You may dismiss this card as a reaction when an enemy succeeds on a saving throw against a charm or fear effect to treat their success as a failure.



THE HIEROPHANT

Upright: tradition, conformity, morality, ethics,
Reversed: rebellion, subversiveness, new approaches

UPRIGHT

While this card is in your court, enemies within 30 ft of you have disadvantage on saving throws against ongoing effects and conditions.

REVERSED

While this card is in your court, you and allies within 30 ft of you have advantage on saving throws against ongoing effects and conditions.

DISMISSAL

You may dismiss this card as a reaction while an ally or enemy is subject to an ongoing effect or condition to end or maintain the triggering condition.

THE LOVERS

Upright: partnerships, duality, union,
Reversed: loss of balance, one-sidedness, disharmony

UPRIGHT

While this card is in your court, allies have advantage on attack rolls while at least 1 other ally is within 5ft of them.

REVERSED

While this card is in your court, enemies within 30 ft of you have disadvantage on attack rolls made within 5ft of one or more of their allies.

DISMISSAL

You may dismiss this card as an action on your turn to activate its effect. Choose yourself and one ally, or 2 allies within 20ft of each other. The current hit points of the targets are totalled and split evenly between them.

THE CHARIOT

Upright: direction, control, willpower,
Reversed: lack of control, lack of direction, aggression

UPRIGHT

While this card is in your court, you and allies within 30 ft of you do not suffer disadvantage when making weapon attacks at long range.

REVERSED

While this card is in your court, enemies within 30 ft of you have disadvantage to hit with ranged attacks.

DISMISSAL

You may dismiss this card as a reaction when an ally or enemy hits or misses with a ranged attack to alter change the result from a miss to a hit, or from a hit to a miss.

JUSTICE

Upright: cause and effect, clarity, truth,
Reversed: dishonesty, unaccountability, unfairness

UPRIGHT

While this card is in your court, you are automatically aware of any lies told in your presence. You do not know the specifics of the lie or its corresponding truth, but are aware a lie has been told.

REVERSED

While this card is in your court, you and allies within 30 ft of you have advantage on deception, stealth, and slight of hand checks.

DISMISSAL

You may dismiss this card as a bonus action on your turn to force a creature that can hear you to answer one question truthfully.

THE HERMIT

Upright: contemplation, search for truth, inner guidance,
Reversed: loneliness, isolation, lost your way

UPRIGHT

While this card is in your court allies have advantage on insight checks and saving throws made to maintain concentration.

REVERSED

While this card is in your court enemies within 30 ft of you have disadvantage on saving throws while not within 5ft of one of their allies

DISMISSAL

You may dismiss this card as a reaction when you or an ally fails a saving throw made to maintain concentration to allow the triggering target to maintain concentration

WHEEL OF FORTUNE

Upright: change, cycles, inevitable fate,
Reversed: no control, clinging to control, bad luck

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage on attack rolls against enemies who are below half their maximum hit points.

REVERSED

While this card is in your court, enemies within 30 ft of you have disadvantage on saving throws made to maintain concentration:

DISMISSAL

As an action on your turn, you may dismiss this card to force all creatures to re-roll initiative.

STRENGTH

Upright: inner strength, bravery, compassion, focus,
Reversed: self doubt, weakness, insecurity

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage on athletics checks and saving throws against intimidation and fear effects:

REVERSED

While this card is in your court, enemies within 30 ft of you have disadvantage on strength based attack rolls and saving throws.

DISMISSAL

You may dismiss this card as a reaction when an ally or enemy hits or misses with a strength based attack to alter change the result from a miss to a hit, or from a hit to a miss.

THE HANGED MAN

Upright: sacrifice, release, martyrdom,
Reversed: stalling, needless sacrifice, fear of sacrifice

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage on spell attack rolls while below half their hit point maximum.

REVERSED

While this card is in your court, enemies within 30 ft of you have disadvantage on melee attack rolls while below half their hit point maximum.

DISMISSAL

As an action on your turn, you may dismiss this card to reduce yourself to 0 hit points, and restore all allies within 20ft to spend hit dice as if they had completed a short rest.

DEATH

Upright: end of cycle, new beginnings, metamorphosis,
Reversed: fear of change, holding on,

UPRIGHT

While this card is in your court, the time it takes for you and allies within 30 ft of you to gain the full benefits of a short or long rest is reduced by half. This includes time required to sleep or similarly rest.

REVERSED

While this card is in your court, you and allies within 30 ft of you have advantage on death saving throws.

DISMISSAL

You may dismiss this card as part of a 10 minute ritual to grant you and allies within 30 ft of you the benefits of a short rest, or as part of a 1 hour ritual to grant yourself and allies within 30 ft of you the benefits of a long rest:

TEMPERANCE

Upright: middle path, patience, finding meaning,
Reversed: extremes, excess, lack of balance

UPRIGHT

While this card is in your court, you and allies within 30 ft of you may add double their proficiency bonus when using passive abilities such as passive perception:

REVERSED

While this card is in your court, creatures within 30 ft of you treat d20 rolls of 19-20 as critical successes, and d20 rolls of 1-2 as critical failures

DISMISSAL

You may discard this card as an action on your turn, choosing yourself or one ally as a target. For the next minute, whenever this ally makes an ability check that lets them add their proficiency bonus, they can treat a d20 roll of 9 or lower as a 10.

THE DEVIL

Upright: addiction, materialism, playfulness,
Reversed: freedom, release, restoring control

UPRIGHT

While this card is in your court, you and allies within 30 ft of you may treat any material goods as being worth twice their value for the purpose of trading, purchasing goods, or using as spellcasting components:

REVERSED

While this card is in your court, you and allies within 30 ft of you may can spend 5 feet of movement to automatically escape from nonmagical restraints such as shackles or another creature's grapple:

DISMISSAL

You may dismiss this card as a reaction when you or an ally casts a spell which requires material components to ignore all material component requirements for this casting of the spell.



THE TOWER

Upright: sudden upheaval, broken pride, disaster,
Reversed: disaster avoided, delayed disaster

UPRIGHT

While this card is in your court, enemies within 30 ft of you treat d20 rolls of 1-2 as critical failures.

REVERSED

While this card is in your court enemies within 30 ft of you treat critical successes as regular successes, and allies within 30 ft of you treat critical failures as regular failures:

DISMISSAL

You may discard this card as an action on your turn to force one creature of your choice to make a saving throw against your spellcasting modifier. On a failure, the target treats d20 rolls of 3 or lower as critical failures for the next minute.

THE STAR

Upright: hope, faith, rejuvenation,
Reversed: faithlessness, discouragement, insecurity

UPRIGHT

While this card is in your court, whenever you or allies within 30 ft of you regain hit points, they regain additional hit points equal to your proficiency bonus.

REVERSED

While this card is in your court, when an enemy makes an attack against you or an ally and misses, it gains disadvantage on attack rolls until the end of its next turn:

DISMISSAL

You may dismiss this card as an action on your turn to activate the following effect: For the next minute, at the start of each of your turns, one ally of your choice regains hit points equal to your proficiency bonus.

THE MOON

Upright: unconscious, illusions, intuition,
Reversed: confusion, fear, misinterpretation

UPRIGHT

While this card is in your court, enemies within 30 ft of you have disadvantage on checks and saving throws made to recognize illusions and deceptions.

REVERSED

While this card is in your court, enemies within 30 ft of you must succeed on a wisdom saving throw against your spellcasting DC to cast spells that require vocal components.

DISMISSAL

You may discard this spell as an action on your turn to force one creature you can see to make a wisdom saving throw against your spell save DC, or suffer the effects of the Confusion spell until the end of your next turn.

THE SUN

Upright: joy, success, celebration, positivity,
Reversed: negativity, depression, sadness

UPRIGHT

While this card is in your court, each time you or an ally reduces an enemy to 0 hit points or below, the triggering attacker gains advantage on their next attack roll or saving throw:

REVERSED

While this card is in your court each time you or an ally reduces an enemy to 0 hit points, any of its allies within 5 ft suffer disadvantage on attack rolls and saving throws until the end of their next turn:

DISMISSAL

You may dismiss this card as a reaction when you or an ally critically succeeds on an attack roll or ability check to allow all allies that can see you to regain hit points equal to your proficiency bonus.

JUDGMENT

Upright: reflection, reckoning, awakening,
Reversed: lack of self awareness, doubt, self loathing

UPRIGHT

While this card is in your court, you and allies within 30 ft of you may re-roll any 1's on damage dice.

REVERSED

While this card is in your court, you and your allies within 30 ft of you have advantage on opportunity attacks.

DISMISSAL

You may dismiss this card as a reaction when you or an ally within 30 ft of you takes damage from an attack to deal psychic damage to the triggering attacker equal to the damage done to the target.:

THE WORLD

Upright: fulfillment, harmony, completion,
Reversed: incompleteness, no closure

UPRIGHT

While this card is in your court, you and allies within 30 ft of you have advantage on attack rolls if at least one other ally has successfully hit the target with an attack during the same round.

REVERSED

While this card is in your court, enemies within 30 ft of you have disadvantage on attack rolls if at least one of their allies has successfully hit the target with an attack during the same round.

DISMISSAL

You may dismiss this card as a reaction when you or an ally makes an attack roll, but before the result is decided. If the attack hits, treat all damage dice rolled as part of the attack as their maximum value.



ORACLE SPELLS

CANTRIPS (0 LEVEL)

Guidance
Message
Thaumaturgy
Magic Stone*

1ST LEVEL

Comprehend Languages
Detect Magic
Detect Good and Evil
Identify
Speak with Animals
Bless
Hex
Alarm

2ND LEVEL

Augury
Detect Thoughts
Detect Poison and Disease
Find Traps
Locate Animals or Plants
Locate Object
See Invisibility
Zone of Truth

3RD LEVEL

Clairvoyance
Sending
Speak With Dead
Speak with Plants
Tongues
Spirit Guardians
Remove Curse
Dispel Magic

4TH LEVEL

Divination
Locate Creature
Arcane Eye
Faithful Hound

5TH LEVEL

Commune,
Contact other Plane
Legend Lore
Telepathic Bond
Scrying
Dream
Hallow



MAGIC CARDS

Oracles are often without defence when separated from their allies. As such, many oracles have developed a special version of the Magic Stone Cantrip, which they can use to turn items such as cards, dice, or dragon knucklebones into dangerous weapons using Karmic energy drawn from the web of fate.

This technique can put an oracle at risk, because it separates them from portions of their arcane foci, but in a pinch, it has been known to save an oracle's life.

CREDITS AND ACKNOWLEDGMENTS

CLASS BY

DM CLOCKWORK DRAGON (Sebastian McCoy)
<https://dm-clockwork-dragon.tumblr.com/>
<https://ko-fi.com/U6U6GK7U>
<https://www.patreon.com/DMClockWorkDragon>
<https://discord.gg/jr3gMsZ>

TEMPLATE AND BACKGROUNDS BY

NATHANAËL ROUX
<https://www.patreon.com/barkalotdesigns>

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To My wife, who has helped me playtest more versions of the class than I can count, And put up with my obsessive work.

And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

FAN CONTENT NOTICE

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<https://www.deviantart.com/auspiciouspanda>

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<https://kailmcgille.artstation.com/projects/2xq8xy>

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<https://www.deviantart.com/jinbaelim>

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Shrive Oracle - Guido Kuip

<http://guidokuip.blogspot.com/p/portfolio.html>

Harrower - Carolina Eade

<https://kailmcgille.artstation.com/projects/2xq8xy>

Harrower - Eva Widermann

<https://evawidermann.artstation.com/>

Severin - Bryan Syme

<https://www.deviantart.com/bryansyme>

AUTHOR'S NOTES

A couple Months back, while I was working on the Mutophage, I had the idea stroke me of trying to play DND using a Deck of Tarot Cards in place of dice. Seemed like a silly idea, but as it happens sometimes, it stuck. I had seen a few classes out there that tried to make use of a deck of tarot cards in same way. but in most cases it was something along the lines of "I play this card to cast this spell" and felt more like a TGC than like reading tarot. I wanted to make something more integral.

The Oracle is My take on support-centric class. By reading and manipulating fate, they are able to change the tide of battle, granting boons to their allies, and casting certain doom on their foes. This class is built from the ground up with the intent of feeling like an actual tarot reading when played.

Having read tarot for almost 15 years, I worked to make sure that everything flows naturally in the same way as an actual reading, and in a way that won't upset your deck. In fact, I designed the class to work as a great exercise in getting to know a new deck, or just learning the essentials tarot in the first place.