

ORACLE'S BLESSING

Oracles are often born into times of strife and affliction. Some are called by gods, others by their own sorrow, and some by the many revelations demanding to be spoken. Oracles are cursed prophets and saviors, driven by the urgency of their message and battling against the limited time before their worst dreams become reality.

ORACLE ORIGIN SPELLS

Sorcerer Level	Spells
1st	<i>identify</i>
3rd	<i>augury</i>
5th	<i>speak with dead</i>
7th	<i>divination</i>
9th	<i>scrying</i>
11th	<i>true seeing</i>

CURSED PROPHETS

Your innate magic comes with a price, a curse laid upon you by the unseen and impassionate hand of fate.

Starting when you choose this origin at 1st level, you choose a curse from the Oracle Curses table. Each curse has both beneficial and detrimental aspects. Additionally, as an action, you can accurately predict the outcome of a simple random event such as a coin toss or name drawn from a hat.

RITUAL CASTING

Starting at 1st level, you can cast any sorcerer spell you know as a ritual if that spell has the ritual tag. Additionally, you can decipher the writing of a spell scroll if it bears a spell with the ritual tag. You can attempt to cast that spell from the scroll, but only as a ritual.

CURRENT OF DESTINY

Beginning at 6th level, you gain momentary glimpses into the future which warn of imminent disaster for yourself or those around you. You gain the following features.

Predict Disaster When either you or a creature you can see you makes a roll at disadvantage, you may choose to have it roll normally instead. Once you have used this feature, you cannot use it again until you complete a short rest.

Fortune-Teller Additionally, once per long rest, you may spend 1 minute telling the fortune of a willing creature you can touch. The DM fills in the details of what fortune you see in that creature's future, but it must be something probable to occur in the next 24 hours. At any point in the next 24 hours, that creature may choose to gain advantage on an attack roll, ability check, or saving throw that relates to your prediction.

THIN THREADS OF FATE

By 14th level, your daily predictions have become so eerily accurate that it is ambiguous whether you are predicting or deciding the future.

Once per long rest, you may envision an event you wish to occur and roll percentile dice. If you roll a number equal to or lower than your Sorcerer level, your prediction occurs. The DM chooses the mechanical nature of the event to best fit your prediction; the effect of any sorcerer spell or sorcerer origin spell would be appropriate.

If your prediction occurs, you can't use this feature again for 13 days.

DOUBLE DESTINY

At 18th level you can hold two realities in your mind at once, only choosing between the possibilities after you've seen which of them is better.

When you roll initiative at the beginning of combat, you may spend 5 sorcery points to split the future into two parts, keeping a version of yourself in each. Your body splits into two copies with each acting separately this turn. They each start from your current location and share spell slots, sorcery points, and uses of other features.

At the end of your turn, you choose one of your two selves. The other vanishes.

ORACLE CURSES

Name	Description	Effect
Blinded	Your vision is little more than wisps of light and shadow, but you have developed other senses to take the place of your sight.	You gain blindsight out to 40 feet but are blind outside this radius. You also have advantage on Wisdom (Insight) checks against creatures within 40 feet of you.
Unlucky	Unfortunate events seem to follow you wherever you go. Friend and foe alike feel your eerie presence.	Whenever you or a creature within 5 feet of you rolls a 20 on an attack, ability check, or saving throw, reroll it and take the new roll.
Tongues	You were born able to speak in a strange tongue. In times of stress, ecstasy, or unease you fall back to your native language.	You learn one exotic language of your choice, but whenever you are below one quarter of your hit point maximum, you can only speak and understand that language.
Haunted	You are possessed by a spirit which causes you anguish, but abides no other influence on you.	You have disadvantage on Wisdom saving throws but you are immune to being charmed or possessed.
Enervated	Your body is shriveled and weak, but you have become used to the daily strain to which you are subjected.	You cannot use heavy armor or weapons, your attacks that rely on strength have disadvantage, but exhaustion doesn't impose disadvantage on your ability checks.

