

KORAKAI

ORACLE

1

ANCESTRY TENGU (SKYBORN TENGU) **BACKGROUND** COOK

SPEED 25 FEET

PERCEPTION  +4 (TRAINED)
LOW-LIGHT VISION

ALIGNMENT NEUTRAL

LANGUAGES COMMON, TENGU

STRENGTH **DEXTERITY** **CONSTITUTION**

STR 12 MODIFIER (+1) **DEX** 14 MODIFIER (+2) **CON** 12 MODIFIER (+1)

INTELLIGENCE **WISDOM** **CHARISMA**



















INT 10 MODIFIER (+0) **WIS** 12 MODIFIER (+1) **CHA** 18 MODIFIER (+4)

STRIKES

MELEE ♦ khakkara +4 (shove, two-hand d10, versatile P), 1d6+1 bludgeoning
♦ beak +5 (finesse), 1d6+1 piercing

RANGED ♦ sling +5 (range increment 50 feet, reload 1), 1d6 bludgeoning

SKILLS

ACROBATICS (DEX)  +2	ARCANA (INT)  +0	ATHLETICS (STR)  +3•
CRAFTING (INT)  +3•	DECEPTION (CHA)  +4	DIPLOMACY (CHA)  +7•
INTIMIDATION (CHA)  +4	COOKING LORE (INT)  +3•	LORE (OTHER: INT)  +0
MEDICINE (WIS)  +1	NATURE (WIS)  +4•	OCCULTISM (INT)  +0
PERFORMANCE (CHA)  +4	RELIGION (WIS)  +4•	SOCIETY (INT)  +0
STEALTH (DEX)  +2	SURVIVAL (WIS)  +4•	THIEVERY (DEX)  +2

• = TRAINED •• = EXPERT ••• = MASTER




FEATS AND ABILITIES

ANCESTRY ABILITIES skyborn tengu, Tengu Weapon Familiarity*

SKILL FEATS Seasoned

CLASS FEATURES curse of the perpetual storm, divine spellcasting, pushing gust, tempest mystery, tempest touch


DEFENSES

HIT POINTS 15	ARMOR CLASS 17	AC WITH SHIELD RAISED 18
FORTITUDE  +4	REFLEX  +5	WILL  +6

WITH MINOR CURSE
WEAKNESS
ELECTRICITY 2

WITH MODERATE CURSE
WEAKNESS
ELECTRICITY 5
RESISTANCE
FIRE 5

SPELLS

SPELL ATTACK  +7 **DC** 17

PATHFINDER

EQUIPMENT

BULK Worn 3, 3 L; Stowed 1

WORN backpack, chain shirt, khakkara, minor elixir of life, scroll of magic weapon, sling (10 bullets)

STOWED bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), salt and pepper, soap, torch (5), waterskin

WEALTH 2 sp, 9 cp

SPELLS

CANTRIPS (AT WILL): detect magic, disrupt undead, electric arc, guidance, light, shield

1ST LEVEL (2/DAY): heal, fear



WHAT IS AN ORACLE?

You have a direct connection to the divine truths, concepts, and secrets of the universe that grants you powerful magic, but also takes its toll upon your body as a curse that worsens the more you draw on this power.

EQUIPMENT

The following rules apply to Korakai's equipment.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing); **Activate** [one-action] (Interact); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can use your Dexterity instead of Strength to calculate your attack bonus (but not damage rolls) with this melee weapon.

Reload (trait): This weapon requires you to use 1 Interact action to reload before it can be fired again.

☐ **Scroll of Magic Weapon:** When holding this scroll, you can cast *magic weapon* (see Spells on next page). After you Cast the Spell, the scroll is destroyed.

Shove (trait): You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Two-Hand (trait): This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Korakai's feats and abilities are described below.

Divine Spellcasting: Your connection to the powers of wind, rain, and lightning grants you the ability to wield divine magic. You can cast divine spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast. The tempest mystery also lets you cast *electric arc* as a divine spell.

Low-Light Vision: You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Skyborn Tengu: Your connection to the spirits of wind and sky mean you take no damage from falling, regardless of the distance you fall.

Seasoned: You've mastered the preparation of many types of food and drink. You gain a +1 circumstance bonus to checks to Craft food and drink, including potions.

Tempest Mystery: You can see perfectly through wind and water. You never take penalties to Perception from wind, rain, fog, or other precipitation, or from looking through water or being underwater, and such conditions don't cause anything to be concealed from you. When you deal physical damage with a non-cantrip air or water spell, you deal an additional 1 electricity damage per spell level.

REVELATION SPELLS AND CURSE

☐ ☐ **Revelation Spells:** Your oracular mystery grants you the *pushing gust* and *tempest touch* revelation spells, which you can cast by spending 1 Focus Point from your focus pool of 2. When you cast a revelation spell, it causes your oracular curse to progress (see Curse of the Perpetual Storm, below).

Pushing Gust (air, cleric, conjuration, cursebound); **Cast** ♦♦ somatic, verbal;

Range 500 feet; **Targets** 1 creature; **Effect** Giving the air a push, you buffet the target with a powerful gust of wind; it must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is pushed 5 feet away from you.

Failure The target is pushed 10 feet away from you.

Critical Failure The target is pushed 10 feet away from you and knocked prone.

Tempest Touch (cold, cursebound, evocation, oracle, water); **Cast** ♦ somatic;

Range touch; **Targets** 1 creature; **Effect** Your touch calls forth a churning mass of icy water that clings to your target, dealing 1d4 bludgeoning damage, 1d4 cold damage, and 1 electricity damage. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage and a -5-foot circumstance penalty to its Speeds until the end of your next turn.

Failure The target takes full damage and a -10-foot circumstance penalty to its Speeds until the end of your next turn.

Critical Failure As failure, but the target takes double damage.

CURSE OF THE PERPETUAL STORM

Channeling many sources of divine power places great strain on your body in the form of a supernatural curse that manifests as wind, rain, and lightning. At all times, you have the following effect, which has no mechanical effect but serves as a reminder of your power.

You are the center of your own tiny tempest, ever surrounded by wind and rain that worsens the more you tap into your elemental powers. Even when you are calm and at rest, your feathers and clothing are blown about by gentle winds, you are slightly damp, and your touch often comes with a static shock.

The first time you cast a revelation spell each day, your curse progresses to its minor stage. Once your minor curse has manifested, it remains in effect until you rest for 8 hours and again make your daily preparations.

Minor Curse: An aura of a whirling storm whips up in a 5-foot emanation around you and in your space. The aura puts out small non-magical fires 1 round after they're lit or brought into your aura. Electrical energy builds up within your storm, turning you into a lightning rod; you gain weakness 2 to electricity, and electricity spells or effects that have additional effects for a creature wearing or holding metal treat you as though you were wearing metal.

If you cast a revelation spell while your minor curse is in effect, you progress to the moderate curse effect immediately after you finish Casting the Spell.

Moderate Curse: Your minor curse's aura expands to a 10-foot emanation and carries rain on the winds. The whirling winds impose a -2 circumstance penalty to ranged attack rolls using physical ammunition that target you or originate from you. Your weakness to electricity increases to 5, but torrential rain grants you fire resistance 5.

If you Refocus while your moderate curse is in effect, you reduce your curse's severity to minor in addition to regaining a Focus Point. If you cast a revelation spell while your moderate curse is in effect, it sparks irreconcilable conflict between you and your power, cutting you off. Immediately after casting the revelation spell, you lose the ability to Cast or Sustain any revelation spells until your next daily preparations.

You can't mitigate, reduce, or remove the effects of your oracular curse by any means other than Refocusing and resting for 8 hours. For example, *resist energy* can't be used to reduce the weakness to electricity from your curse. Likewise, *remove curse* and similar spells don't affect your curse at all.

SPELLS

Korakai can cast the following spells. He can cast his 1st-level spells two times per day in any combination, and he has an additional 1st-level spell on a scroll.

CANTRIPS

Detect Magic (cantrip, detection, divination); **Cast** ♦♦ somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower level than the level of your detect magic spell, though items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) are typically detected normally.

Disrupt Undead (cantrip, necromancy, positive); **Cast** ♦♦ somatic, verbal; **Effect** You lance an undead creature within 30 feet with energy that deals 1d6 +4 positive damage. The target must attempt a basic Fortitude save; if it critically fails the save, it is also enfeebled for 1 round.

Electric Arc (cantrip, electricity, evocation); **Cast** ♦♦ somatic, verbal; **Range** 30 feet; **Targets** 1 or 2 creatures; **Effect** An arc of lightning leaps from one target to another. You deal 1d4+4 electricity damage (DC 17 basic Reflex save).

Guidance (cantrip, divination); **Cast** ♦ (verbal); **Effect** You pray for divine guidance, granting yourself or one creature within 30 feet a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the start of your next turn. The target chooses which roll to use the bonus on before rolling. Once a creature has been affected by this spell, they cannot be affected again for 1 hour.

Light (cantrip, evocation, light); **Cast** ♦♦ somatic, verbal; **Range** touch; **Target** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally; **Effect** The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

Shield (abjuration, cantrip, force); **Cast** ♦ verbal; **Effect** You conjure a magical shield of force that lasts until the start of your next turn. This counts as the Raise a Shield action, grants you a +1 circumstance bonus to AC (though it doesn't require a hand to use), and allows you to use the Shield Block reaction. This shield has Hardness 5. After using the Shield Block action, this spell ends and you can't use it again for 10 minutes.

Shield Block ⤵ **Trigger** You would be damaged by a physical attack while your shield is conjured; **Effect** You interpose your magical shield between yourself and the attack, reducing the damage by 5. You take any remaining damage.

1ST

Heal (healing, necromancy, positive); **Cast** ♦, ♦♦, or ♦♦♦ (see spell text); **Effect** You channel positive energy to heal living creatures and harm undead. If the target is a living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it (DC 17 basic Fortitude save). You can spend more actions when Casting this Spell to change its targets, range, area, and other parameters.

♦ (somatic): The spell has a range of touch.

♦♦ (verbal, somatic): The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

♦♦♦ (material, somatic, verbal): The positive energy is dispersed in a 30-foot emanation, targeting all living and undead creatures in the area (this does not include the additional healing from the 2-action option).

Fear (emotion, enchantment, fear, mental); **Cast** ♦♦ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Duration** varies; **Effect** You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Critical Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

☐ **Magic Weapon** (transmutation); **Cast** ♦♦ somatic, verbal; **Range** touch; **Target** 1 non-magical weapon that is unattended or wielded by you or a willing ally; **Duration** 1 minute; **Effect** The weapon glimmers with magic and energy. The target becomes a +1 *striking weapon*, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.