

KORAKAI

ORACLE 5

ANCESTRY TENGU (SKYBORN TENGU) **BACKGROUND** COOK
SPEED 25 FEET **PERCEPTION** +8 (TRAINED) **LOW-LIGHT VISION**

ALIGNMENT NEUTRAL

LANGUAGES COMMON, TENGU

STRENGTH	DEXTERITY	CONSTITUTION
STR 14 (+2)	DEX 16 (+3)	CON 14 (+2)
INTELLIGENCE	WISDOM	CHARISMA
INT 10 (+0)	WIS 12 (+1)	CHA 19 (+4)

STRIKES

MELEE ✦ *khakkara* +10 (shove, two-hand d10, versatile P), 1d6+2 bludgeoning
 ✦ *beak* +10 (finesse), 1d6+2 piercing
RANGED ✦ *sling* +10 (range increment 50 feet, reload 1), 1d6 bludgeoning

SKILLS

ACROBATICS (DEX) +10 •	ARCANA (INT) +0	ATHLETICS (STR) +9 •
CRAFTING (INT) +7 •	DECEPTION (CHA) +4	DIPLOMACY (CHA) +11 •
INTIMIDATION (CHA) +4	COOKING LORE (INT) +7 •	LORE (OTHER: INT) +0
MEDICINE (WIS) +1	NATURE (WIS) +8 •	OCCULTISM (INT) +0
PERFORMANCE (CHA) +4	RELIGION (WIS) +10 ••	SOCIETY (INT) +0
STEALTH (DEX) +3	SURVIVAL (WIS) +8 •	THIEVERY (DEX) +3

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Eat Fortune, skyborn tengu, Tengu Weapon Familiarity*
CLASS FEATS Divine Aegis, Vision of Weakness
GENERAL FEATS Toughness
SKILL FEATS Pilgrim's Token, Seasoned, Steady Balance
CLASS FEATURES curse of the perpetual storm, divine spellcasting, *pushing gust*, *tempest mystery*, *tempest touch*

DEFENSES

HIT POINTS 61	ARMOR CLASS 22	AC WITH SHIELD RAISED 23
FORTITUDE +9	REFLEX +10	WILL +10

WITH MINOR CURSE WEAKNESS
ELECTRICITY 2
WITH MODERATE CURSE WEAKNESS
ELECTRICITY 5
 RESISTANCE FIRE 5

SPELLS

SPELL ATTACK +11 **DC** 21

PATHFINDER

EQUIPMENT

BULK Worn 3, 7 L; Stowed 1
WORN backpack, bracers of missile deflection, chain shirt, feather token (fan), +1 *khakkara*, minor elixir of life, scroll of faerie fire, scroll of restoration, sling (10 bullets), wand of heal
STOWED bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), salt and pepper, soap, torch (5), waterskin
WEALTH 5gp, 2 sp, 9 cp

SPELLS

CANTRIPS (AT WILL): *detect magic*, *disrupt undead*, *electric arc*, *guidance*, *light*, *shield*
1ST LEVEL (3/DAY): *disrupting weapons*, *fear*, *heal*[†]
2ND LEVEL (3/DAY): *resist energy*, *sound burst*[†], *spirit sense*
3RD LEVEL (2/DAY): *crisis of faith*, *harm*[†]
[†]SIGNATURE SPELLS



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).

☐ **Bracers of Missile Deflection** (abjuration, invested, magical); **Activate** \curvearrowright (Interact); **Frequency** once per day; **Trigger** A ranged weapon attack hits you but doesn't critically hit; **Requirements** You're aware of the attack and not flat-footed; **Effect** The bracers send the missile off-course. You gain a +2 circumstance bonus to AC against the triggering attack. If this would cause the attack to be a failure, the attack misses you.

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing); **Activate** \curvearrowright (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.

☐ **Feather Token** (fan) (conjunction, consumable, magical); **Activate** \curvearrowright (Interact); **Effect** Activating this feather requires you to fan it in a given direction. If this direction is toward the sail of a vessel, the feather flutters up toward the sail and fans continuously, filling the sail with air and granting the vessel a +10-foot circumstance bonus to its Speed for 8 hours. If fanned in any other direction, it instead produces a single casting of *gust of wind* (DC 20).

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 Faerie Fire:** When holding this scroll, you can cast *faerie fire* (see Spells on next page). After you Cast the Spell, the scroll is destroyed.

☐ **Scroll of Restoration:** When holding this scroll, you can cast *restoration* (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.

☐ **Wand of Heal:** This wand allows you to cast a 1st-level *heal* spell (see spells) once per day.

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.

Eat Fortune \curvearrowright (concentrate, divination, divine, tengu); **Frequency** once per day; **Trigger** A creature within 60 feet uses a fortune or misfortune effect; **Effect** As someone tries to twist fate, you consume the interference. The triggering effect is disrupted. If it's a misfortune effect, Eat Fortune gains the fortune trait; if it's a fortune effect, Eat Fortune gains the misfortune trait.

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.

Pilgrim's Token: You carry a small holy token of protection. So long as this token is in your possession, when you tie an adversary's initiative roll, you go first.

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.

Signature Spells: Experience allows you to cast some spells more flexibly, using higher or lower level spell slots. Your signature spells are *harm*, *heal*, and *sound burst*. See each spell for more information.

Steady Balance You can keep your balance easily. When you roll a success using the Balance action, you get a critical success instead. You're not flat-footed while attempting to Balance on narrow surfaces and uneven ground, and you can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

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.

Toughness You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to 9 + your dying condition value.

Underwater Marauder You've learned to fight underwater. You aren't flat-footed while in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

REVELATION SPELLS AND CURSE

☐ ☐ ☐ **Revelation Spells:** Your oracular mystery grants you the *pushing gust*, *tempest touch*, and *vision of weakness* revelation spells, which you can cast by spending 1 Focus Point from your focus pool of 3. When you cast a revelation spell, your oracular curse progresses (see Curse of the Perpetual Storm, below).

Pushing Gust (air, cleric, conjunction, cursebound); **Cast** \curvearrowright 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 DC 21 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** \curvearrowright somatic;

Range touch; **Targets** 1 creature; **Effect** Your touch calls forth a churning mass of icy water that clings to your target, dealing 3d4 bludgeoning damage, 3d4 cold damage, and 3 electricity damage. The target must attempt a DC 21 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.

Vision of Weakness (cursebound, divination, oracle); **Cast** \curvearrowright somatic; **Targets** 1 creature; **Effect** You focus your gaze on a creature and gain a flash of divine insight into its nature. If the creature has any weaknesses, you learn them, as well as which of its three saving throw modifiers is lowest. You also learn an inherent understanding of its movements and gain a +2 status bonus to your next attack roll (or skill check made as part of an attack action) against that foe before the end of your turn. The target is then temporarily immune to *vision of weakness* for 1 day.

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're 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're calm and at rest, your feathers and clothing are blown about by gentle winds, you're 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, you can no longer reconcile the conflict of your mystery; 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 three times per day in any combination, his 2nd-level spells three times per day in any combination, and his 3rd-level spells twice per day in any combination. He can cast his signature spells—*harm*, *heal*, and *sound burst*—at higher or lower levels to adjust their power; see each spell for more information.

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 learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn. You receive no other 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; **Range** 30 feet; **Effect** You lance an undead creature within 30 feet with energy that deals 3d6+4 positive damage. The target must attempt a DC 21 basic Fortitude save; if it critically fails the save, it's 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 3d4+4 electricity damage (DC 21 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 can't 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 10. 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 10. You take any remaining damage.

1ST

Disrupting Weapons (necromancy, positive); **Cast** ◆◆ somatic, verbal; **Range** touch; **Targets** up to two weapons, each of which must be wielded by you or a willing ally, or else unattended; **Duration** 1 minute; **Effect** You infuse weapons with positive energy. Attacks with these weapons deal an extra 1d4 positive damage to undead.

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 DC 21 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.

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 21 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 doesn't include the additional healing from the 2-action option).

Signature Spell You can cast this spell in a 2nd-level slot or a 3rd-level slot to heighten it and increase its power. If you cast it using a 2nd-level slot, the base healing or damage is 2d8, and the extra healing for the 2-action version is 16. If you cast it using a 3rd-level slot, the base healing or damage is 3d8, and the extra healing for the 2-action version is 24.

2ND

Faerie Fire (evocation, light); **Cast** ◆◆ somatic, verbal; **Range** 120 feet; **Target** 10-foot burst; **Duration** 5 minutes; **Effect** All creatures in the area when you cast the spell are limned in colorful, heatless fire of a color of your choice for the duration. Visible creatures can't be concealed while affected by faerie fire. If the creatures are invisible, they're concealed while affected by faerie fire, rather than being undetected.

Resist Energy (abjuration); **Cast** ◆◆ somatic, verbal; **Range** touch; **Target** 1 creature; **Duration** 10 minutes; **Effect** A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Restoration (healing, necromancy); **Cast** 1 minute (somatic, verbal); **Range** touch; **Target** 1 creature; **Effect** Restorative magic counters the effects of toxins or conditions that prevent a creature from functioning at its best. When you cast restoration, choose to either reduce a condition or lessen the effect of a toxin. A creature can benefit from only one restoration spell each day, and it can't benefit from restoration more than once to reduce the stage of the same exposure to a given toxin.

Lessen a Toxin Reduce the stage of one toxin the target suffers from by one stage. This can't reduce the stage below stage 1 or cure the affliction.

Reduce a Condition Reduce the value of the target's clumsy, enfeebled, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.

Sound Burst (evocation, sonic); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Area** 10-foot burst; **Effect** A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a DC 21 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage and is deafened for 1

minute, and stunned 1.

Signature Spell You can cast this spell using a 3rd-level slot to heighten it and increase its power. If you do, the damage increases to 3d10.

Spirit Sense (detection, divination, mental); **Cast** ◆◆ somatic, verbal; **Area** 30-foot emanation; **Duration** 10 minutes; **Effect** You open your mind to the metaphysical, enabling you to sense nearby spirits. Even if you aren't Searching, you get a check to find haunts and spirits in the area. You gain a +1 status bonus to the following checks regarding haunts or spirits: Perception checks to Seek, attempts to Recall Knowledge, skill checks to determine the reason for their existence, and skill checks to disable a haunt. You also gain a +1 status bonus to AC and saving throws against haunts and spirits.

3RD

Crisis of Faith (enchantment, mental); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Effect** You assault the target's faith, riddling the creature with doubt and mental turmoil that deal 6d6 mental damage, or 6d8 mental damage if it can cast divine spells. The effects are determined by its attempt at a DC 21 Will save. To many deities, casting this spell on a follower of your own deity without significant cause is anathema.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage; if the target can cast divine spells, it's stupefied 1 for 1 round.

Critical Failure The target takes double damage, is stupefied 1 for 1 round, and can't cast divine spells for 1 round.

Harm (necromancy, negative); **Cast** ◆ to ◆◆◆ (see spell text); **Range** varies; **Targets** 1 living creature or 1 willing undead creature; **Effect** You channel negative energy to harm the living or heal the undead. If the target is a living creature, you deal 3d8 negative damage to it, and it gets a DC 21 basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when Casting this Spell determines 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 an undead creature, increase the Hit Points restored by 24.

◆◆◆ (material, verbal, somatic) You disperse negative energy in a 30-foot emanation. This targets all living and undead creatures in the area.

Signature Spell You can reduce this spell's power to allow you to cast it using a lower-level spell slot. If you cast it using a 2nd-level slot, the base healing or damage is 2d8, and the extra healing for the 2-action version is 16. If you cast it using a 1st-level slot, the base healing or damage is 1d8, and the extra healing for the 2-action version is 8.