

## KORAKAI

ORACLE



ANCESTRY	TENGU (SKYBORN TENGU)	BACKGROUND	COOK
SPEED	25 FEET	PERCEPTION	+8 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, TENGU	CLASS DC	21
STRENGTH		DEXTERITY	
STR	+2	DEX	+3
INTELLIGENCE		CONSTITUTION	
INT	+0	CON	+2
		CHARISMA	
		CHA	+4

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED	CURSEBOUND 1
	56	21	22	WEAKNESS ELECTRICITY 2
FORTITUDE	REFLEX	WILL		
+9	+10	+10		

## STRIKES

MELEE	<ul style="list-style-type: none"> <li>beak +10 [+5/+0] (finesse), 1d6+2 piercing</li> <li>+1 khakkara +10 [+5/+0] (shove, two-hand d10, versatile P), 1d6+2 bludgeoning</li> </ul>
RANGED	<ul style="list-style-type: none"> <li>sling +10 [+5/+0] (range increment 50 feet, reload 1), 1d6 bludgeoning</li> </ul>

## SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+3	+0	+9 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 ●	+4	+13 ●●
INTIMIDATION (CHA)	COOKING LORE (INT)	LORE (OTHER; INT)
+4	+7 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+1	+8 ●	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4	+11 ●●	+0
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+3	+8 ●	+3

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Eat Fortune, skyborn tengu, Tengu Weapon Familiarity*
CLASS FEATS	Domain Acumen, Foretell Harm, Vision of Weakness
GENERAL FEATS	Toughness
SKILL FEATS	No Cause For Alarm, Seasoned, Steady Balance
CLASS ABILITIES	curse of the perpetual storm, divine spellcasting, tempest mystery, revelation spells ( <i>tempest touch</i> )

\* Abilities with an asterisk have already been calculated into Korakai's statistics and do not appear elsewhere.

## EQUIPMENT

BULK	Current 4, 7 L; Maximum 7 Bulk
WORN	backpack, bracers of missile deflection, chain shirt, channel protection amulet, lesser elixir of life, +1 khakkara, marvelous miniature (ladder), scroll of cleanse affliction, scroll of runic weapon, shining symbol, 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	16gp, 5sp

## SPELLS

SPELL ATTACK	+11	SPELL DC	21
CANTRIPS (AT WILL)	detect magic, electric arc, guidance, light, shield, vitality lash		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1ST RANK	fear, harm, infuse vitality, thunderstrike		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2ND RANK	noise blast, resist energy, revealing light, spirit sense		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3RD RANK	crisis of faith, heal, heroism		



## 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** (invested, magical) These bracers are made from plates of durable dawnsilver and gleam like the summer sun. **Activate** ➤ (manipulate); **Frequency** once per day; **Trigger** A ranged weapon attack hits you but doesn't critically hit; **Requirements** You are aware of the attack and not off-guard; **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.

**Channel Protection Amulet** (invested, magical) This nugget of polished tektite is trapped in a cage of braided wire and hangs from a silken cord. When wearing this amulet, you gain resistance 5 against damage from harm spells if you're living.

❑ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing); **Activate** ➤ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 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.

❑ **Marvelous miniature, ladder** (consumable, expandable, magical) Every marvelous miniature is an exceptionally small replica of a real creature or object. When activated, this miniature transforms permanently into a 20-foot-long wooden ladder.

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

❑ **Scroll of Cleanse Affliction** When holding this scroll, you can cast cleanse affliction (see Spells on next page). After you Cast the Spell, the scroll is destroyed.

❑ **Scroll of Runic Weapon** When holding this scroll, you can cast runic weapon (see Spells on next page). After you Cast the Spell, the scroll is destroyed.

**Shining Symbol** (divine, invested, light) You gain a +1 item bonus to Religion. The symbol casts dim light in a 20-foot emanation.

**Activate—Spiritual Light** ➤➤ (concentrate, light, revelation); **Frequency** once per day; **Effect** The light cast by the symbol becomes bright light for 10 minutes and shines through bodies to reveal hints of the spirits within. Creatures in the light receive a -1 status penalty to Deception and Stealth checks. You can Dismiss this activation.

**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.

Korakai's feats and abilities are described below.

**Domain Acumen - Lightning** Every oracle's mystery touches on a divine domain of the deities that fuel it; you can access that power. You have gained access to the lightning domain's initial domain spell (*charged javelin*), which you can now cast as a revelation spell.

**Eat Fortune** ➤ **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. This fortune or misfortune applies to the same roll the triggering effect would have, so you couldn't negate a fortune effect with Eat Fortune and then apply a misfortune effect to the same roll.

**Foretell Harm** ♦ (cursebound, divine) **Frequency** once per round; **Requirements** Your previous action was to Cast a non-cantrip Spell that dealt damage; **Effect** Your magic echoes ominously as you glimpse injury in the target's future. At the beginning of your target's next turn, it takes damage equal to twice the triggering spell's rank as a seemingly random and minor misfortune finds it. The damage and type of misfortune is of a type matching the spell; for instance, if you dealt fire damage, a flame might spontaneously ignite on them or they might burn a hand on their torch. The target is then temporarily immune to Foretell Harm for 24 hours.

**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.

**No Cause for Alarm** ➤➤➤ (auditory, concentrate, emotion, linguistic, mental) You attempt to reduce panic. Attempt a Diplomacy check, comparing it to the Will DC of creatures in a 10-foot emanation around you who are frightened. Each of them is temporarily immune for 1 hour.

**Critical Success** Reduce the creature's frightened value by 2.

**Success** Reduce the creature's frightened value by 1.

**Oracle 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.

**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.

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

**Steady Balance** You can keep your balance easily, even in adverse conditions. Whenever you roll a success using the Balance action, you get a critical success instead. You're not off-guard while attempting to Balance on narrow surfaces and uneven ground. Thanks to your incredible balance, you can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

**Toughness** Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level (this has already been factored into Korakai's Hit Points). You reduce the DC of recovery checks by 1.

**Whispers of Weakness** ♦ (cursebound, divine) Voices whisper to you how to best lay a creature low. You target one creature

within 60 feet; if it has any weaknesses, you learn them, as well as which of its saving throw modifiers is lowest. You also come to understand its movements, gaining 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 for 1 day.

## REVELATION SPELLS AND CURSE

**Revelation Spells** Your oracular mystery grants you the tempest touch revelation spell, and the Domain Acumen feat grants you the charged javelin spell. You can cast either of these spells 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 Oracular Curse below).

**Charged Javelin** ♦♦ (attack, cursebound, electricity); **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Effect** You fire a javelin of electricity that leaves a charged field around its target. Make a spell attack roll. The javelin deals 3d6 electricity damage and 3 persistent electricity damage.

**Critical Success** The javelin deals double damage, both initial and persistent.

**Success** The javelin deals full damage.

As long as the target is taking persistent damage from this spell, creatures gain a +1 status bonus to attack rolls with metal weapons or electricity effects against the target, and the target takes a -1 status penalty to saves against electricity effects.

**Tempest Touch** ♦ (uncommon, cold, cursebound, focus, manipulate, oracle, water); **Range** touch; **Targets** 1 creature; **Defense** Fortitude; **Effect** Your touch calls forth a churning mass of icy water that clings to your target, dealing 1d4 3d4 bludgeoning damage and 1d4 3d4 cold 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.

## ORACULAR CURSE

As an oracle, you can tap into the pure and unmitigated divine power of creation to supplement your spellcasting via cursebound abilities. These abilities grant you special benefits, but the backlash of letting this power into your mortal body manifests as an oracular curse. The more cursebound abilities you use, the more your curse worsens, but you might gain divine benefits even as it tightens its grip on your soul.

Your oracular curse is expressed using the **cursebound** condition, a unique condition that affects only oracles. Immediately after the first time you use a cursebound ability, you become cursebound 1, and if you use a cursebound ability while you are already cursebound, you increase the value of your cursebound condition by 1 after the ability resolves. You can tolerate only a modest amount of divine power, and your cursebound condition can't increase beyond cursebound 2. Once saturated in divine power, your soul can't absorb any more, and so you can't use a cursebound ability if you are already at your maximum cursebound condition.

You remain cursebound until you Refocus, which reduces your cursebound condition by 1 in addition to restoring a Focus Point. As your curse is a direct result of divine power, you cannot mitigate, reduce, or remove the effects of your curse or any ability with the cursebound trait by any means other than Refocusing. For example, if a cursebound effect makes creatures concealed from you, you can't negate that concealed condition through a magic item or spell, such as sure strike (though you would still benefit from the other effects of that item or spell). Likewise, *cleanse affliction* and similar abilities don't affect your curse at all.

## Curse of Inclement Headwinds

The weather seems to always oppose you in ways large and small. Even when you are calm and at rest, your hair and clothing are inconveniently blown about by gentle winds, you are slightly damp from the faintest drizzle, and your touch often comes with a static shock. When you have the cursebound condition, you are opposed by the elements, with the following effects.

**Cursebound 1** Lightning is drawn to you. You gain electricity weakness 2 and electricity spells or effects that have additional effects for a creature wearing or holding metal treat you as though you were wearing metal. Any immunity or resistance you have to such spells and effects is suppressed.

**Cursebound 2** Blowing winds impose a -2 circumstance penalty to ranged attack rolls you make.

## SPELLS

Korakai can cast the following spells. He can cast his 1st-rank and 2nd-rank spells four times per day in any combination and his 3rd-rank spells three times per day in any combination. He has additional spells on scrolls.

## Cantrips

**Detect Magic** ♦♦ (cantrip, detection, manipulate); **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You also learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM. 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 rank than the rank 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.

**Electric Arc** ♦♦ (cantrip, concentrate, electricity, manipulate); **Range** 30 feet; **Targets** 1 or 2 creatures; **Defense** basic Reflex; **Effect** An arc of lightning leaps from one target to another. Each target takes 3d4 electricity damage with a basic Reflex save.

**Guidance** ♦ (cantrip, concentrate); **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

**Light** ♦♦ (cantrip, concentrate, light, manipulate); **Range** 120 feet; **Duration** until your next daily preparations; **Effect** You create an orb of light that sheds bright light in a 20-foot radius (and dim light



for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four light spells active, you must choose one of the existing spells to end.

**Shield** ◆ (cantrip, concentrate, force); **Duration** until the start of your next turn; **Effect** You raise a magical shield of force. This counts as using the Raise a Shield action (Player Core 419), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction (page 262) with your magic shield. The shield has Hardness 10. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast 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.

**Vitality Lash** ◆◆ (cantrip, manipulate, vitality); **Range** 30 feet; **Targets** 1 creature that is undead or otherwise has void healing; **Defense** Fortitude; **Effect** You demolish the target's corrupted essence with energy from Creation's Forge. You deal 3d6 vitality damage with a basic Fortitude save. If the creature critically fails the save, it is also enfeebled 1 until the start of your next turn.

## 1st

**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.

**Harm** ◆ to ◆◆ (manipulate, void); **Range** varies; **Targets** 1 living creature or 1 willing undead creature; **Effect** You channel void energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 void damage to it, and it gets a 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.

◆ The spell has a range of touch.

◆◆ (concentrate) The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.

◆◆◆ (concentrate) You disperse void energy in a 30-foot emanation. This targets all living and undead creatures in the area.

**Infuse Vitality** ◆ to ◆◆ (concentrate, manipulate, vitality); **Range** 30 feet; **Targets** 1 to 3 willing creatures; **Effect** You empower attacks with vital energy. The number of targets is equal to the number of actions you spent casting this spell. Each target's unarmed and weapon Strikes deal an extra 1d4 vitality damage, which typically damages only undead.

□ **Runic Weapon** ◆◆ (concentrate, manipulate); **Range** touch; **Targets**

1 non-magical weapon that is unattended or wielded by a willing creature; **Duration** 1 minute; **Effect** The weapon glimmers with magic as temporary runes carve down its length. 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.

**Thunderstrike** ◆◆ (concentrate, electricity, manipulate, sonic); **Range** 120 feet; **Targets** 1 creature; **Defense** basic reflex; **Effect** You call down a tendril of lightning that cracks with thunder, dealing 1d12 electricity damage and 1d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a -1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

**Signature Spell** You can cast this spell in a higher-rank slot to heighten it and increase its power. If you cast it using a higher-rank slot, the damage increases by 1d12 electricity and 1d4 sonic for each additional spell rank.

## 2nd

□ **Cleanse Affliction** ◆◆ (concentrate, healing, manipulate); **Range** touch; **Targets** 1 willing creature; **Effect** Gentle restorative magic pushes back the effects of toxins and more complex maladies. Choose an affliction on the target, such as a curse, disease, or poison. If it has advanced past stage one, reduce the stage by one. This reduction can be applied only once to a given case of an affliction, with the case ending when it's completely cured.

**Noise Blast** ◆◆ (concentrate, manipulate, sonic); **Range** 30 feet; **Area** 10-foot burst; **Defense** Fortitude; **Effect** A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a 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 in a 3rd-rank slot to heighten it and increase its power. If you cast it using a 3rd-rank slot, the damage increases by 1d10 sonic.

**Resist Energy** ◆◆ (concentrate, manipulate); **Range** touch; **Targets** 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.

**Spirit Sense** ◆◆ (concentrate, detection, manipulate, mental); **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.

**Revealing Light** ◆◆ (concentrate, light, manipulate); **Range** 120 feet; **Area** 10-foot burst; **Defense** Reflex; **Duration** varies; **Effect** A wave of magical light washes over the area. You choose the appearance of the light, such as colorful, heatless flames or sparkling motes. A creature affected by revealing light is dazzled. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it is no longer concealed.

**Critical Success** The target is unaffected.

**Success** The light affects the creature for 2 rounds.

**Failure** The light affects the creature for 1 minute.

**Critical Failure** The light affects the creature for 10 minutes.

### 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.

**Heal** ◆ to ◆◆◆ (healing, manipulate, vitality); **Range** varies; **Targets** 1 willing living creature or 1 undead creature; **Effect** You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 3d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ (concentrate) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 24.

◆◆◆ (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

**Signature Spell** You can cast this spell in a 1st-rank or 2nd-rank slot. If you cast it using a 1st-rank slot, the healing is 1d8 (1d8+8 for the two-action version); if you cast it using a 2nd-rank slot, the healing is 2d8 (2d8+16) for the two-action version.

**Heroism** ◆◆ (concentrate, manipulate, mental); **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** You unlock the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.