KORAKAI

ORACLE 1

ANCESTRY	TENGU (SKYBORN TENGU)	**BACKGROUND**	COOK
SPEED	25 FEET	**PERCEPTION**	+4 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, TENGU	**CLASS DC**	17

STRENGTH		DEXTERITY		CONSTITUTION	
STR	+1	**DEX**	+2	**CON**	+1

INTELLIGENCE		WISDOM		CHARISMA	
INT	+0	**WIS**	+1	**CHA**	+4

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD CAST	CURSEBOUND 1
	15	17	18	**WEAKNESS ELECTRICITY 2**

FORTITUDE	REFLEX	WILL
+4	+5	+6

STRIKES

MELEE	❖ beak +5 [+0/-5] (finesse), 1d6+1 piercing
	❖ khakkara +4 [-1/-6] (shove, two-hand d10, versatile P), 1d6+1 bludgeoning
RANGED	❖ sling +5 [+0/-5] (range increment 50 feet, reload 1), 1d6 bludgeoning

SKILLS

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

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	skyborn tengu, Tengu Weapon Familiarity*
CLASS FEATS	Foretell Harm
SKILL FEATS	Seasoned
CLASS ABILITIES	curse of inclement headwinds, oracle spellcasting, tempest mystery*, revelation spells (*tempest touch*)

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

EQUIPMENT

BULK	**Current:** 3, 4 L; **Maximum:** 6 Bulk
WORN	backpack, chain shirt, khakkara, minor elixir of life, *scroll of runic 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

SPELL ATTACK	+7	**SPELL DC**	17

CANTRIPS (AT WILL)	detect magic, electric arc, guidance, light, shield, vitality lash
☐☐☐ **1ST RANK**	heal, fear, thunderstrike

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 it also takes its toll upon your body as a curse that worsens the more you draw on this power.

KORAKAI

ORACLE 1

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** ❖ (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 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.

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.

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 spontaneous ignite on them or they might burn a hand on their torch. The target is then temporarily immune to Foretell Harm for 24 hours.

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.

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.

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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.

REVELATION SPELLS AND CURSE

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

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 bludgeoning damage and 1d4 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 spells three times per day in any combination, and he has an additional 1st-rank spell on a scroll.

Cantrips

Detect Magic ❖❖ (cantrip, concentrate, detection, manipulate) **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 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 2d4 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 5. 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 5. You take any remaining damage.

Vitality Lash ❖❖ (cantrip, concentrate, 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 2d6 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

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 1d8 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 8.

❖❖❖ (concentrate): You disperse vital energy 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 ❖❖ (concentrate, emotion, fear, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

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

☐ ***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.