

## Jitikai the Wendifa

Female human (Mwangi) oracle 10 - CR 9  
 Neutral Evil Humanoid (Human); Deity: **Sar-Gorog**  
 Pantheon; Age: 18; Height: 5' 4"; Weight: 140 lb.



Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	8	-1	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+7	=	+3	+2	+2		
	Bless: +1 morale vs. fear, <b>Wasting</b> : +4 Competence bonus vs. disease						
<b>REFLEX</b> (DEXTERITY)	+6	=	+3	+1	+2		
	Bless: +1 morale vs. fear, <b>Wasting</b> : +4 Competence bonus vs. disease						
<b>WILL</b> (WISDOM)	+13	=	+7	+2	+2	+2	
	Bless: +1 morale vs. fear, <b>Wasting</b> : +4 Competence bonus vs. disease						

Immunity to Disease	Wasting
Immunity to Sickened	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 23	=	+7	+2	+1			+3	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	22				

CM Bonus	BAB	Strength	Dexterity	Size
+7	=	+7	-1	-

CM Defense	BAB	Strength	Dexterity	Size
20	=	10	+7	-1

Base Attack	HP
+7	88

Initiative	Speed	Damage / Current HP
+5	30 / 20 ft	

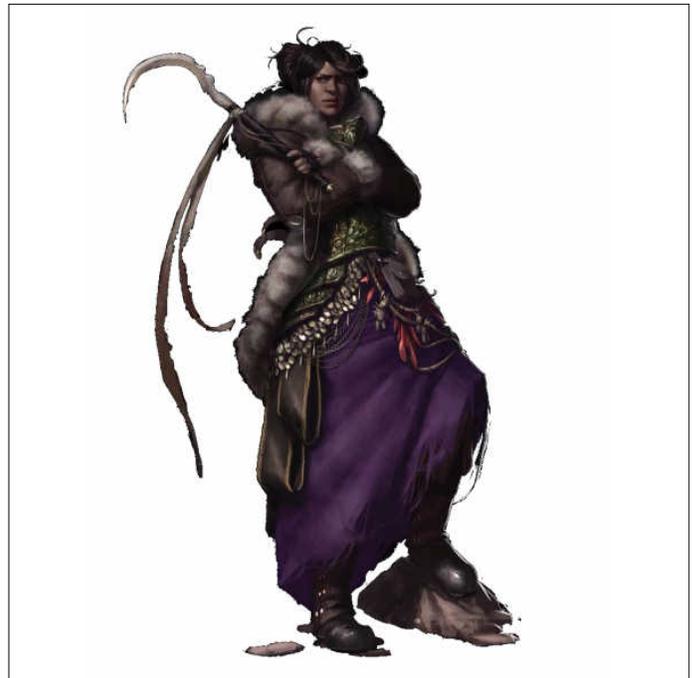
### Masterwork sickle

Main hand: **+8/+3, 1d6-1** Crit: x2  
 Light, S, Trip

### +1 breastplate

**+7**

Max Dex: +3, Armor Check: -3  
 Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-2	DEX (1)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+0	CHA (4)	-	
<b>Climb</b>	-4	STR (-1)	-	
<b>Diplomacy</b>	+13	CHA (4)	10	
<b>Disguise</b>	+0	CHA (4)	-	
<b>Escape Artist</b>	-2	DEX (1)	-	
<b>Fly</b>	-2	DEX (1)	-	
<b>Heal</b>	+10	WIS (2)	5	
<b>Intimidate</b>	+17	CHA (4)	10	
<b>Knowledge (religion)</b>	+13	INT (0)	10	
<b>Perception</b>	+2	WIS (2)	-	
<b>Ride</b>	-2	DEX (1)	-	
<b>Sense Motive</b>	+10	WIS (2)	5	
<b>Spellcraft</b>	+8	INT (0)	5	
<b>Stealth</b>	-2	DEX (1)	-	
<b>Survival</b>	+10	WIS (2)	5	
<b>Swim</b>	-4	STR (-1)	-	

### Activated Abilities & Adjustments

Bless: +1  
 Shield of Faith: +3

### Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Combat Casting  
 Improved Initiative  
 Iron Will



## Jitikai the Wendifa – Abilities & Gear

### Combat Casting Feat

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Iron Will Feat

You are more resistant to mental effects.

**Benefit:** You get a +2 bonus on all Will saving throws.

### Polytheistic Blessing (Sar-Gorog Pantheon) Feat

You are granted a small bit of divine power as a result of your veneration of a pantheon of deities.

**Prerequisites:** Wis 13, must worship a pantheon.

**Benefit:** When you take this feat, select a pantheon from the list below. You gain the listed spell-like ability for your selected pantheon, usable once per day. If the granted spell allows a saving throw, the DC is equal to 10 + 1/2 your character level + your Charisma modifier.

**Special:** If you act out of line with the tenets of your pantheon's beliefs, you lose the ability to cast the granted spell-like ability until you have received an atonement for your transgression (as a cleric attempting to regain lost class abilities).

#### Juju Pantheon (Cultural)

**Deities:** wendo (supernatural entities of the spirit world; see Faiths & Philosophies 14)

**Common Believers:** juju practitioners, wendifa

**Granted Spell-like Ability:** *Speak with animals*

#### Sar-Gorog Pantheon (Aligned and Cultural)

**Deities:** Urgathoa (NE), Rovagug (CE), and Zura (CE)

**Common Believers:** Koboto cannibal tribes of the Sodden Lands

**Granted Spell-like Ability:** *decompose corpse*; if you use this ability on a corpse rather than on a corporeal undead, you receive nourishment as though you had eaten a normal meal for a Medium creature.

**Appears In:** Tombs of Golarion

### Spell Focus (Enchantment) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Toughness Feat

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Immunity to Disease Unknown

You are immune to diseases.

### Immunity to Sickened Unknown

You are immune to the sickened condition.

### Connaissance +5 (8/day) (Su) Class Ability (Oracle)

You can spend a full-round action to attune yourself to the spirit world, gaining the benefit of a *moment of prescience* spell with the insight bonus equal to one half your oracle level (minimum 1). You may use this ability a number of times per day equal to your Charisma modifier (minimum 1), but you may only have one *connaissance* effect active at a time.

**Appears In:** Faiths and Philosophies

### Ensnare the Soul (Su) Class Ability (Oracle)

Your magic turns others into zombie-like servants. Add *charm person* and *dominate person* to your spell list. Creatures affected by either spell become listless and pale, appearing dead to observers (DC 20 Heal or Perception check to determine the creature is not undead). Affected creatures are slow to take any action unless you specifically direct them to do so. They are not mindless or helpless, however, and defend themselves if attacked.

**Appears In:** Faiths and Philosophies

### Wasting Class Ability (Oracle)

Your body is slowly rotting away. You take a –4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease. At 5th level, you are immune to the sickened condition (but not nauseated). At 10th level, you gain immunity to disease. At 15th level, you are immune to the nauseated condition.

### Ring of protection +1 Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

#### Construction

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

### Wand of bless (11 charges) Wand

#### Bless

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

### Wand of resist energy (40 charges) Wand

#### Resist Energy

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

## Jitikai the Wendifa – Abilities & Gear

### **Cloak of resistance +2**

### **Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

#### **Construction**

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 2,000 gp

**Title - Jitikai the Wendifa (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2015/03/13

**XP Reward** : 0 XP; **Net Cash** :

- no notes -