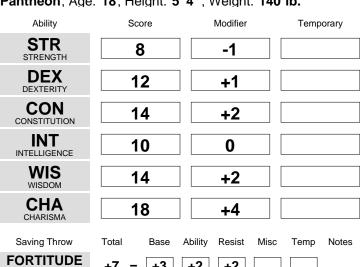
Jitikai the Wendifa

Female human (Mwangi) oracle 10 - CR 9

Neutral Evil Humanoid (Human); Deity: Sar-Gorog Pantheon; Age: 18; Height: 5' 4"; Weight: 140 lb.



+7 = +3

vs. disease

(CONSTITUTION)

REFLEX (DEXTERITY)	+6 = +3 +1 +2 Bless: +1 morale vs. fear, Wasting: +4 Competence bonus vs. disease
WILL (WISDOM)	+13 = +7 +2 +2 +2 Bless: +1 morale vs. fear, Wasting: +4 Competence bonus vs. disease

+2

+2

Bless: +1 morale vs. fear, Wasting: +4 Competence bonus

Immunity to Disease		Wasting					
Immunity t	to Sickened						
Total	Armor Shield I	Dex Size Natu	ur Deflec Dodg	ge Misc			
AC 23	= +7 +2	+1	+3				
Touch AC	14 Flat	Footed AC Strength	22 Size	Misc			
CM Bonus	+7 = +7	' -1	-	-			
CM Defense	20 = 10	BAB Stren +7 -1	gth Dexterit	y Size			
Base Attack +		+7	HP	88			
			Damage / Cı	urrent HP			
Initiative	9 -	+5					
Speed	30 /	20 ft					
Masterwork sickle							

Main hand: +8/+3, 1d6-1

Crit: x2 Light, S, Trip

+1 breastplate

Max Dex: +3, Armor Check: -3 +7 Spell Fail: 25%, Medium, Slows







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

Feats Polytheistic Blessing (Sar-Gorog Pantheon) Shield Proficiency Simple Weapon Proficiency - All Spell Focus (Enchantment) Toughness +1 light wooden shield +2 Max Dex: -, Armor Check: Spell Fail: 5%, Shield Gear Total Weight Carried: 40/80 lbs, Medium Load

Total Weight Carried: 40/80 lbs, Medium Load (Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs) +1 breastplate 30 lbs +1 light wooden shield 5 lbs Cloak of resistance +2 1 lb Light shield bash Masterwork sickle 2 lbs Money Ring of protection +1 Spell component pouch 2 lbs Wand of bless (11 charges) Wand of resist energy (40 charges) **Special Abilities** Connaissance +5 (8/day) (Su)

Ensnare the Soul (Su) **Spell-Like Abilities** Decompose Corpse (1/day) Summon Monster V (augmented elementals, 1/day) **Tracked Resources** Connaissance +5 (8/day) (Su) Wand of bless (11 charges) Wand of resist energy (40 charges)

Languages

Common Polyglot

Experience & Wealth

Current Cash: 12 pp, 51 gp

Spells & Powers

Oracle spells known (CL 10th; concentration +14) Melee Touch +7 Ranged Touch +9 **5th (3/day)**—mass inflict light wounds (DC 19). mass suggestion (DC 20) 4th (6/day)—charm monster (DC 19), dominate person (DC 19), freedom of movement, inflict critical wounds (DC 18), poison (DC 18) 3rd (7/day)—bestow curse (DC 17), contagion (DC 17), fear (DC 17), inflict serious wounds (DC 17) **2nd (7/day)**—cure moderate wounds, hideous laughter (DC 17), hold person (DC 17), inflict moderate wounds (DC 16), sound burst (DC 16), spiritual weapon 1st (7/day) — cause fear (DC 15), charm person (DC 16), deathwatch, inflict light wounds (DC 15), sanctuary (DC 15), shield of faith, speak with animals **0th (at will)**—bleed (DC 14), detect magic, detect poison, guidance, light, mending, purify food and drink (DC 14), resistance, virtue

Background

Several weeks ago, the witch doctor wendifa Jitikai discovered Mifutu's tomb and mistook one of the interred dead for her own departed great-grandfather. Thinking she had discovered a connection to her lost ancestry, Jitikai has spent the intervening time looting the tomb and ritually cannibalizing her "ancestors. "

Sourcebooks Used

- Advanced Player's Guide Oracle (class)
- Faiths and Philosophies Connaissance (special ability); Ensnare the Soul (special ability); Mystery (Juju) (special ability); Summon Nature's Spirits (special ability)
- Inner Sea Races / Inner Sea World Guide Mwangi (race option); Polyglot (language)
- Tombs of Golarion Polytheistic Blessing (feat)
- Ultimate Magic Decompose Corpse (spell)

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.

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

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

Enshare the Soul (Su)

Class Ability (Oracle)

Your magic turns others into zombie-like servants. Add 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

Rina

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

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 -