

Tabregon

Player: Bruce Turner

Male half-elf oracle 10/Hierophant 5 - CR 11

Chaotic Good Humanoid (Elf, Human); Deity: **Iomedae**; Age: **24**; Height: **5' 9"**; Weight: **135lb.**; Eyes: **Blue**; Hair: **Blonde**; Skin: **Dark**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10/12	0/+1	
CHA CHARISMA	24	+7	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) **+8** = **+3** **+2** **+1** **+2**

Elven Immunities: +2 vs. enchantments

REFLEX
(DEXTERITY) **+5** = **+3** **+1** **+1**

Elven Immunities: +2 vs. enchantments

WILL
(WISDOM) **+9** = **+7** **+1** **+1**

Elven Immunities: +2 vs. enchantments

Elven Immunities **Energy Resistance, Fire (20)**

Elven Immunities - Sleep **Immunity to Fatigue**

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	= +7	+3	+1			+1		

Touch AC	12	Flat-Footed AC	21
		BAB	Strength
		Size	Misc

CM Bonus	+9	= +7	+2	-	-
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	BAB	Strength	Dexterity	Size		
CM Defense	21	= 10	+7	+2	+1	-

Base Attack	+7	HP	95
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Damage / Current HP

Initiative	+8	
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Speed	20 ft	
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+1 holy morningstar

Main hand: **+10/+5, 1d8+3 plus 2d6** Crit: **x2**
vs. evil 1-hand, B/P

Both hands: **+10/+5, 1d8+4 plus 2d6**
vs. evil

cold iron morningstar

Main hand: **+9/+4, 1d8+2** Crit: **x2**
Both hands: **+9/+4, 1d8+3** 1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (1)	-	
	Speed greater/less than 30 ft. : -4 to jump			
Appraise	+1	INT (1)	-	
Bluff	+7	CHA (7)	-	
Climb	-4	STR (2)	-	
Diplomacy	+20	CHA (7)	10	
Disguise	+7	CHA (7)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-5	DEX (1)	-	
Handle Animal	+20	CHA (7)	10	
Heal	+20	WIS (1)	10	
Intimidate	+7	CHA (7)	-	
Knowledge (history)	+8	INT (1)	4	
Knowledge (nature)	+8	INT (1)	4	
Knowledge (planes)	+8	INT (1)	4	
Knowledge (religion)	+8	INT (1)	4	
Perception	+3	WIS (1)	-	
Ride	-5	DEX (1)	-	
Sense Motive	+6	WIS (1)	2	
Spellcraft	+14	INT (1)	10	
Stealth	-5	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	-4	STR (2)	-	

Feats
Armor Proficiency (Light)
Armor Proficiency (Medium)
Craft Magic Arms & Armor
Extra Channel (2/day)

Feats	Experience & Wealth	
Extra Mythic Power [Mythic] Extra Revelation Great Fortitude Mythic Spell Lore [Mythic] Mythic Spell Lore [Mythic] Selective Channeling Shield Proficiency Simple Weapon Proficiency - All Skill Focus (Heal)	Experience Points: 105000/155000 Current Cash: 1,087 gp, 5 sp	
Traits	Gear	
Elven Reflexes Touched by Divinity (Iomedae (Glory), 1/day)	Total Weight Carried: 131/175 lbs, Heavy Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)	
Rod of withering	Potion of cure moderate wounds x2 Potion of cure serious wounds x3 Potion of lesser restoration Potion of neutralize poison Ring of fire resistance (major) Ring of protection +1 Rod of withering 5 lbs Rope 10 lbs	
Main hand: +10/+5 , Crit: x2 Light, B	Scroll of comprehend languages (x4) Scroll of cure light wounds Scroll of dimensional anchor, dimensional anchor Scroll of dispel magic Scroll of greater dispel magic Scroll of heal Scroll of remove disease Scroll of restoration Scroll of sending, sending Shovel 8 lbs Staff of healing 5 lbs	
+1 breastplate	Scroll of heal Shovel 8 lbs Staff of healing 5 lbs	
+7 Max Dex: +3, Armor Check: -3 Spell Fail: 25%, Medium, Slows	Terendelev's scales (Resistance) Torch x5 Wand of blindness/deafness (8 charges) Wand of daylight Wand of hold person Wand of spiritual weapon (7 charges) 1 lb	
+1 heavy steel shield	Wand of daylight Wand of hold person Wand of spiritual weapon (7 charges)	
+3 Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield	Masterwork heavy steel shield	
+2 Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield	Masterwork heavy steel shield	
Gear	Special Abilities	
Total Weight Carried: 131/175 lbs, Heavy Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)	Abundant Healing (Su) Amazing Initiative (1/round) (Ex) Contingent Channel Energy (5 days delay) (Su) Elf Blood Energy Body (1d6+10, 10 rounds/day) (Su) Faith's Reach (Su) Hard to Kill (Ex) Inspired Spell (Su) Lame Low-Light Vision Mythic Power (15/day, Surge +1d8) Mythic Saving Throws (Ex) Oracle Channel Positive Energy 5d6 (8/day, DC 22) Recuperation (Ex) Relentless Healing (Su) Safe Curing (Su) Slow and Steady (Ex) Spirit Boost (10 HP, 10 rounds) (Su) Surge (1d8) (Su)	
+1 breastplate +1 heavy steel shield +1 holy morninastar ↗ Ambrosia Backpack (empty) Bedroll Cloak of resistance +1 cold iron morningstar Empower metamagic rod (3/day) Empower metamagic rod (3/day) Explorer's outfit (Free) Flask Flask Headband of inspired wisdom +2 Healer's kit Heavy shield bash Heavy shield bash Holy symbol, silver (Shelyn) Horn of goodness/evil (1/day) Masterwork heavy steel shield Meal, common (per day) x5 Potion of cure light wounds Potion of cure light wounds	1.5 lbs 1.5 lbs 1 lb 1 lb 15 lbs	Tracked Resources
	Amazing Initiative (1/round) (Ex) <input type="checkbox"/> Ambrosia <input type="checkbox"/> Cure Serious Wounds <input type="checkbox"/>	

Tracked Resources

Empower metamagic rod (3/day)	□□□
Empower metamagic rod (3/day)	□□□
Energy Body (1d6+10, 10 rounds/day) (Su)	□□□□□ □□□□□
Extra Channel (2/day)	□□
Healer's kit	□□□□□ □□□□□
Mythic Power (15/day, Surge +1d8)	□□□□□ □□□□□ □□□□□
Oracle Channel Positive Energy 5d6 (8/day, DC 22) (Su)	□□□□□ □□□
Potion of cure light wounds	□
Potion of cure light wounds	□
Potion of cure moderate wounds	□□
Potion of cure serious wounds	□□□
Potion of lesser restoration	□
Potion of neutralize poison	□
Remove Blindness/Deafness	□□□□□
Remove Disease	□□□
Resist Energy (electricity or cold, 3/day)	□□□
Restoration, Lesser	□□□□□ □□□□□
Staff of healing	□□□□□ □□□□□
Torch	□□□□□
Wand of daylight	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Wand of hold person	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Languages

Celestial	Elven
Common	

Spells & Powers

Oracle spells known (CL 10th; concentration +17)

Melee Touch +9 Ranged Touch +8

5th (4/day)—*breath of life^M* (DC 22), *mass cure light wounds, spell resistance*

4th (6/day)—*air walk, cure critical wounds^M, holy smite^M* (DC 21), *restoration*

3rd (8/day)—*cure serious wounds^M, dispel magic^M, magic circle against evil, neutralize poison, remove blindness/deafness*

2nd (8/day)—*align weapon, bull's strength, cure moderate wounds^M, resist energy, lesser restoration, shield other^M*

1st (8/day)—*ant haul^{APG}* (DC 18), *bless^M, cure light wounds^M, detect undead, protection from evil^M, remove fear, sanctuary* (DC 18)

0th (at will)—*create water, detect magic, detect poison, light, mending, purify food and drink* (DC 17), *read magic, resistance, stabilize*

Background

Tabregon Korkuvan was born in the River Kingdoms, the child of an elven ranger from Kyonin and a human huntsman. He was born with a club foot and could not learn his parents' arts of combat and woodcraft, so he was set to watching the goats as the foraged in the wastelands. He was only ten when he found a strange, half-rusted sword medallion in the forest. He picked it up and was overwhelmed with a vision of a mighty woman warrior, both terrible and beautiful. She touched the medallion, transforming it into solid silver, then vanished.

From that day onward, Tabregon was gifted with a healing touch. He gained a reputation as a healer among the people of his father's village, though they still disparaged him as a half-blood. Tabregon learned what he could of the world around him, always looking for the destiny he was certain lay ahead of him.

Three years ago a pair of wrecker demons attacked his home village, brought to Golarion by the arts of an evil sorcerer. The creatures laid waste to the place, killing any who could not flee in time. By the time they moved on, Tabregon knew what his destiny was: he was to put a stop to the forces that invoked such creatures. He traveled north along the Sellen River and through Egede, looking for a way to join in the struggle against the Worldwound. He was able to make his way to Kenabres, working as a traveling healer, arriving only a week before the start of the campaign.