

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
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CM Bonus	BAB	Strength	Size	Misc
+9	=	+7	+2	-

CM Defense	BAB	Strength	Dexterity	Size
21	=	10	+7	+2

Base Attack	+7	HP	95
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Initiative	+8	Damage / Current HP
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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

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)

Traits

Elven Reflexes
 Touched by Divinity (Iomedae (Glory), 1/day)

Rod of withering

Main hand: **+10/+5**, Crit: x2
 Light, B

+1 breastplate

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

+1 heavy steel shield

+3 Max Dex: -, Armor Check: -1
 Spell Fail: 15%, Shield

Masterwork heavy steel shield

+2 Max Dex: -, Armor Check: -1
 Spell Fail: 15%, Shield

Gear

Total Weight Carried: 131/175 lbs, Heavy Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 breastplate	30 lbs
+1 heavy steel shield	15 lbs
+1 holy morninastar	6 lbs
Ambrosia	1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Cloak of resistance +1	1 lb
cold iron morningstar	6 lbs
Empower metamagic rod (3/day)	5 lbs
Empower metamagic rod (3/day)	5 lbs
Explorer's outfit (Free)	-
Flask	1.5 lbs
Flask	1.5 lbs
Headband of inspired wisdom +2	1 lb
Healer's kit	1 lb
Heavy shield bash	-
Heavy shield bash	-
Holy symbol, silver (Shelyn)	1 lb
Horn of goodness/evil (1/day)	1 lb
Masterwork heavy steel shield	15 lbs
Meal, common (per day) x5	-
Potion of cure light wounds	-
Potion of cure light wounds	-

Experience & Wealth

Experience Points: **105000/155000**
 Current Cash: **1,087 gp, 5 sp**

Gear

Total Weight Carried: 131/175 lbs, Heavy Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

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
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
Terendelev's scales (Resistance)	-
Torch x5	1 lb
Wand of blindness/deafness (8 charges)	-
Wand of daylight	-
Wand of hold person	-
Wand of spiritual weapon (7 charges)	-

Special Abilities

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)
 Lamé
 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)

Tracked Resources

Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Ambrosia	<input type="checkbox"/>
Cure Serious Wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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.