

Tabregon

Player: Bruce Turner

Male half-elf oracle 12/Hierophant 7 - CR 14

Chaotic Good Humanoid (Elemental, 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	14/18	+2/+4	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	27/33	+8/+11	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) +12 = **+4** **+4** **+2** **+2**

Elven Immunities: +2 vs. enchantments

REFLEX
(DEXTERITY) +7 = **+4** **+1** **+2**

Elven Immunities: +2 vs. enchantments

WILL
(WISDOM) +10 = **+8** **+2**

Elven Immunities: +2 vs. enchantments

Elven Immunities **Immunity to Flanking**

Elven Immunities - Sleep **Immunity to Paralysis**

Energy Resistance, Fire (20) **Immunity to Poison**

Immunity to Bleeds **Immunity to Precision Damage**

Immunity to Critical Hits **Immunity to Sleep**

Immunity to Fatigue **Immunity to Stun**

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC 30 = **+8** **+6** **+1** **+3** **+2**

Touch AC 13 Flat-Footed AC 29
BAB Strength Size Misc

CM Bonus +11 = **+9** **+2** **-** **-**

BAB Strength Dexterity Size

CM Defense 24 = 10 **+9** **+2** **+1** **-**

Base Attack **+9** HP 139

Damage / Current HP

Initiative **+10**

Speed 20 ft

+1 holy cold iron morningstar

Main hand: +12/+7, 1d8+3 plus 2d6 Crit: ×2
vs. evil

Both hands: +12/+7, 1d8+4 plus 2d6
vs. evil



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (1)	-	
	Speed greater/less than 30 ft. : -4 to jump			
Appraise	+1	INT (1)	-	
Bluff	+11	CHA (11)	-	
Climb	+0	STR (2)	-	
Diplomacy	+26	CHA (11)	12	
Disguise	+11	CHA (11)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Handle Animal	+26	CHA (11)	12	
Heal	+21	WIS (0)	12	
Intimidate	+11	CHA (11)	-	
Knowledge (history)	+8	INT (1)	4	
Knowledge (nature)	+8	INT (1)	4	
Knowledge (planes)	+9	INT (1)	5	
Knowledge (religion)	+9	INT (1)	5	
Perception	+2	WIS (0)	-	
Ride	-1	DEX (1)	-	
Sense Motive	+5	WIS (0)	2	
Spellcraft	+16	INT (1)	12	
Stealth	-1	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	+0	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)
 Spell Penetration
 Spell Penetration [Mythic]

Traits

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

+4 cold iron morningstar

Main hand: **+15/+10, 1d8+6** Crit: x2

Both hands: **+15/+10, 1d8+7** 1-hand, B/P

Rod of withering

Main hand: **+12/+7,** Crit: x2
 Light, B

+4 chain shirt

+8

Max Dex: +4, Armor Check: -1
 Spell Fail: 20%, Light

+4 heavy steel shield

+6

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

Gear

Total Weight Carried: 110/525 lbs, Light Load
(Light: 174 lbs, Medium: 348 lbs, Heavy: 525 lbs)

+1 holly cold iron morningstar
 +4 chain shirt
 +4 cold iron morningstar
 +4 heavy steel shield
 Acid x2
 Alkali flask
 Ambrosia
 Amulet of natural armor +3
 Backpack (empty)
 Bedroll
 Belt of mighty constitution +4
 Cloak of resistance +1
 Dust of dryness
 Empower metamagic rod (3/day)
 Explorer's outfit (Free)
 Flask
 Headband of alluring charisma +4
 Healer's kit
 Heavy shield bash
 Holy symbol, silver (Shelyn)
 Horn of goodness/evil (1/day)

Experience & Wealth

Experience Points: **225000/315000**
 Current Cash: **11,013 gp, 2 sp**

Gear

Total Weight Carried: 110/525 lbs, Light Load
(Light: 174 lbs, Medium: 348 lbs, Heavy: 525 lbs)

Meal, common (per day) x5
 Potion of cure light wounds
 Potion of cure light wounds
 Potion of cure moderate wounds x2
 Potion of cure serious wounds x3
 Potion of neutralize poison
 Ring of fire resistance (major)
 Ring of protection +2
 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 remove disease
 Scroll of restoration
 Scroll of sending, sending
 Scroll of true resurrection
 Shovel 8 lbs
 Staff of healing 5 lbs
 Terendelev's scales (Resistance)
 Torch x5 1 lb
 Wand of blindness/deafness (8 charges)
 Wand of cure moderate wounds (8 charges)
 Wand of daylight
 Wand of dismissal (2 charges)
 Wand of dismissal (2 charges)
 Wand of dismissal (3 charges)
 Wand of dispel magic
 Wand of hold person
 Wand of shield of faith (CL 6th, 3 charges)
 Wand of shield of faith (CL 6th, 5 charges)
 Wand of spiritual weapon (7 charges)

Special Abilities

Abundant Healing (Su)
 Amazing Initiative (1/round) (Ex)
 Contingent Channel Energy (7 days delay) (Su)
 Elf Blood
 Enduring Blessing (10+ minutes) (Su)
 Energy Body (1d6+12, 12 rounds/day) (Su)
 Faith's Reach (Su)
 Flexible Counterspell (Su)
 Force of Will (Ex)
 Hard to Kill (Ex)
 Inspired Spell (Su)
 Lame
 Life Link (12 max bonds, 100 feet) (Su)
 Low-Light Vision
 Mythic Power (19/day, Surge +1d10)
 Mythic Saving Throws (Ex)
 Oracle/Oracle/Oracle Channel Positive Energy 6d6

Special Abilities

Recuperation (Ex)
Relentless Healing (Su)
Safe Curing (Su)
Slow and Steady (Ex)
Spirit Boost (12 HP, 12 rounds) (Su)
Surge (1d10) (Su)

Tracked Resources

Wand of hold person

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Tracked Resources

Acid	□□
Alkali flask	□
Amazing Initiative (1/round) (Ex)	□
Ambrosia	□
Cure Serious Wounds	□□□□□ □□□□□
Dust of dryness	□
Empower metamagic rod (3/day)	□□□
Energy Body (1d6+12, 12 rounds/day) (Su)	□□□□□□ □□□□□□ □□
Extra Channel (2/day)	□□
Healer's kit	□□□□□ □□□□□
Mythic Power (19/day, Surge +1d10)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
Oracle/Oracle/Oracle Channel Positive Energy 6d6 (12/day, DC 27) (Su)	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
Potion of cure light wounds	□
Potion of cure light wounds	□
Potion of cure moderate wounds	□□
Potion of cure serious wounds	□□□
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 dispel magic	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Languages

Celestial
Common

Elven

Spells & Powers

Oracle spells known (CL 12th; concentration +23)

Melee Touch +11/+6 Ranged Touch +10/+5

6th (5/day)—mass cure moderate wounds, greater dispel magic, heal^M

5th (7/day)—breath of life^M (DC 26), mass cure light wounds, raise dead, spell resistance

4th (8/day)—air walk, cure critical wounds^M, dimensional anchor, holy smite^M (DC 25), restoration, tongues

3rd (9/day)—cure serious wounds^M, dispel magic^M, magic circle against evil, neutralize poison, remove blindness/deafness, searing light^M

2nd (9/day)—align weapon, bull's strength, cure moderate wounds^M, eagle's splendor, resist energy^M, lesser restoration, shield other^M

1st (9/day)—ant haul^{APG} (DC 22), bless^M, cure light wounds^M, detect undead, protection from evil^M, remove fear, sanctuary^M (DC 22)

0th (at will)—create water, detect magic, detect poison, light, mending, purify food and drink (DC 21), 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.