

## 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
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	13	+1	
<b>CON</b> CONSTITUTION	14/18	+2/+4	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	27/33	+8/+11	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+12 =	+4	+4	+2	+2		Elven Immunities: +2 vs. enchantments
<b>REFLEX</b> (DEXTERITY)	+7 =	+4	+1	+2			Elven Immunities: +2 vs. enchantments
<b>WILL</b> (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 Stunning

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 30 =	+8	+6	+1		+3	+2		

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

CM Bonus	+11 =	+9	+2	-	-
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CM Defense	24 = 10	BAB	Strength	Dexterity	Size
		+9	+2	+1	-

Base Attack	+9	HP	139
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Initiative	+10	Damage / Current HP
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Speed	20 ft
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+1 holy cold iron morningstar

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

Crit: x2  
1-hand, B/P

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-1	DEX (1)	-	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+11	CHA (11)	-	
<b>Climb</b>	+0	STR (2)	-	
<b>Diplomacy</b>	+26	CHA (11)	12	
<b>Disguise</b>	+11	CHA (11)	-	
<b>Escape Artist</b>	-1	DEX (1)	-	
<b>Fly</b>	-1	DEX (1)	-	
<b>Handle Animal</b>	+26	CHA (11)	12	
<b>Heal</b>	+21	WIS (0)	12	
<b>Intimidate</b>	+11	CHA (11)	-	
<b>Knowledge (history)</b>	+8	INT (1)	4	
<b>Knowledge (nature)</b>	+8	INT (1)	4	
<b>Knowledge (planes)</b>	+9	INT (1)	5	
<b>Knowledge (religion)</b>	+9	INT (1)	5	
<b>Perception</b>	+2	WIS (0)	-	
<b>Ride</b>	-1	DEX (1)	-	
<b>Sense Motive</b>	+5	WIS (0)	2	
<b>Spellcraft</b>	+16	INT (1)	12	
<b>Stealth</b>	-1	DEX (1)	-	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	+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 holy cold iron morningstar 6 lbs  
 +4 chain shirt 25 lbs  
 +4 cold iron morningstar 6 lbs  
 +4 heavy steel shield 15 lbs  
 Acid x2 1 lb  
 Alkali flask 1 lb  
 Ambrosia 1 lb  
 Amulet of natural armor +3 -  
 Backpack (empty) 2 lbs  
 Bedroll 5 lbs  
 Belt of mighty constitution +4 1 lb  
 Cloak of resistance +1 1 lb  
 Dust of dryness -  
 Empower metamagic rod (3/day) 5 lbs  
 Explorer's outfit (Free) -  
 Flask 1.5 lbs  
 Flask 1.5 lbs  
 Headband of alluring charisma +4 1 lb  
 Healer's kit 1 lb  
 Heavy shield bash -  
 Holy symbol, silver (Shelyn) 1 lb  
 Horn of goodness/evil (1/day) 1 lb

## 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)  
 Lamé  
 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

Acid	<input type="checkbox"/>	<input type="checkbox"/>
Alkali flask	<input type="checkbox"/>	
Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>	
Ambrosia	<input type="checkbox"/>	
Cure Serious Wounds	<input type="checkbox"/>	<input type="checkbox"/>
Dust of dryness	<input type="checkbox"/>	
Empower metamagic rod (3/day)	<input type="checkbox"/>	<input type="checkbox"/>
Energy Body (1d6+12, 12 rounds/day) (Su)	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	
Extra Channel (2/day)	<input type="checkbox"/>	<input type="checkbox"/>
Healer's kit	<input type="checkbox"/>	<input type="checkbox"/>
Mythic Power (19/day, Surge +1d10)	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Oracle/Oracle/Oracle Channel Positive Energy 6d6 (12/day, DC 27) (Su)	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	
Potion of cure light wounds	<input type="checkbox"/>	
Potion of cure light wounds	<input type="checkbox"/>	
Potion of cure moderate wounds	<input type="checkbox"/>	
Potion of cure serious wounds	<input type="checkbox"/>	<input type="checkbox"/>
Potion of neutralize poison	<input type="checkbox"/>	
Remove Blindness/Deafness	<input type="checkbox"/>	<input type="checkbox"/>
Remove Disease	<input type="checkbox"/>	<input type="checkbox"/>
Resist Energy (electricity or cold, 3/day)	<input type="checkbox"/>	<input type="checkbox"/>
Restoration, Lesser	<input type="checkbox"/>	<input type="checkbox"/>
Staff of healing	<input type="checkbox"/>	<input type="checkbox"/>
Torch	<input type="checkbox"/>	<input type="checkbox"/>
Wand of daylight	<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"/>
Wand of dispel magic	<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

Wand of hold person	<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"/>

## Languages

Celestial	Elven
Common	

## 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*<sup>M</sup>  
**5th (7/day)**—*breath of life*<sup>M</sup> (DC 26), *mass cure light wounds*, *raise dead*, *spell resistance*  
**4th (8/day)**—*air walk*, *cure critical wounds*<sup>M</sup>, *dimensional anchor*, *holy smite*<sup>M</sup> (DC 25), *restoration*, *tongues*  
**3rd (9/day)**—*cure serious wounds*<sup>M</sup>, *dispel magic*<sup>M</sup>, *magic circle against evil*, *neutralize poison*, *remove blindness/deafness*, *searing light*<sup>M</sup>  
**2nd (9/day)**—*align weapon*, *bull's strength*, *cure moderate wounds*<sup>M</sup>, *eagle's splendor*, *resist energy*<sup>M</sup>, *lesser restoration*, *shield other*<sup>M</sup>  
**1st (9/day)**—*ant haul*<sup>APG</sup> (DC 22), *bless*<sup>M</sup>, *cure light wounds*<sup>M</sup>, *detect undead*, *protection from evil*<sup>M</sup>, *remove fear*, *sanctuary*<sup>M</sup> (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 they 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.