

## Tabregon

Player: Bruce Turner

Male Half-Elf Oracle 2 - CR 1

Chaotic Good Humanoid (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	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>13</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>16</b>	<b>+3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	=	<b>+2</b>				Elven Immunities: +2 vs. enchantments
<b>REFLEX</b> (DEXTERITY)	<b>+1</b>	=	<b>+1</b>				Elven Immunities: +2 vs. enchantments
<b>WILL</b> (WISDOM)	<b>+3</b>	=	<b>+3</b>				Elven Immunities: +2 vs. enchantments

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>18</b>	=	<b>+5</b>	<b>+2</b>	<b>+1</b>				
<b>Touch AC</b>	<b>11</b>								
<b>CM Bonus</b>	<b>+3</b>	=	<b>+1</b>	<b>+2</b>					
<b>CM Defense</b>	<b>14</b>	=	<b>10</b>	<b>+1</b>	<b>+2</b>	<b>+1</b>			
<b>Base Attack</b>			<b>+1</b>						
<b>Initiative</b>			<b>+3</b>						
<b>Speed</b>			<b>20 / 15 ft</b>						

Javelin	
Main hand: <b>-1, 1d6+2</b>	Crit: x2
Ranged: <b>+2, 1d6+2</b>	Rng: 30'
	Light, P

Morningstar	
Main hand: <b>+3, 1d8+2</b>	Crit: x2
Both hands: <b>+3, 1d8+3</b>	1-hand, B/P
Morningstar +1	
Main hand: <b>+4, 1d8+3</b>	Crit: x2
Both hands: <b>+4, 1d8+4</b>	1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-5</b>	DEX (1)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+3</b>	CHA (3)	-	
<b>Climb</b>	<b>-4</b>	STR (2)	-	
<b>Diplomacy</b>	<b>+8</b>	CHA (3)	2	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>-5</b>	DEX (1)	-	
<b>Fly</b>	<b>-5</b>	DEX (1)	-	
<b>Handle Animal</b>	<b>+8</b>	CHA (3)	2	
<b>Heal</b>	<b>+8</b>	WIS (0)	2	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (nature)</b>	<b>+5</b>	INT (1)	1	
<b>Knowledge (religion)</b>	<b>+6</b>	INT (1)	2	
<b>Perception</b>	<b>+2</b>	WIS (0)	-	
<b>Ride</b>	<b>-5</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+4</b>	WIS (0)	1	
<b>Spellcraft</b>	<b>+6</b>	INT (1)	2	
<b>Stealth</b>	<b>-5</b>	DEX (1)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>-4</b>	STR (2)	-	

Feats	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Extra Channel	
Shield Proficiency	
Simple Weapon Proficiency - All	
Skill Focus (Heal)	

## Traits

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

## Heavy wooden shield

**+2**

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

## Scale mail

**+5**

Max Dex: +3, Armor Check: -4  
Spell Fail: 25%, Medium, Slows

## Gear

**Total Weight Carried: 95.48/175lbs, Medium Load  
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Heavy Shield Bash	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Explorer's outfit (Free)	-
Flask	1.5 lbs
Flask	1.5 lbs
Heavy wooden shield	10 lbs
Holy symbol, silver (Shelyn)	1 lb
Javelin x3	2 lbs
Meal, common (per day) x5	-
Money	2.48 lbs
Morningstar	6 lbs
Morningstar +1	6 lbs
Rope	10 lbs
Scale mail	30 lbs
Scroll of cause fear	-
Scroll of comprehend languages	-
Scroll of cure light wounds	-
Scroll of remove disease	-
Shovel	8 lbs
Terendelev's scales (Resistance)	-
Torch x5	1 lb
Wand of spiritual weapon (7 charges)	-

## Special Abilities

Elf Blood  
Lame  
Low-Light Vision  
Oracle Channel Positive Energy 1d6 (6/day, DC 14) (Su)

## Tracked Resources

Javelin	□□□
Oracle Channel Positive Energy 1d6 (6/day, DC 14) (Su)	□□□□□ □
Resist Energy (electricity or cold, 3/day)	□□□
Torch	□□□□□

## Languages

Celestial  
Common  
Elven

## Experience & Wealth

Experience Points: **2000/5000**  
Current Cash: **120 gp, 4 sp**

## Spells & Powers

**Oracle spells known** (CL 2nd; concentration +5)

**Melee Touch +3 Ranged Touch +2**

**1st (5/day)**—*bless, cure light wounds, detect undead, protection from evil*

**0th (at will)**—*create water, detect magic, purify food and drink* (DC 13), *read magic, 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 waste-lands. 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.