

Tabregon

Player: Bruce Turner

Male half-elf oracle 14/Hierophant 8 - CR 17

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	14/18	+2/+4	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	29/35	+9/+12	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	=	+4	+4	+2	+3	
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+8	=	+4	+1	+2	+1	
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+12	=	+9		+2	+1	
	Elven Immunities: +2 vs. enchantments						

Elven Immunities	Immunity to Fatigue
Elven Immunities - Sleep	Spell Resistance (25)
Energy Resistance, Fire (20)	

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

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

CM Bonus	+13	=	+10	+2	-	-
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CM Defense	25	=	10	+10	+2	+1	-
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Base Attack	+10	HP	158
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Initiative	+11	Damage / Current HP
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Speed	20 ft
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+1 holy cold iron morningstar

Main hand: **+14/+9, 1d8+4 plus 2d6** Crit: x2
vs. evil 1-hand, B/P

Both hands: **+14/+9, 1d8+5 plus 2d6**
vs. evil

+4 cold iron morningstar

Main hand: **+17/+12, 1d8+7** Crit: x2
Both hands: **+17/+12, 1d8+8** 1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+2	INT (1)	-	
Bluff	+13	CHA (12)	-	
Climb	+1	STR (2)	-	
Diplomacy	+30	CHA (12)	14	
Disguise	+13	CHA (12)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+30	CHA (12)	14	
Heal	+24	WIS (0)	14	
Intimidate	+13	CHA (12)	-	
Knowledge (history)	+10	INT (1)	5	
Knowledge (nature)	+9	INT (1)	4	
Knowledge (planes)	+12	INT (1)	7	
Knowledge (religion)	+10	INT (1)	5	
Perception	+3	WIS (0)	-	
Ride	+0	DEX (1)	-	
Sense Motive	+6	WIS (0)	2	
Spellcraft	+19	INT (1)	14	
Stealth	+0	DEX (1)	-	
Survival	+1	WIS (0)	-	
Swim	+1	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
 Greater Spell Penetration
 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)

Rod of withering

Main hand: **+14/+9**, 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 morninastar 6 lbs
 +4 chain shirt 25 lbs
 +4 cold iron morninastar 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
 Meal, common (per day) x5 -
 Potion of cure light wounds -
 Potion of cure light wounds -

Experience & Wealth

Experience Points: **445000**/635000
 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)

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 heal -
 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 (8 days delay) (Su)
 Elf Blood
 Enduring Blessing (10+ minutes) (Su)
 Energy Body (1d6+14, 14 rounds/day) (Su)
 Faith's Reach (Su)
 Flexible Counterspell (Su)
 Force of Will (Ex)
 Hard to Kill (Ex)
 Inspired Spell (Su)
 Lame
 Life Link (14 max bonds, 100 feet) (Su)
 Low-Light Vision
 Mythic Power (21/day, Surge +1d10)
 Mythic Saving Throws (Ex)
 Oracle/Oracle/Oracle Channel Positive Energy 7d6
 Recuperation (Ex)
 Relentless Healing (Su)

Special Abilities

Safe Curing (Su)
 Slow and Steady (Ex)
 Spirit Boost (14 HP, 14 rounds) (Su)
 Surge (1d10) (Su)
 Sustained by Faith (Su)
 Unstoppable (Ex)

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+14, 14 rounds/day) (Su)	<input type="checkbox"/>	<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 (21/day, Surge +1d10)	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	
Oracle/Oracle/Oracle Channel Positive Energy 7d6 (13/day, DC 29) (Su)	<input type="checkbox"/>	<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"/>	<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"/>
Wand of shield of faith (CL 6th, 3 charges)	<input type="checkbox"/>	<input type="checkbox"/>

Languages

Celestial	Elven
Common	

Spells & Powers

Oracle spells known (CL 14th; concentration +26)
Melee Touch +13/+8 Ranged Touch +12/+7
7th (5/day)—*mass cure serious wounds*, *regenerate*^M, *greater restoration*
6th (7/day)—*blade barrier*^M (DC 28), *mass cure moderate wounds*, *greater dispel magic*, *heal*^M
5th (8/day)—*breath of life*^M (DC 27), *mass cure light wounds*, *dispel evil*, *raise dead*, *spell resistance*
4th (9/day)—*air walk*, *cure critical wounds*^M, *dimensional anchor*, *dismissal* (DC 26), *holy smite*^M (DC 26), *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 23), *bless*^M, *cure light wounds*^M, *detect undead*, *protection from evil*^M, *remove fear*, *sanctuary*^M (DC 23)
0th (at will)—*create water*, *detect magic*, *detect poison*, *light*, *mending*, *purify food and drink* (DC 22), *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.