

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) $+12 = +9 +0 +2 +1$

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** **0** **+3 +2** **0** **0**

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

CM Bonus **+13** = **+10 +2** **-** **-**

BAB Strength Dexterity Size

CM Defense **25** = **10 +10 +2 +1** **-**

Base Attack **+10** HP **158**

Damage / Current HP

Initiative **+11**

Speed **20 ft**

+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** Crit: **x2**
vs. evil 1-hand, B/P

+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 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
 Flask
 Headband of alluring charisma +4
 Healer's kit
 Heavy shield bash
 Holy symbol, silver (Shelyn)
 Horn of goodness/evil (1/day)
 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)	

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.