

Tabregon

Player: Bruce Turner

Male Half-Elf Oracle 3 - CR 2

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	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) **+4** = **+1** **+2** **+1**

Elven Immunities: +2 vs. enchantments

REFLEX
(DEXTERITY) **+3** = **+1** **+1** **+1**

Elven Immunities: +2 vs. enchantments

WILL
(WISDOM) **+4** = **+3** **+1**

Elven Immunities: +2 vs. enchantments

Elven Immunities Elven Immunities - Sleep

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC **20** = **+7** **+2** **+1**

Touch AC **11** **Flat-Footed AC** **19**
BAB Strength Size Misc

CM Bonus **+4** = **+2** **+2** **-** **-**

BAB Strength Dexterity Size
CM Defense **15** = **10** **+2** **+2** **+1** **-**

Base Attack **+2** **HP** **27**

Damage / Current HP

Initiative **+3**

Speed **20 / 15 ft**

Cold Iron morningstar

Main hand: **+4, 1d8+2** Crit: **x2**

Both hands: **+4, 1d8+3** 1-hand, B/P

Javelin

Main hand: **+0, 1d6+2** Crit: **x2**

Ranged: **+3, 1d6+2** Rng: 30'
Light, P

Morningstar +1

Main hand: **+5, 1d8+3** Crit: **x2**

Both hands: **+5, 1d8+4** 1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (1)	-	
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-2	STR (2)	-	
Diplomacy	+9	CHA (3)	3	
Disguise	+3	CHA (3)	-	
Escape Artist	-3	DEX (1)	-	
Fly	-3	DEX (1)	-	
Handle Animal	+9	CHA (3)	3	
Heal	+9	WIS (0)	3	
Intimidate	+3	CHA (3)	-	
Knowledge (history)	+5	INT (1)	1	
Knowledge (nature)	+5	INT (1)	1	
Knowledge (religion)	+6	INT (1)	2	
Perception	+2	WIS (0)	-	
Ride	-3	DEX (1)	-	
Sense Motive	+4	WIS (0)	1	
Spellcraft	+7	INT (1)	3	
Stealth	-3	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	-2	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Channel (2/day)
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All

Feats		Experience & Wealth	
Skill Focus (Heal)		Experience Points: 5000/9000	
Traits		Current Cash: 74 gp, 4 sp	
Elven Reflexes			
Touched by Divinity (lomedae (Glory), 1/day)			
+1 breastplate		Tracked Resources	
+7	Max Dex: +3, Armor Check: -3 Spell Fail: 25%, Medium, Slows	Energy Body (1d6+3, 3 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork heavy steel shield		Extra Channel (2/day)	<input type="checkbox"/> <input type="checkbox"/>
+2	Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield	Healer's kit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Gear		Javelin	<input type="checkbox"/> <input type="checkbox"/>
Total Weight Carried: 100.56/175lbs, Medium Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)		Oracle Channel Positive Energy 2d6 (4/day, DC 14) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Heavy Shield Bash	-	Potion of cure light wounds	<input type="checkbox"/>
+1 breastplate	30 lbs	Potion of cure light wounds	<input type="checkbox"/>
Backpack (empty)	2 lbs	Potion of cure serious wounds	<input type="checkbox"/>
Bedroll	5 lbs	Potion of invisibility	<input type="checkbox"/>
Cloak of resistance +1	1 lb	Potion of restoration, lesser	<input type="checkbox"/>
Cold Iron morningstar	6 lbs	Resist Energy (electricity or cold, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Explorer's outfit (Free)	-	Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Flask	1.5 lbs	Wand of daylight	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Flask	1.5 lbs		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's kit	1 lb		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Holy symbol, silver (Shelyn)	1 lb		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin x3	2 lbs		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork heavy steel shield	15 lbs		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Meal, common (per day) x5	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Money	1.56 lbs		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Morningstar +1	6 lbs		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of invisibility	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of restoration, lesser	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rope	10 lbs		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Scroll of cause fear (x3)	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Scroll of comprehend languages (x4)	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Scroll of cure light wounds	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Scroll of remove disease	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shovel	8 lbs		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Terendelev's scales (Resistance)	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch x5	1 lb		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of daylight	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of spiritual weapon (7 charges)	-		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special Abilities		Languages	
Elf Blood		Celestial	Elven
Energy Body (1d6+3, 3 rounds/day) (Su)		Common	
Lame			
Low-Light Vision			
Oracle Channel Positive Energy 2d6 (4/day, DC 14) (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.