

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								
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

Skill Focus (Heal)

Traits

Elven Reflexes

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

+1 breastplate

+7

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

Masterwork heavy steel shield

+2

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 100.56/175lbs, Medium Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Heavy Shield Bash	-
+1 breastplate	30 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Cloak of resistance +1	1 lb
Cold Iron morningstar	6 lbs
Explorer's outfit (Free)	-
Flask	1.5 lbs
Flask	1.5 lbs
Healer's kit	1 lb
Holy symbol, silver (Shelyn)	1 lb
Javelin x3	2 lbs
Masterwork heavy steel shield	15 lbs
Meal, common (per day) x5	-
Money	1.56 lbs
Morningstar +1	6 lbs
Potion of cure light wounds	-
Potion of cure light wounds	-
Potion of cure serious wounds	-
Potion of invisibility	-
Potion of restoration, lesser	-
Rope	10 lbs
Scroll of cause fear (x3)	-
Scroll of comprehend languages (x4)	-
Scroll of cure light wounds	-
Scroll of remove disease	-
Shovel	8 lbs
Terendelev's scales (Resistance)	-
Torch x5	1 lb
Wand of daylight	-
Wand of spiritual weapon (7 charges)	-

Special Abilities

Elf Blood

Energy Body (1d6+3, 3 rounds/day) (Su)

Lame

Low-Light Vision

Oracle Channel Positive Energy 2d6 (4/day, DC 14) (Su)

Experience & Wealth

Experience Points: **5000**/9000

Current Cash: **74 gp, 4 sp**

Tracked Resources

Energy Body (1d6+3, 3 rounds/day) (Su)	□□□
Extra Channel (2/day)	□□
Healer's kit	□□□□□ □□□□□
Javelin	□□□
Oracle Channel Positive Energy 2d6 (4/day, DC 14) (Su)	□□□□
Potion of cure light wounds	□
Potion of cure light wounds	□
Potion of cure serious wounds	□
Potion of invisibility	□
Potion of restoration, lesser	□
Resist Energy (electricity or cold, 3/day)	□□□
Torch	□□□□□
Wand of daylight	□□□□□ □□□□□
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Languages

Celestial
Common

Elven

Spells & Powers

Oracle spells known (CL 3rd; concentration +6)

Melee Touch +4 Ranged Touch +3

1st (6/day)—*ant haul*^{APG} (DC 14), *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 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.