

Tabregon

Player: Bruce Turner

Male half-elf oracle 5/Hierophant 1 - CR 5

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	17	+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) **+5** = **+4** **+1**

Elven Immunities: +2 vs. enchantments

Elven Immunities Immunity to Fatigue

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	+5	=	+3	+2	-	-		
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	BAB	Strength	Dexterity	Size				
CM Defense	16	= 10	+3	+2	+1	-		

Base Attack	+3	HP	48					
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Damage / Current HP

Initiative	+3							
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Speed	20 / 15 ft							
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Cold Iron morningstar

Main hand: **+5, 1d8+2** Crit: **x2**

Both hands: **+5, 1d8+3** 1-hand, B/P

Morningstar +1

Main hand: **+6, 1d8+3** Crit: **x2**

Both hands: **+6, 1d8+4** 1-hand, B/P



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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (1)	-	
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-2	STR (2)	-	
Diplomacy	+11	CHA (3)	5	
Disguise	+3	CHA (3)	-	
Escape Artist	-3	DEX (1)	-	
Fly	-3	DEX (1)	-	
Handle Animal	+11	CHA (3)	5	
Heal	+11	WIS (0)	5	
Intimidate	+3	CHA (3)	-	
Knowledge (history)	+7	INT (1)	3	
Knowledge (nature)	+6	INT (1)	2	
Knowledge (religion)	+7	INT (1)	3	
Perception	+2	WIS (0)	-	
Ride	-3	DEX (1)	-	
Sense Motive	+4	WIS (0)	1	
Spellcraft	+9	INT (1)	5	
Stealth	-3	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	-2	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Channel (2/day)
Extra Revelation
Mythic Spell Lore [Mythic]
Selective Channeling

Feats		Experience & Wealth	
Shield Proficiency		Experience Points: 15000/23000	
Simple Weapon Proficiency - All		Current Cash: 74 gp, 4 sp	
Skill Focus (Heal)			
Traits		Special Abilities	
Elven Reflexes		Relentless Healing (Su)	
Touched by Divinity (Iomedae (Glory), 1/day)		Safe Curing (Su)	
+1 breastplate		Surge (1d6) (Su)	
+7	Max Dex: +3, Armor Check: -3 Spell Fail: 25%, Medium, Slows		
Masterwork heavy steel shield		Tracked Resources	
+2	Max Dex: -, Armor Check: -1 Spell Fail: 15%, Shield	Energy Body (1d6+5, 5 rounds/day) (Su)	
Gear		Extra Channel (2/day)	
Total Weight Carried: 94.56/175lbs, Medium Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)		Healer's kit	
Heavy Shield Bash	-	Mythic Power (5/day, Surge +1d6)	
+1 breastplate	30 lbs	Oracle Channel Positive Energy 3d6 (4/day, DC 15) (Su)	
Backpack (empty)	2 lbs		
Bedroll	5 lbs	Potion of cure light wounds	
Cloak of resistance +1	1 lb	Potion of cure light wounds	
Cold Iron morningstar	6 lbs	Potion of cure serious wounds	
Explorer's outfit (Free)	-	Potion of invisibility	
Flask	1.5 lbs	Potion of restoration, lesser	
Flask	1.5 lbs	Resist Energy (electricity or cold, 3/day)	
Healer's kit	1 lb	Torch	
Holy symbol, silver (Shelyn)	1 lb	Wand of daylight	
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 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		Languages	
Elf Blood		Celestial	Elven
Energy Body (1d6+5, 5 rounds/day) (Su)		Common	
Hard to Kill (Ex)			
Inspired Spell (Su)			
Lame			
Low-Light Vision			
Mythic Power (5/day, Surge +1d6)			
Oracle Channel Positive Energy 3d6 (4/day, DC 15) (Su)			
Spells & Powers			
Oracle spells known (CL 5th; concentration +8)			
Melee Touch +5 Ranged Touch +4			
2nd (5/day) —align weapon, cure moderate wounds ^M , lesser restoration, resist energy			
1st (7/day) —ant haul ^{APG} (DC 14), bless, cure light wounds, detect undead, protection from evil, sanctuary (DC 14)			
0th (at will) —create water, detect magic, mending, 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 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.