

Tabregon

Player: Bruce Turner

Male half-elf oracle 6/Hierophant 2 - CR 6

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	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2	+1	-1	
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+3	=	+2	+1	+1	-1	
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+5	=	+5		+1	-1	
Elven Immunities: +2 vs. enchantments							

Elven Immunities

Elven Immunities - Sleep

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+6	+2	+1				
Touch AC	11							
CM Bonus	+5	=	+4	+2	-	-1		
+6 ; +6 Bull Rushing; +6 Tricking; +6 Disarming; +6 Dragging; +6 Feinting; +6 Grappling; +6 Overrunning; +6 Pulling; +6 Pushing; +6 Repositioning; +6 Stealing; +6 Sundering; +6 Tripping								
CM Defense	16	= 10	+4	+2	+1	-		
17 vs. Awesome Blow; 17 vs. Bull Rush; 17 vs. Dirty Trick; 17 vs. Disarm; 17 vs. Drag; 17 vs. Feint; 17 vs. Grapple; 17 vs. Overrun; 17 vs. Pull; 17 vs. Push; 17 vs. Reposition; 17 vs. Steal; 17 vs. Sunder; 17 vs. Trip								
Base Attack			+4		HP	55		
Damage / Current HP								
Initiative			+5					
Speed			20 / 15 ft					

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (1)	-	
Appraise	+0	INT (1)	-	
Bluff	+3	CHA (4)	-	
Climb	-3	STR (2)	-	
Diplomacy	+12	CHA (4)	6	
Disguise	+3	CHA (4)	-	
Escape Artist	-4	DEX (1)	-	
Fly	-4	DEX (1)	-	
Handle Animal	+12	CHA (4)	6	
Heal	+11	WIS (0)	6	
Intimidate	+3	CHA (4)	-	
Knowledge (history)	+6	INT (1)	3	
Knowledge (nature)	+6	INT (1)	3	
Knowledge (planes)	+4	INT (1)	1	
Knowledge (religion)	+6	INT (1)	3	
Perception	+1	WIS (0)	-	
Ride	-4	DEX (1)	-	
Sense Motive	+3	WIS (0)	1	
Spellcraft	+9	INT (1)	6	
Stealth	-4	DEX (1)	-	
Survival	-1	WIS (0)	-	
Swim	-3	STR (2)	-	

Feats

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

Feats

Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Heal)

Traits

Elven Reflexes
Touched by Divinity (lomedae (Glory), 1/day)

Masterwork breastplate

+6 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: 94.56/175lbs, Medium Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Heavy Shield Bash	2 lbs
Backpack (empty)	5 lbs
Bedroll	1 lbs
Cloak of resistance +1	6 lbs
Cold Iron morningstar	-
Explorer's outfit (Free)	-
Flask	1.5 lbs
Flask	1.5 lbs
Healer's kit	1 lbs
Holy symbol, silver (Shelyn)	1 lbs
Masterwork breastplate	30 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 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 lbs
Wand of daylight	-
Wand of hold person	-
Wand of spiritual weapon (7 charges)	-

Special Abilities

Amazing Initiative (1/round) (Ex)
Elf Blood
Energy Body (1d6+6, 6 rounds/day) (Su)
Faith's Reach (Su)
Hard to Kill (Ex)
Inspired Spell (Su)
Lame

Experience & Wealth

Experience Points: 23000/35000
Current Cash: 74 gp, 4 sp

Special Abilities

Low-Light Vision
Mythic Power (7/day, Surge +1d6)
Oracle Channel Positive Energy 3d6 (5/day, DC 17)
Relentless Healing (Su)
Safe Curing (Su)
Surge (1d6) (Su)

Tracked Resources

Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Energy Body (1d6+6, 6 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <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"/>
Mythic Power (7/day, Surge +1d6)	<input type="checkbox"/>
Oracle Channel Positive Energy 3d6 (5/day, DC 17) (Su)	<input type="checkbox"/> <input type="checkbox"/> <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 serious wounds	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Resist Energy (electricity or cold, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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"/> <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"/> <input type="checkbox"/>
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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

8 lbs	Celestial Common	Elven
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Spells & Powers

- Oracle spells known (CL 6th; concentration +10)
- **Melee Touch +5 Ranged Touch +4**
- **3rd (4/day)**—cure serious wounds ^M, neutralize poison, remove blindness/deafness
- **2nd (6/day)**—align weapon, cure moderate wounds ^M, resist energy, lesser restoration
- **1st (7/day)**—ant haul ^{APG} (DC 15), bless, cure light wounds, detect undead, protection from evil, sanctuary (DC 15)
- **0th (at will)**—create water, detect magic, light, mending, purify food and drink (DC 14), 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.