

# Tabregon

Player: Bruce Turner

Male half-elf oracle 7/Hierophant 2 - CR 7

Chaotic Good Humanoid (Elf, Human); Deity: **Iomedae**; Age: **24**; Height: **5' 9"**; Weight: **135lb.**; Eyes: **Blue**; Hair: **Blonde**; Skin: **Dark**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>13</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>19</b>	<b>+4</b>	

Saving Throw Total Base Ability Resist Misc Temp Notes

**FORTITUDE**  
(CONSTITUTION) **+6** = **+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 **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** **+6** = **+5** **+2** **-** **-1**

+7 ; +7 Bull Rushing; +7 Tricking; +7 Disarming; +7 Dragging; +7 Feinting; +7 Grappling; +7 Overrunning; +7 Pulling; +7 Pushing; +7 Repositioning; +7 Stealing; +7 Sundering; +7 Tripping

BAB Strength Dexterity Size

**CM Defense** **17** = **10** **+5** **+2** **+1** **-**

18 vs. Awesome Blow; 18 vs. Bull Rush; 18 vs. Dirty Trick; 18 vs. Disarm; 18 vs. Drag; 18 vs. Feint; 18 vs. Grapple; 18 vs. Overrun; 18 vs. Pull; 18 vs. Push; 18 vs. Reposition; 18 vs. Steal; 18 vs. Sunder; 18 vs. Trip

**Base Attack** **+5** **HP** **59**

Damage / Current HP

**Initiative** **+5**

**Speed** **20 / 15 ft**

## Cold Iron morningstar

Main hand: **+6, 1d8+2** Crit: **x2**  
Both hands: **+6, 1d8+3** 1-hand, B/P

**Morningstar +1**

Main hand: **+7, 1d8+3** Crit: **x2**  
Both hands: **+7, 1d8+4** 1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-4</b>	DEX (1)	-	
<b>Appraise</b>	<b>+0</b>	INT (1)	-	
<b>Bluff</b>	<b>+3</b>	CHA (4)	-	
<b>Climb</b>	<b>-3</b>	STR (2)	-	
<b>Diplomacy</b>	<b>+13</b>	CHA (4)	7	
<b>Disguise</b>	<b>+3</b>	CHA (4)	-	
<b>Escape Artist</b>	<b>-4</b>	DEX (1)	-	
<b>Fly</b>	<b>-4</b>	DEX (1)	-	
<b>Handle Animal</b>	<b>+13</b>	CHA (4)	7	
<b>Heal</b>	<b>+12</b>	WIS (0)	7	
<b>Intimidate</b>	<b>+3</b>	CHA (4)	-	
<b>Knowledge (history)</b>	<b>+7</b>	INT (1)	4	
<b>Knowledge (nature)</b>	<b>+6</b>	INT (1)	3	
<b>Knowledge (planes)</b>	<b>+5</b>	INT (1)	2	
<b>Knowledge (religion)</b>	<b>+6</b>	INT (1)	3	
<b>Perception</b>	<b>+1</b>	WIS (0)	-	
<b>Ride</b>	<b>-4</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+3</b>	WIS (0)	1	
<b>Spellcraft</b>	<b>+10</b>	INT (1)	7	
<b>Stealth</b>	<b>-4</b>	DEX (1)	-	
<b>Survival</b>	<b>-1</b>	WIS (0)	-	
<b>Swim</b>	<b>-3</b>	STR (2)	-	

## Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Extra Channel (2/day)  
Extra Revelation  
Great Fortitude

## Special Abilities

Amazing Initiative (1/round) (Ex)  
Combat Healer (1/day) (Ex)  
Elf Blood  
Energy Body (1d6+7, 7 rounds/day) (Su)  
Faith's Reach (Su)  
Hard to Kill (Ex)

## Spells & Powers

**Oracle spells known** (CL 7th; concentration +11)  
**Melee Touch +6 Ranged Touch +5**  
**3rd (5/day)**—cure serious wounds<sup>M</sup>, dispel magic, neutralize poison, remove blindness/deafness  
**2nd (7/day)**—align weapon, consecrate, cure moderate wounds<sup>M</sup>, resist energy, lesser restoration  
**1st (7/day)**—ant haul<sup>APG</sup> (DC 15), bless, cure light wounds, detect undead, protection from evil, remove fear, 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.