Rune Bridger

Player: Brian Troutt

Male human witch (hedge witch, hex channeler) 3 - CR 2 Neutral Good Humanoid (Human); Deity: Dio; Age: 30;

Height: 5' 9"; Weight: 175lb.; Eyes: Dk Brown; Hair: Lt

Brown; Skin: Lightly Tanned

Ability	Score	Modifier	Temporary		
STR STRENGTH	13	+1			
DEX DEXTERITY	14	+2			
CON	12	+1			
INT INTELLIGENCE	18	+4			
WIS WISDOM	10	0			
CHA CHARISMA	14	+2			
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes		
FORTITUDE (CONSTITUTION)	+2 = +1	+1			
REFLEX (DEXTERITY)	+3 = +1	+2			
WILL (WISDOM)	+3 = +3				
Total	Armor Shield De	ex Size Natur Det	lec Dodge Misc		
AC 12 =	: [+	2			
Touch AC 12 Flat-Footed AC 10 BAB Strength Size Misc					
CM Bonus	+2 = +1	+1	-		
	1	BAB Strength	Dexterity Size		
CM Defense	14 = 10	+1 +1	+2 -		
Base Attacl	(+		P 24		
Initiative +2					
IIIIIauve 12					
Speed	30	ft			
Blowgun					

Ranged: +3, 1d2
Ranged w/ offhand: -3, 1d2
Ranged w/ light off.: -1, 1d2
Ranged offhand: -5, 1d2







Skill Name	Total	Ability	Ranks	Temp		
U Acrobatics	+2	DEX (2)	-			
Appraise	+4	INT (4)	-			
Bluff	+2	CHA (2)	-			
U Climb	+1	STR (1)	-			
[⊺] Craft (alchemy)	+17	INT (4)	3			
Alchemical Adept: +2 trait bonus to craft alchemical items						
Diplomacy	+2	CHA (2)	-			
Disguise	+2	CHA (2)	-			
Escape Artist	+2	DEX (2)	-			
⊍ Fly	+2	DEX (2)	-			
[↑] Heal	+8	WIS (0)	3			
Intimidate	+2	CHA (2)	-			
Knowledge (arcana)	+8	INT (4)	1			
Knowledge (history)	+8	INT (4)	1			
Knowledge (nature)	+8	INT (4)	1			
Knowledge (planes)	+8	INT (4)	1			
Perception	+2	WIS (0)	-			
Profession (herbalist)	+6	WIS (0)	3			
⊍ Ride	+4	DEX (2)	2			
Sense Motive	+2	WIS (0)	-			
Spellcraft	+10	INT (4)	3			
U Stealth	+2	DEX (2)	-			
Survival	+0	WIS (0)	-			
U Swim	+1	STR (1)	-			
Use Magic Device	+8	CHA (2)	3			

Alertness
You get a +2 bonus on all Perception checks and Sense Motive checks.

Feats

Brew Potion

You can create magic potions.

Extra Hex (Witch [Hedge Witch, Hex Channeler])
You have learned the secrets of a new hex.

 $\label{eq:pre-equisite} \textbf{Pre-equisite} : \text{Hex class feature}.$

Extra Hex (Witch [Hedge Witch, Hex Channeler])
You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Crit: ×2

Rng: 20'

Light, P

Feats

Extra Hex (Witch [Hedge Witch, Hex Channeler])

You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Alchemical Adept

Raw materials are not consumed on failed craft checks for alchemical items.

Club

Crit: ×2 Main hand: +2, 1d6+1 Rng: 10' Both hands: +2, 1d6+1 1-hand, B Main w/ offhand: -4, 1d6+1

Main w/ light off.: -2, 1d6+1

Offhand: -8, 1d6

Ranged: +3, 1d6+1

Ranged, both hands: +3, 1d6+1 Ranged w/ offhand: -3, 1d6+1 Ranged w/ light off.: -1, 1d6+1

Ranged offhand: -7, 1d6

Dagger

Crit: 19-20/×2 Main hand: +2, 1d4+1 Rng: 10' Main w/ offhand: -4, 1d4+1 Light, P/S Main w/ light off.: -2, 1d4+1

Offhand: -6, 1d4

Ranged: +3. 1d4+1

Ranged w/ offhand: -3, 1d4+1 Ranged w/ light off.: -1, 1d4+1 Ranged offhand: -5, 1d4

Masterwork light crossbow

Crit: 19-20/×2 Ranged: +2, 1d8 Rng: 80' Ranged, both hands: +4, 1d8 2-hand, P

Unarmed strike

Main hand: +2, 1d3+1 nonlethal Crit: ×2 Light, B, Nonlethal

Main w/ offhand: -4, 1d3+1 nonlethal

Main w/ light off.: -2, 1d3+1

nonlethal

Offhand: -6, 1d3 nonlethal

Gear

Total Weight Carried: 56/175 lbs, Encumberance Ignored

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Alchemist's fire \(\) 1 lb Antiplague \(< \langle < \langle In: Belt pouch (21 @ 2 lbs) > Antitoxin \(< \lambda < \lambda ln: Belt pouch (21 @ 2 lbs) >

Backpack, masterwork (9 @ 37.5 lbs) 4 lbs

Bedroll <In: Backpack, masterwork (9 @ 37.5 lbs)> 5 lbs

Experience & Wealth

Experience Points: 3300/6000 Current Cash: 8 gp, 1 sp, 5 cp

Reputation: Fame: 5, PP: 5, 100 miles.

Gear

Total Weight Carried: 56/175 lbs, Encumberance

Ignored

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs) Belt pouch (21 @ 2 lbs) 0.5 lbs

Bloodblock \(< \langle < \langle in: Belt pouch (21 @, 2 lbs) > Blowgun 1 lb Blowgun darts x24 Cauldron < In: Backpack, masterwork (9 @ 37.5 5 lbs Chalk x10 <In: Belt pouch (21 @ 2 lbs)> 3 lbs Crossbow bolts x20 0.1 lbs Dagger 1 lb Explorer's outfit (Free) Flint and steel <In: Belt pouch (21 @ 2 lbs)> Healer's kit < In: Belt pouch (21 @ 2 lbs)> 1 lb Ink, black <In: Scroll box (12 @ 0 lbs)> Inkpen <In: Scroll box (12 @ 0 lbs)> loun torch

Masterwork light crossbow 4 lbs Mess kit <In: Backpack, masterwork (9 @, 37.5 lbs)> 1 lb

Parchment x9 <In: Scroll box (12 @ 0 lbs)>

Portable alchemist's lab < In: Backpack, masterwork 20 lbs Potion of cure light wounds x5 \(^<\li>In: Belt pouch (21 @ -

Potion of cure moderate wounds \(^{\scalenta} < \lambda in: Backpack.\) Scroll box (12 @ 0 lbs) < In: Belt pouch (21 @ 2 lbs) > 1 lb Scroll of burning hands, ear-piercing scream, molten orb -

Trail rations x2 <In: Backpack, masterwork (9 @ 37.5 1 lb Wand of cure light wounds (50 charges)

Wand of mage armor (50 charges) Waterproof bag (empty) < In: Backpack, 0.5 lbs

Waterskin < In: Backpack, masterwork (9 @ 37.5 4 lbs

Special Abilities

Deliver Touch Spells Through Familiar (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver

Empathic Link with Familiar (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only

Evil Eye -2 (7 rounds, DC 15) (Su)

The witch causes doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts a

Familiar Bonus: +2 Craft (Alchemy)

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

Healing (1d8+3) (Su)

A shaman or witch soothes the wounds of those she touches. This acts as cure light wounds, using the shaman or witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At

Special Abilities

Share Spells with Familiar

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Witch Channel Positive Energy 2d6 (5/day, DC 13) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Tracked Resources				
Alchemist's fire Antiplague Antitoxin Bloodblock				
Blowgun darts				
Club Crossbow bolts				
Dagger				
Healer's kit Potion of cure light wounds				
Potion of cure moderate wounds Trail rations				
Wand of cure light wounds (50 charges)				
Wand of mage armor (50 charges)				
Witch Channel Positive Energy 2d6 (5/day, DC 13) (Su)				
Languages				
Common Dwarven Elven	Gnome Halfling			

Spells & Powers

Witch (Hedge Witch, Hex Channeler) spells memorized (CL 3rd; concentration +7)

Melee Touch +2 Ranged Touch +3

2nd—cure moderate wounds, scare (DC 16)

1st—mage armor

0th (at will)—daze (DC 14), guidance, light, stabilize

Companions

Boozler (Arcane Familiar)

Male torble

NG Diminutive magical beast (vermin)

Init +2; Senses blindsight 30 ft., darkvision 30 ft.;

Perception +6

Defense

AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size)

hp 12 (1d8-3)

Fort -1, Ref +3, Will +5

DR 1/piercing or slashing; **Immune** acid; **Resist** primitive

sight

Weaknesses ooze-vermin hybrid, primitive sight

Offense

Speed 15 ft., climb 15 ft. Melee bite +1 (1) Space 1 ft.; Reach 0 ft.

Statistics

Str 3, Dex 15, Con 5, Int 10, Wis 14, Cha 2 Base Atk +1; CMB -1; CMD 5

Skills Acrobatics +2 (-6 to jump), Climb +10, Heal +5, Perception +6, Ride +4, Spellcraft +3, Stealth +18, Use Magic Device -1

SQ improved evasion

Tracked Resources

-none-

"This scuttling thing looks at first glance like a colorful, animate blob of slime, but its thin insectoid legs and eyestalks suggest it is a more advanced creature. Its antennae-like appendages wave about curiously, and its multiple legs carry forth its transparent, hand-sized body at a surprisingly swift scuttle."

Companions

Horse, light (combat trained)

Horse (Pathfinder RPG Bestiary 177)

N Large animal

Init +2; Senses low-light vision, scent; Perception +6

Defense

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) **hp** 22 (2d8+6)

Fort +6, Ref +5, Will +1

Offense

Speed 50 ft.

Melee unarmed strike +3 (1d4+3 nonlethal) or 2 hooves +3 (1d4+3)

Space 10 ft.; Reach 5 ft.

Statistics

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7 Base Atk +1; CMB +5; CMD 17 (21 vs. trip)

Feats Endurance, Run^B

Tricks Attack, Combat Riding, Come, Defend, Down, Guard, Heel

Skills Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6

SQ combat riding

Other Gear bit and bridle, blanket^{APG}, feed (per day) (2), riding saddle, saddlebags

Tracked Resources

Feed (per day) - 0/2

History

Homeland: Town or Village

Parents: Both Dead Siblings: None

Circumstance of Birth: Progeny of Power Parent's Profession: Clergy or Cultists

Childhood: Died

Training: Desperate Accident Influential Associate: The Seer

Sourcebooks Used

- Advanced Class Guide Hex Channeler (archetype);
 Molten Orb (spell); Molten Orb (spell)
- Advanced Class Guide / Advanced Player's Guide -Extra Hex (feat)
- Advanced Player's Guide Cauldron (special ability);
 Cleanse (spell); Evil Eye (special ability); Healing (special ability);
 Pillar of Life (spell);
 Putrefy Food and Drink (spell);
 Spark (spell);
 Witch (class)
- Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment - Antiplague (equipment);
 Backpack, masterwork (equipment);
 Bloodblock (equipment);
 Portable alchemist's lab (equipment)
- Advanced Player's Guide / Ultimate Equipment -Cauldron (equipment); loun torch (equipment)
- Advanced Race Guide Alchemical Tinkering (spell)
- Adventurer's Armory / Ultimate Equipment -Waterproof bag (equipment)
- Ultimate Campaign Alchemical Adept (trait)
- Ultimate Equipment Mess kit (equipment); Scroll box (equipment)
- Ultimate Magic Ear-Piercing Scream (spell); Healing (special ability); Hedge Witch (archetype); Ear-Piercing Scream (spell)