

## 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
<b>STR</b> STRENGTH	13	+1	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	18	+4	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+2 =	+1	+1				
<b>REFLEX</b> (DEXTERITY)	+3 =	+1	+2				
<b>WILL</b> (WISDOM)	+3 =	+3					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 12 =			+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	10				

CM Bonus	Total	Base	Ability	Resist	Misc	Temp
+2 =	+2	+1	+1	-	-	

CM Defense	Total	Base	Strength	Dexterity	Size
14 =	14	10	+1	+1	+2

Base Attack	HP
+1	24

Initiative	Speed	Damage / Current HP
+2	30 ft	

### Blowgun

Ranged: +3, 1d2

Ranged w/ offhand: -3, 1d2

Ranged w/ light off.: -1, 1d2

Ranged offhand: -5, 1d2

Crit: x2  
Rng: 20'  
Light, P

### Feats

#### Alertness

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

#### Brew Potion

You can create magic potions.

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

You have learned the secrets of a new hex.

**Prerequisite:** Hex class feature.

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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

Main hand: **+2, 1d6+1** Crit: ×2

Both hands: **+2, 1d6+1** Rng: 10'

Main w/ offhand: **-4, 1d6+1** 1-hand, B

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

Main hand: **+2, 1d4+1** Crit: 19-20/×2

Main w/ offhand: **-4, 1d4+1** Rng: 10'

Main w/ light off.: **-2, 1d4+1** Light, P/S

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

Ranged: **+2, 1d8** Crit: 19-20/×2

Ranged, both hands: **+4, 1d8** Rng: 80'

2-hand, P

## Unarmed strike

Main hand: **+2, 1d3+1 nonlethal** Crit: ×2

Main w/ offhand: **-4, 1d3+1** Light, B, Nonlethal

**nonlethal**

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

**nonlethal**

Offhand: **-6, 1d3 nonlethal**

## Gear

**Total Weight Carried: 56/175 lbs, Encumbrance Ignored**

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

Alchemist's fire 1 lb

Antiplague <In: Belt pouch (21 @ 2 lbs)> -

Antitoxin <In: 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, Encumbrance Ignored**

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

Belt pouch (21 @ 2 lbs) 0.5 lbs

Bloodblock <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)> -

Club 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)> -

-

Ioun 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 <In: Belt pouch (21 @ -

Potion of cure moderate wounds <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



## 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<sup>B</sup>

**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<sup>APG</sup>, 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)