

Witch

Requirements: INT 10, WIS 10

Prime requisite: WIS

Hit Dice: d4

Maximum level: 12

Languages: native, common

General Description

A Witch is tied to the natural world and the spirits within it. They receive whispers on the wind, tidings in bird chatter, and portents among the leaves. A Witch is a magical being, capable of interacting with and manipulating the flows of mana that permeate the world.

Witch Lore

When needing to draw on lore, a Witch automatically knows the answer to questions about common topics — the GM can simply pass that information to the player.

The Witch has a chance to know lore that is uncommon, rare, or very rare in nature, beginning with a bonus of +0 to checks for that lore. The bonus improves by +1 every two experience levels.

Witch History

Local History

Local Flora

Local Beasts

Witch Sense

A Witch may spend a round focusing and channeling a bit (one point) of mana to sense some things beyond normal human notice. The beginning bonus for checks involving Witch Sense is +0 and improves by +1 per two experience levels.

Sense mana:

A Witch can sense strong flows of mana, and the echoes of mana that remain after magic has been worked, with certainty depending on recency, amount of mana channeled, and distance away. (See Magic rules for details.)

Sense spirits:

A Witch can sense the presence of spirits, with certainty predicated on how powerful the spirits are and the distance from the Witch.

Sense animals:

A Witch can sense the presence of mundane animals in the immediate surroundings. The nature of those surroundings and the level of the Witch determine how far away the animals can be and still be sensed.

Witch Crafts

Potions & Poultices

Scrying

Read Portents

Witch Powers

Spells are associated with the underlying powers. Witch must have a power to learn spells associated with it.

Weather

Plants

Creatures

Wave & Current

Dirt & Stone

Wind & Whirl

Spark & Flame

...

Spells Per Level

Simple Combat

Attack Bonus: +0

Defense Bonus: +1

Armor Allowed: Gambeson, leather

Weapons Allowed: Simple

Weapon Proficiencies:

Two at start; one proficiency must be with rod or staff, or dagger.

Accoutrements

Rod, Staff, or Dagger

Can be used as weapons, requiring standard attack rolls.

Can be used as magical device with discharge attack; allows saving throw by opponent.

Can be used as magical focus, providing a bonus of ...

Cauldron

Used to brew potions, limited in number produced at one time; potion efficacy time-limited.

Used to brew healing stew.

Besom

Used to fly; limited in capacity to the witch and little else; speed and range limited.

Level Progression

Lvl; HD; Attack bonus; Save Bonuses

XP	HD	Attack	D	R	P	B	S
0	d3+3	—	-2 for all				
1 0	+d4	+0	4	3	2	1	1
2 2500	+d4	+1	5	4	3	1	2
3 5000	+d4	+1	6	5	4	2	2
4 10000	+d4	+2	7	5	5	2	3
5 20000	+d4	+2	8	6	5	3	3
6 40000	+d4	+3	9	6	6	3	4
7 80000	+1 hp	+3	10	7	7	4	6
8 125000	+1 hp	+4	11	8	8	5	7
9 250000	+1 hp	+5	12	9	10	6	8
10 375000	—	+5	13	10	10	8	10
11 750000	—	+5	14	11	12	9	11
12 1500000	—	+5	15	13	12	10	12
+750000	—	—	—	—	—	—	—

Saving Throw Key:

D: Death / poison;

R: Rods, Staves, & Wands;

P: Paralysis / petrification;

B: Breath attacks;

S: Spells.