

## BLADE DANCER CLASS

The Blade Dancer is both a warrior and artisan, utilizing speed, agility, grace, and precision to weave in and around enemy attacks rather than armor or spells. Members of this profession become masters in the use of two weapons, incorporating the flowing movement of war into their dance. The result is an opponent that many underestimate and someone who deals death with the skill and finesse of a master craftsman. But while the Blade Dancer may be nearly unparalleled with a blade, they are nearly lost in the use of most other weapons.

### ABILITIES

**Dual Wield: 1<sup>st</sup> Level** - The Blade Dancer is practiced with the use of fighting with a weapon in each hand. The weapons used may not be larger than EV1, nor may they be of different type from each other. Due to the level of practice, the penalties from the use of two weapons is reduced to -2 primary and -4 secondary. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook.

**Dance the Edge: 1<sup>st</sup> Level** - The Blade Dancer only rarely wears armor, and then only light armors. The Blade Dancer actually dances, flows, bends, and spins through and around enemies avoiding their attacks with an eerie grace and beauty. This ability grants the Blade Dancer an armor class bonus of +2 only while unarmored. This bonus increases by plus one (+1) at 4<sup>th</sup>, 8<sup>th</sup>, and 12<sup>th</sup> level culminating in a +5 bonus. This bonus is lost in its entirety should any sort of armor be worn. Rings, bracers, necklaces, and such items with protective enchantments function normally and stack with the unarmored bonus.

**Dual Wield (Expert): 4<sup>th</sup> Level** - The Blade Dancer has become more skilled and practiced than most in the use of two blades at the same time. The penalties of from the use of two weapons is reduced to -1 primary and -2 secondary. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook. The Blade Dancer is also able to use weapons up to EV 2 in size, though the weapons used in each hand must still be of the same type.

**Performing Endurance: 5<sup>th</sup> Level** - The intense physical nature of the dance and frequent practice by the Blade Dancer have improved their conditioning and stamina. The result of this is that the Blade Dancer gains a +1 to their CON attribute.

**Dual Wield (Master): 8<sup>th</sup> Level** - The Blade Dancer has increased their skill even further, literally making their weapons almost an extension of themselves. They no longer suffer penalties for the use of two weapons and may use any single-handed weapon no larger than EV 3. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook.

**Storm Dance: 12<sup>th</sup> Level** - The Blade Dancer may choose to change their dance from one of defense to one of attack, though they must be unarmored to do this. The Blade Dancer is able to make a single attack against up to six different enemies that are no farther than 10-feet away from them in any direction though they lose the armor class bonus for their Dance the Edge as well as their DEX modifier. Bonuses to armor class from magical items and enchantments are still applied.

**Prime Attribute: Dexterity**

**Alignment:** Any

**Hit Dice:** d8

**Weapons:** Cleaver, Club, Dagger, Dirk, Spiked Gauntlet, Light Hammer, Hatchet, Hook Sword, Katar, Knife, Light Mace, Morning Star, Light Pick, Poniard, Sap, Sickle, Broad Sword, Falchion, Falcata, Long Sword, Rapier, Scimitar, Short Sword

**Armor:** Padded Armor, Leather Coat, Leather Armor, Ring Mail, Studded Leather, Laminar Leather

**Abilities:** Dance the Edge, Dual Wield, Dual Wield (Expert), Performing Endurance, Dual Wield (Master), Storm Dance

LEVEL	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2001
3	d8	+2	4001
4	d8	+3	8201
5	d8	+4	18001
6	d8	+5	36001
7	d8	+6	72001
8	d8	+7	150001
9	d8	+8	300001
10	d8	+9	450001
11	+4 HP	+10	600001
12	+4 HP	+11	900001
13+			+200000 per level

## ENGINEER

The Engineer is a weak combatant, preferring to utilize missile weapons whenever possible, in particular the crossbow for its power and ease of use. When adventuring, the Engineer is able to identify safe corridors and passages, get through locks, spot, and disarm traps, improvise tools or weapons if needed, and assist in the assault or defense of fortifications. With their highly detail oriented mind, they are able to recognize a con job or spot things that just do not ring true rendering them more resistant to charming and illusions. Of course, being an engineer, they cannot resist tinkering and tweaking things to improve on them.

**Prime Attribute:** Intelligence

**Hit Dice:** d6

**Alignment:** Any  
**Weapons:** Club, Dagger, Dirk, Light Hammer, Hatchet, Light Mace, Light Pick, Spear,  
**Armor:** Staff, Crossbow (any), Dart, Sling  
**Leather, and** Padded, Leather Coat, Leather Armor, Ring Mail, Studded shields.  
**Abilities:** Automatic Crossbow, Improve Crossbow, Improvise Weapon, Improvise  
**Logical Mind, Siege Craft, Stonework, Tinker**

**1<sup>st</sup> Level: Tinker (Int)-** The Engineer is highly skilled and knowledgeable in mechanical sciences, how things operate, are constructed, and materials. This skill effectively combines the rogue abilities of Open Locks and Traps, though non-mechanical traps suffer a -10 penalty to locate, disarm, or set. Use of this ability requires a successful INT check modified as determined by the Castle Keeper.

**Stone Work (Wis)-** The Engineer is very proficient in stone construction and is able to spot inconsistencies, secret or concealed doors, dangerous surfaces, and other such deficiencies in much the same fashion as the dwarven racial ability of the same name.

**3<sup>rd</sup> Level: Improve Crossbow-** The Engineer has tinkered with and tested various materials and tensions to improve their crossbow, if so equipped, so that the weapon range is increased by +10-feet and +1 damage..

**Logical Mind (Int)-** The Engineer has trained their mind to be logical and deal with how the world operates, observing actions and reactions. So much so that as a result their ability to simply accept things as they appear is reduced. This logical mind frame allows them a +2 bonus to saving throws against charm and illusion spells and spell-like effects.

**5<sup>th</sup> Level: Improvise (Int)-** The Engineer is able to utilize appropriate on-hand materials to create tools, weapons, and devices with which to overcome obstacles, traps, and obstructions. These tools and weapons may be used in lieu of the actual tools or weapons to open locks, set or disarm traps, and conduct combat. Construction of the desired tool, weapon, or device is considered achieved with a successful INT check, with an appropriate challenge level as determined by the Castle Keeper. In addition, the Engineer may also modify existing traps, locks, and devices with a successful INT check in such a way that only that Engineer may safely bypass or disarm, open, or operate said traps, locks, or devices due to the improvised nature of the modifications..

**7<sup>th</sup> Level: Automatic Crossbow-** The Engineer has further modified their crossbow, if so equipped adding a magazine for bolts, wheels, pulleys, wire, and cocking lever so

that the weapon reloads and resets automatically at the pull of the lever. This improvement allows for faster fire when used by the engineer. When used by anyone else, the weapon actually only fires every other round as they struggle to figure out the complicated additions. This weapon is capable of firing twice per round. Roll for initiative as normal for the first bolt, the second bolt firing on last on one during the initiative round..

**9<sup>th</sup> Level: Siege Craft-** The Engineer is able to utilize materials on hand to help build fixed defenses such as door barricades, breastworks, and other fixed defenses, temporary or otherwise. Successfully employed, this ability imposes a +5 Challenge Level to enemy checks when attempting to break through the barricaded door, breastworks, or other defenses so constructed. This ability is more suitable for large scale combat but an creative Engineer can put it to use in a dungeon environment in suitable circumstance. This ability is also able to be used in reverse in that the Engineer is able to determine how to remove or bypass fixed defenses of enemies and thereby improve friendly ability checks by a like amount when attempting to lay siege or attack an enemy behind such defenses. The engineer is also able to utilize and direct the use of siege engines for both defense and attack as available and appropriate as determined by the Castle Keeper.

Level	HD	BtH	EPP
1	d6	+0	0
2	d6	+0	1801
3	d6	+1	3601
4	d6	+1	7201
5	d6	+2	15001
6	d6	+2	30001
7	d6	+3	65001
8	d6	+3	130001
9	d6	+4	260001
10	d6	+4	520001
11	+2 HP	+5	670001
12	+2 HP	+5	820001
13+	+150,000 EP per level		

## MARKSMAN CLASS

The Marksman is a master of precision, aim, and a single ranged weapon. A specialist in every sense of the word, there is no target that a Marksman cannot hit with their chosen weapon. Most such professionals are found within armies as snipers or traveling the world performing as trick shot artists. Some few hire themselves out as assassins or enforcers. Fewer still are those that seek greater challenges amongst adventures where they can measure their skills in full against the most powerful of monsters. Marksmen hate to be weighed down by heavy armor and profess only marginal melee combat skills. They understand the value of stealth and that not every battle should be a frontal assault.

### ABILITIES:

**Chosen Weapon-** At 1<sup>st</sup> Level, the Marksman chooses a weapon from the following selection. With weapons of this type, and only of this type, the Marksman gains a +2 to hit bonus on attack rolls. Longbow, Composite Longbow, Shortbow, Composite Shortbow, Hand Crossbow, Light Crossbow, Heavy Crossbow, or Sling. (Firearms would be part of this list if you use them as part of your campaign.) This comes at the expense of skill with other allowed weapons, such as dagger or short sword which are picked up far more slowly (reflected by a -1 to hit penalty when melee weapons are used.)

**Precise Aim-** At 3<sup>rd</sup> Level, the Marksman is able use their chosen weapon to make difficult shots (such as firing into melee or at the rope holding the chandelier aloft) with only half of the normal penalties. If the Marksman takes the round before firing to aim, then they may make the shot without penalties.

**Trick Shot-** At 5<sup>th</sup> Level, the Marksman is able to use their chosen weapon to make impossible shots (such as using the wall shield to deflect a shot around a corner, firing over their shoulder using a mirror to aim, or while flying through the air after being shot from a catapult) with a -6 to hit penalty. If the Marksman takes the round before firing to aim, then the to hit penalty is reduced to -4.

**Improvised Missile-** At 8<sup>th</sup> Level, the Marksman is so skilled with their chosen weapon, that they may use any item as ammunition that is approximately the same size and shape of their normal ammunition. (ie. An icicle or straight stick might substitute as an arrow or crossbow bolt.) Attack rolls made with improvised missiles are made with a -2 penalty to hit and do half normal damage to the target.

**Unearthly Precision-** At 12<sup>th</sup> Level, the Marksman has reached the pinnacle of their skills. The Marksman's aim is so precise that they gain a +5 damage bonus when using their chosen weapon. This bonus increases at a rate of +1 every third level after twelfth.

**Prime Attribute: Dexterity**

**Alignment: Any**

**Hit Dice: d8**

**Weapons: Club, dagger, dirk, hatchet, Katar, knife, light pick, sap, sickle, and short sword**

**Armor: Padded, Leather Coat, Leather, Ring Mail, Hide, Studded Leather, Laminar Leather**

**Abilities: Chosen Weapon, Precise Aim, Trick Shot, Improvised Missile, Unearthly Precision**

<b>LEVEL</b>	<b>HD</b>	<b>BtH</b>	<b>EPP</b>
1	d8	+0	0
2	d8	+0	2001
3	d8	+1	4001
4	d8	+2	8001
5	d8	+3	16001
6	d8	+4	32001
7	d8	+5	64001
8	d8	+6	128001
9	d8	+7	256001
10	d8	+8	400001
11	+4 HP	+9	650001
12	+4 HP	+10	900001
13+			+200000 per level

## [SCOUT CLASS](#)

The Scout is the person at the forefront of any battle or expedition, most often times alone and away from help. The scout finds the safest routes through hostile terrain, discovers enemies before they discover the scouts companions, and brings warning of hidden enemies along the way. The scout is a master of stealth second only to the ranger in the wild and rogue in the city. In truth, scouts are at their best in the wilds but have skills enough to be valuable allies when exploring ruins or underground places.

While capable of holding their own, scouts are not front line fighters, specializing in hit and run tactics that weaken and defeat their foes through attrition rather than stand up battle.

Nimbleness and quick wits serve the scout as well as armor allowing them to dodge blows or sense the presence of an enemy before they can strike.

## ABILITIES:

**Fast Movement-** The Scout is practiced at covering large distances quickly and efficiently. They are able to move faster than normal when the need arises, gaining a +10-feet to their racial base movement rate. If the scout is wearing any other armor than those allowed, they gain no benefit from this ability.

**Hide (DEX)-** Per the Rogue ability of the same name.

**Move Silently (DEX)-** Per the Rogue ability of the same name.

**Uncanny Dodge-** The Scout is able to dodge and weave with the best of them. This nimbleness serves them well, granting them a +2 bonus to DEX based checks and saves. If the scout is wearing any other armor than those allowed, they gain no benefit from this ability.

**Trap Finding (INT)-** The Scout is able find traps in both the urban and wilderness settings. They may detect both magical and mechanical traps, though magical traps incur a -5 penalty to their check roll. Each check covers a 10' x 10' area and takes 2d4 turns to complete. The scout is able bypass these traps when feasible and to mark the location and manner of these traps for others following after to avoid or deal with.

**Track (WIS)-** Per the Ranger ability of the same name.

**Detect Ambush (WIS)-** The Scout has trained their senses to a higher level than normal and is able to sense the presence of creatures within 30-feet of them even when blindfolded. This ability does not tell them what type of creature or in what numbers, merely that they are present even if those creatures are hidden or camouflaged waiting in ambush. The scout gains a +3 to their surprise roll and halves bonuses from back or sneak attacks.

**Ambush 3<sup>rd</sup> Level-** If the scout has successfully hidden themselves in a wilderness setting and remains undetected until they attack, they may ambush a creature or group of creatures from both melee and "bow-shot" distances. The scout may select a single target for their initial attack. Against this creature, the ambush attack gains a +3 to hit and a +1 to damage.

If the scout has successfully camouflaged allies and they have remained undetected, they may also attack from ambush, though they only gain a +1 bonus to hit for their first attack against a single opponent. If the scout is wearing any other armor than those allowed, they gain no benefit from this ability.

**Camouflage 3<sup>rd</sup> Level-** The Scout is used to blending into their surroundings to best effect in order to not be seen by foes while observing or fleeing them. If the scout has at least 4 rounds to prepare, they gain a +4 to their Hide check in wilderness settings and +2 in urban or underground settings.

This ability also allows the scout to hide medium-sized creatures when in a wilderness setting as if they were skilled at hiding themselves. Each creature to be hidden requires 1d3 turns and that the creature remain motionless. Should the creature move, the camouflage is broken and the creature may be detected by a normal spot check. Creatures that remain hidden gain a +1 to their surprise rolls. If the scout is wearing any other armor than those allowed, they gain no benefit from this ability.

**Free Rover 5<sup>th</sup> Level:** The Scout is accustomed to the difficulties of hazardous and impassable terrain, able to locate and navigate such with seeming ease. This ability allows the scout, along with up to five others (and their mounts, if applicable) to reduce penalties imposed on overland movement when traveling across terrain by no more than half (if such penalties are applicable).

**Trackless Step (DEX) 5<sup>th</sup> Level-** The Scout is able to move across any terrain at normal movement without leaving a discernible trail. Rangers or creatures trying to track by sight or scent suffer a penalty equal to the level of the scout they are attempting to follow. The scout gains no special ability to move through terrain that would normally impede movement, cause damage, or be impassable with this ability. If the scout is wearing any other armor than those allowed, they gain no benefit from this ability.

**Prime: DEX**

**HD: d8**

**Alignment: Any**

**Weapons:** dagger, staff, rapier, light mace, light hammer, poniard, sap, dirk, brass knuckles, short sword, long sword, scimitar, falcatta, spear, bow (any), hand/throwing axe, blowgun, sling, bolas, dart, light pick, hatchet, flatchet, club, knife, sickle



**Armor:** Padded, Leather Coat, Leather Armor, Leather Laminar, Studded Leather, Hide, Cuir Bouille, Coif- leather

**Abilities:** Camouflage, Fast Movement, Free Rover, Hide, Move Silently, Uncanny Dodge, Trap Finding, Track, Detect Ambush, Ambush, Trackless Step

**Starting Gold: 3d6x10 (30-180gp)**

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2301
3	d8	+2	4901
4	d8	+3	10001
5	d8	+4	19801
6	d8	+5	38801
7	d8	+6	77501
8	d8	+7	155601
9	d8	+8	325601
10	d8	+9	510801
11	+2 HP	+10	680801
12	+2 HP	+11	850801
13	+170000 per level		

## WARLOCKE

The Warlocke, sometimes known as the Ley Warrior among the fey, is neither fighter nor magician and yet in their own way they are greater than either. There are those among the races that are able to sense the magic of the world but are able touch it with but fingertips and almost none of the control necessary to become wizards or illusionists. Still, they can touch it and with enough willpower and stamina, draw upon and use it in raw form. This ability is enhanced with discipline and practice so much of the Warlocke's time is spent to this effect. Oddly enough, those that become Warlockes find that the discipline of steel, the arts martial practiced by swordsmen and warriors, aids the development of their focus, willpower, and stamina necessary to manipulate the magic.

The ability to channel magic into their bodies, armor, and weapons makes the Warlocke more than a simple warrior and the steel they wear gives them an advantage most mages do not enjoy. As their skill increases, the Warlocke is able to heal others, though with significant effort, and can eventually force the magic into a form desired.

Warlockes find their true calling in adventuring or war, where their abilities allow them to face foes that troops armed with mundane weapons simply cannot. Stamina is the key to a Warlocke's success. Greater stamina (CON) allows them to hold the magic energy for greater lengths of time and endure longer on the battlefield. Some may argue that willpower (CHA) is more of a key ability since without it a Warlocke could not even force the magic to conform to their wishes but this was invalidated on countless battlefields.

<b>Prime Attribute:</b>	<b>Constitution</b>
<b>Hit Dice:</b>	<b>d8</b>
<b>Alignment:</b>	<b>Any (usually lawful)</b>
<b>Weapons:</b>	<b>All</b>
<b>Armor:</b>	<b>Padded, Leather Coat, Leather Armor, Ring Mail, Hide, Studded Leather, Laminar leather, Mail Shirt, Scale Mail, Cuir Bouille, Brigandine, Mail Hauberk, Coat of Plates, Banded Mail, Splint Mail, Small &amp; Medium Shields</b>
<b>Abilities:</b>	<b>Charge Weapon or Armor, Imbue Weapon, Sense Magic, Strengthen Self, Surge Strike, Synergy, Weapon Familiarity</b>

**1<sup>st</sup> Level: Strengthen Self-** The Warlocke may draw magical energy into their body for a short time allowing them to heal faster or augment their strength or agility. When used to augment STR or DEX, the Warlocke gains a +2 to the ability being augmented and benefits from the associated modifiers. When used to speed healing, the Warlocke regenerates at a rate of one (1) hit point per round. This healing cannot be used to regenerate lost limbs or organs. The duration of this ability is a number of rounds equal to the Warlocke's level plus CON mod plus CHA mod. [Level + (CON mod + CHA mod)] Usable a number of times per day equal to CON mod + CHA mod.

**Sense Magic-** The Warlocke is able to sense magical energies when they are present and close proximity. The Warlocke cannot tell what the magic is, only that it is present. To use this ability, the Warlocke must be within 10-feet of the magic source (item, field, effect, etc.) and make a successful WIS check.

**Weapon Familiarity-** The Warlocke chooses a weapon with which to familiarize themselves more closely than other weapons. This in effect becomes their preferred weapon to use in combat. This ability does not grant any bonuses to hit or damage, unlike the specialization ability of the fighter class. Instead, it allows the Warlocke a +1 bonus to their check rolls when attempting to utilize their more powerful abilities, such as Charge Weapon/ Armor or Imbue Weapon.

**2<sup>nd</sup> Level: Charged Weapon/ Armor-** The Warlocke may channel magical energy into their weapon granting it a temporary magical bonus to hit and damage or into their armor granting it a temporary magical bonus to its armor class modifier. This ability may not be used on weapons or armor that is already magical, such enchantments being more powerful in nature. Nor may it be used on a weapon that has already been Imbued. The Warlocke may have either their armor or weapon charged in this manner, not both at once.

The Warlocke must make a successful CHA check with a challenge level -2 when attempting to charge their weapon or their armor. If this check is successful, then the item being charged gains a +1 arcane bonus for every third (3) level after 2<sup>nd</sup>. (ie. A 2<sup>nd</sup> level Warlocke would gain a +1 bonus. A 7<sup>th</sup> level Warlocke would gain a +3 bonus.) This “charge” lasts for a number of rounds equal to two times their CON modifier plus one [2 x (CON mod.+1)].

**4<sup>th</sup> Level: Synergy-** The Warlocke has become disciplined and practiced enough to channel magical energy into others to speed the healing processes of their bodies. Doing so exhausts the Warlocke and if caution is not taken, can totally incapacitate them for several hours. When attempting to heal another person, the Warlocke must make a successful CHA check with a challenge level +1. Once a successful roll is made, the wounded person begins to regenerate at a rate equal to their CON mod + one (1) per round. For each round that the Warlocke spends healing someone, they suffer two (2) points of fatigue damage. Should this fatigue damage cause their hit points to reach zero (0), they fall into a temporary coma from which nothing can awaken them. Fatigue damage of this nature “heals” at a rate of one (1) point per 10 minutes spent resting.

**7<sup>th</sup> Level: Imbue Weapon-** The Warlocke is able to grasp more of the magical energy around them and has developed enough focus and willpower to change the nature of how the magical energy manifests when channeled into their weapon. This requires more strength of will to accomplish but lasts longer due to the increased stamina of the Warlocke. Like Charged Weapon, this ability cannot be used on a weapon that is already magical nor on a weapon that is Charged. To use this ability, the Warlocke must declare which one of the effects listed below they are attempting then make a successful CHA check. If successful, the weapon gains a magical bonus to hit and damage equal to 1 plus the Warlocke's CON bonus plus the extra damage from the listed magical effect. (ie. A Warlocke with a CON mod +1 chooses fire. The

weapon would have a +2 bonus to hit and damage and do an additional 1d4 fire damage to creatures hit.) The duration of this ability is a number of rounds equal to the Warlock's level plus two times their CON mod +1 [Level + 2 x (CON mod +1)].

**Imbued Effects List (DMG bonus +1d4)**

- Fire            Weapon glows red and heats the air up to 5-feet away.
- Ice             Weapon is rimed with hoarfrost and chills the air 5-feet away.
- Electricity    Weapon has crackling arcs and sparks running up and down it.
- Acid            Weapon seems to have beads of liquid upon it and is darkly mottled.

**12<sup>th</sup> Level: Surge Strike-** The Warlocke may release the magic stored within their Imbued Weapon in a surge of energy to strike everything surrounding them within 15-feet. This surge strike does not differentiate between friend or foe, simply raging outwards in a blast of whatever effect was imbued in the weapon at the time. (ie. If the weapon was imbued with Ice, the strike would be a blast wave of cold damage.) This takes significant effort and control on the part of the Warlocke, thereby requiring a successful CHA check with a challenge level +3 to release the imbued energy. If the weapon is not already Imbued at the time then the Surge Strike may not be attempted. Once the strike is made, the weapon becomes “normal” unless powered up by the Warlocke again.

Damage done by the Surge Strike is a number of d6 equal to two times the imbued hit bonus of the weapon. (ie. The Imbued weapon has a +3 to hit bonus, so would do 6d6 of surge strike damage.) The Warlocke may use this ability a number of times per day equal to 1 + CON mod.

Level	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2301
3	d8	+1	4601
4	d8	+2	9201
5	d8	+2	18401
6	d8	+3	36801
7	d8	+3	78001
8	d8	+4	156001
9	d8	+4	315001
10	d8	+5	425001
11	+4 HP	+6	650001
12	+4 HP	+7	950001
13+	+250,000 EP per level		

## WITCH DOCTOR CLASS

The Witch Doctor is a primitive spell caster usually found on the outskirts of civilization alone or among barbaric tribes of intelligent races. Able to utilize alchemy, magic, and create fetishes in which to store power, the witch doctor can make a fearsome opponent in battle. While the witch doctor has fewer spells available to them than the wizard or cleric, they are able to utilize both arcane and divine magic with their rituals that blend the two together giving them a versatility more pure spell casters might lack. They pay for this versatility in a slower rate of spell advancement and having to seek out new spells to learn or dealing with traveling traders to obtain new spells.

Witch Doctors have a wider range of weapons available to them and are marginally better in their use but are still unable to wear armor or use shields of any sort.

### ABILITIES:

**Alchemy (minor) (INT)-** The Witch Doctor is able to brew up the potions listed below utilizing only a camp fire, cauldron or pot, a vial, and material components related to the spell effect intended as per the spell itself. Success is measured by an INT check with a challenge level equal to the equivalent spell level as noted below.

A witch doctor may learn more advanced alchemical formula should they be able to find an instructor of appropriate skill and spend 1d4 weeks per formula to be learned with the instructor at a cost of 100 gold x spell level of the formula.

#### **Potions Known**

Level / CL	Potion Spell Effect
0	Fertility
0	Sterility
0	First Aid
0	Purify Food & Drink
1	Cure Light Wounds
1	Cause Light Wounds
1	Sleep
1	Alter Size- Shrink
1	Alter Size- Growth
1	Charm Person
2	Lesser Restoration
2	See Invisibility

**Spell Use-** The Witch Doctor may utilize a number of spells per day from those they know. Unlike a wizard, the witch doctor does not need to memorize the spells in advance but is merely limited to those he may cast by what spells they have learned. The witch doctor has their own

spell list which is a mixture of wizard and clerical spells focusing on elements, protection, body, and spiritual effects. The witch doctor begins play with four (4) 0-level spells and two (2) 1st-level spells.

**Bonus Spells-** The Witch Doctor benefits from a high intelligence, being granted bonus spells like a wizard. They gain a bonus 1<sup>st</sup> level spell for an INT score of 13-15, a 2<sup>nd</sup> level spell for an INT of 16-17, and a 3<sup>rd</sup> level spell for an INT of 18+. These bonus spells are usable only if the witch doctor has access to that level of spell use already.

**Create Spell Fetish (INT)-** At 6<sup>th</sup> Level, the witch doctor is able to create spell fetishes, small objects in the form of pendants, necklaces, bracelets, or brooches worn by the person intended to be affected by the power of the fetish. The witch doctor spends 1-3 days creating each fetish through ritual and magic, imbuing the fetish with one specific spell-effect of a spell known by the witch doctor. Each fetish will last a number of days equal to 1+ INT mod of the witch doctor, functioning but one time once the conditions of activation have been met, such as a protection vs evil fetish being worn by a bard who comes face to face with a minor demon, the fetish will trigger invoking the spell effect (at the option of the CK) protecting the bard as per the spell protection vs evil cast at the level of the witch doctor. Spell Fetishes with negative effects, such as curses, will trigger the moment they come into contact with a living creature be it the intended victim or not. Not all spells may be utilized in a fetish either. Those that are eligible for spell fetish creation are marked with an “at” sign (@) in the spell list.

A witch doctor may only make two attempts at creating a spell fetish per week and success requires a INT check modified by the spell level of the spell effect being attempted. Thus if a Curse fetish were being created, a third level spell, the CL is +3.

### *Spells Usable Per Day*

Level	0	1	2	3	4	5	6	7	8	9
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	4	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2

<b>19</b>	4	4	4	4	4	4	4	4	3	2
<b>20</b>	4	4	4	4	4	4	4	4	3	3

**Prime Attribute:** Intelligence

**Alignment:** Any

**Hit Dice:** d4

**Weapons:** dagger, staff, club, spear, hand axe, sling, dart, rock, bolos, whip, or short bow

**Armor:** None

**Abilities:** Alchemy (minor), Create Spell Fetish, Spell Use, Bonus Spells

Level	HD	BtH	EPP
1	d4	0	0
2	d4	0	2501
3	d4	0	5001
4	d4	+1	10001
5	d4	+1	20001
6	d4	+1	45001
7	d4	+2	90001
8	d4	+2	180001
9	d4	+2	360001
10	d4	+3	510001
11	+1 HP	+3	760001
12	+1 HP	+3	1010001
13+			+250,000 per level

## spell list

### 0 level-

Create water, Endure Elements@, Light, Detect Poison@, Detect Magic@, Detect Chaos/Evil/Law/Good@, Mage Hand

### 1<sup>st</sup> level-

Burning Hands, Identify, Jump, Protection from Chaos/ Evil/ Law/ Good@, Read Magic, Shocking Grasp, Spider Climb, Bless@, Detect Undead, Resist Elements@, Sound Burst, Remove Fear@

**2<sup>nd</sup> level-**

Darkness, Delay poison@, Remove Paralysis@, Speak with Dead, Silence@, Enhance Attribute, Fog Cloud, Scare, Web, Pyrotechnics

**3<sup>rd</sup> level-**

Dispel Magic, Fireball, Fly@, Gust of Wind, Lightning Bolt, Magic Circle, Non-detection, Tongues, Water Breathing@, Animate Dead, Glyph of Warding, Remove Blindness/Deafness, Remove Curse@, Curse@, Remove Disease

**4<sup>th</sup> level-**

Dismissal, Hallow, Healing Circle, Neutralize Poison@, Restoration, Arcane Eye, Fear@, Fire Shield@, Shout, Wall of Fire, Wall of Ice, Polymorph

**5<sup>th</sup> level-**

Bind Elemental, Cone of Cold, Feeblemind@, Magic Jar, Passwall, Wall of Stone, Death Ward@, Ethereal Jaunt, Flame Strike, Insect Plague, Raise Dead, Trueseeing@

**7<sup>th</sup> level-**

Vanish, Sequester, Finger of Death, Delayed Blast Fireball, Holy Word, Refuge, Regenerate, Repulsion@

**8<sup>th</sup> level-**

Summon Planar Ally, Holy Aura@, Fire Storm, Earthquake, Binding, Polymorph any Object, Trap the Soul, Maze

**9<sup>th</sup> level-**

Imprisonment, Meteor Swarm, Shapechange, Temporal Stasis, Energy Drain@, Soul Bind, Resurrection

## WITCH HUNTER CLASS

While clerics and paladins carry out the fight against evil for the church and powers of light, they do so only against those evils that have made themselves known by their own device. Elsewhere, where shadows exist deep enough to hide them, evil exists in staggering numbers to prey upon the common folk. These evils are the ones that come not as the conquering tyrant or slaving beast, but like the changing of season, slow



and subtle. Its victims can feel it coming. See all the signs, but when they realize the true depth of the thing it is far far too late and they are consumed. Gone.

It is the calling of the witch hunter to seek out these evils and bring their activities to the attention of the church warriors or, lacking any allies or influence within such circles, to strive to excise the foul taint on their own. Except by the common folk, to whom the witch hunter may already be considered a folk hero, the witch hunter is seldom respected by others who fight the dark. They are seen as dabblers or dilettantes of things best left to those with commitment, and yet, this spread of skills and knowledge allows the witch hunter to root out evil with all the efficiency and tenacity as a badger digging for dinner. If a witch hunter seems of short humor and ill demeanor, it is with good reason. Evil is out there, waiting.

### **ABILITIES:**

**Track (Wis)-** The witch hunter is a skilled tracker, much like the ranger from the very start of their career. This skill is identical to the ranger ability of the same name.

**Sense Evil (Wis)-** The witch hunter has an uncanny natural ability to sense evil when it is nearby. Unlike a paladin's ability to detect evil, the witch hunter does not need to concentrate to know when evil is nearby. The witch hunter will know of any evil presence within 120-feet of their location but no more than that. To establish a direction a WIS check is made by the witch hunter. Success will allow them to identify the general direction that the evil is in (ie. It is to the west, or it is northeast).

**Mythic Lore (Int)-** By 3<sup>rd</sup> level, the witch hunter has began to study folklore and treatises on undead, curses, and other evil magics so as to be able to properly combat such when encountered. Whenever the witch hunter encounters an undead creature, evil outsider, lycanthrope, or such "classic" monster, they may make a single INT check. If successful, the witch hunter recalls the method by which to defeat a standard creature of that type, nothing more.

**Sense Undead (Wis)-** By 3<sup>rd</sup> level, the witch hunter's sensitivity to the unnatural has strengthened considerably. The witch hunter may, with concentration (and a successful WIS check), sense any undead presence within 60-feet of them. As with the sense evil ability, this only gives a general direction towards the undead. Not an exact location, type, or of what numbers the undead are in.

**Dual Wield-** By 4<sup>th</sup> level, the witch hunter has picked up several tricks and skills along the way with which to defend themselves. Among these skills is the ability to use a weapon in each hand for attack and defense. The weapons used may be of the same size, but they must be small and/or light (EV 2 or less) in order for the witch hunter to gain any benefit from them. The witch hunter may use the offhand weapon to actively parry attacks, effectively gaining a +1 AC bonus similar to a shield, though without limit to the number of attacks being defended against. If the witch hunter decides to use

both weapons to attack, then the AC bonus is lost for that round and the attacks are completed with the normal penalties for two weapon fighting of -3 and -6 to hit, modified only by DEX, per page 119 of the players handbook.

**Righteous Fury (Cha)-** At 5<sup>th</sup> level, the witch hunter may choose to focus all of their righteous anger upon a single target of evil alignment once per day. The witch hunter must choose this target before entering into battle with them and thereafter attacks the target to the sole exclusion of all else until either the witch hunter is slain, the target is slain, or the fury abates. While in a state of righteous fury, the witch hunter is protected as if under a “protection from evil” spell and gains a +2 damage bonus against the focus of their anger. This fury lasts for a number of rounds equal to the witch hunter's level + CHA mod. The fury abates immediately should the witch hunter's target be slain before the duration limit is reached.

**Evil's Bane (Wis)-** By 7<sup>th</sup> level, the witch hunter has become so experienced in dealing with undead, lycanthropes, constructs, and cursed creatures or items that their defenses are greater than normal. Against these evil creatures, the witch hunter gains a +3 bonus to their armor class and all saves against special abilities and level draining effects, even when such abilities do not normally allow a saving throw. For abilities that do not normally allow a saving throw, the witch hunter rolls vs WIS, success thwarting the evil effects being attempted.

**Use Magic Items-** By 10<sup>th</sup> level, the witch hunter has spent so much time around the arcane, divine, and unnatural that they have learned how to use magic items of all types to combat evil. The witch hunter must still discover command words for wands or such items, but any item, be it divine or arcane origin is open to them for use.

**Prime: Wisdom**

**HD: d6**

**Alignment: Any non-evil**

**Weapons: Any**

**Armor: (Any with EV 3 or less) Padded, Leather Coat, Leather Armor, Ring Mail, Studded Leather, Hide, Laminar Leather, Mail Shirt, Bronze Breastplate, Steel Breastplate, Polish Hussar. (may not wear helmets or use shields)**

**Abilities: Track, Sense Evil, Mythic Lore, Sense Undead, Dual Wield, Righteous Fury, Evil's Bane, Use Magic Items**

Level	Hit Dice	BtH	EPP
1	d6	+0	0
2	d6	+1	2301
3	d6	+2	4601
4	d6	+3	9201
5	d6	+4	18401
6	d6	+5	36801
7	d6	+6	73601
8	d6	+7	147201
9	d6	+8	272201
10	d6	+9	397201
11	+2 HP	+10	547201
12	+2 HP	+11	697201
13+	150000 per level		