

THE ENCHANTING WITCH

CLASSIFICATION: Mage

INSPIRATION: Original (with hints of *The Witcher*)

A clever and powerful Caster who provides mysterious medicines and spells under a cloak of secrecy.

RECOMMENDED ATTRIBUTES:

Strength	0	Agility	1	Influence	3
Wits	1	Arcane	3	Luck	1

The Enchanting Witch is a pure Mage class inspired by traditional witch folklore while taking some aspects of witches from *The Witcher* series. This class operates as a dynamic Mage that wields many technical abilities such as potion crafting and Weapon Enchantments in addition to a variety of status-inducing Spells. This Mage class focuses on their vast utility instead of Harm.

Witches existed long before the Day of Beasts, and even before much of recorded history. In truth, Witches have existed for as long as casting magic has. In the past, Magic was both vastly misunderstood and rare. Those that wielded it were shunned and cast out of society as exiles and undesirables. Over the centuries covens, cults, and secret orders of Witches formed in order to protect one another. In truth, no one but the Witches themselves know how deep their secrets go.

After the Day of Beasts, opinions started to change. The public began to see them as powerful and knowledgeable tools to be used against Monsters. Though distrust remains due to the mystery that surrounds their arcane arts and illusions, they are begrudgingly accepted by the world.

The Enchanting Witch is an expert on creating potions and tinctures with various

mystical effects. Through the use of their Magical Domain skill, they can create wildly powerful or bizarre potions made with even more bizarre ingredients. Players can create whatever potions they wish but the exact effects and ingredients are up to the GM. Some examples of potions are

- **Truth Serum:** Those who ingest the tonic cannot tell a lie for half a day's time. This potion requires a sample of the subject's blood, two frogs' eyes, half a cup of goat's blood, and three rotten eggs.
- **Love Serum:** Those who both drink exactly half the tonic will fall madly in love with one another for a week's time. This potion requires samples of each subject's blood, the heart of a bear, and two pounds worth of goblin genitalia.
- **Beauty Serum:** Those who drink the tonic will become the embodiment of beauty for a week's time. This potion requires four uncracked harpy eggs, a gallon of cow spit, a pound of ash of scorched roses, and a spoonful of sugar.



PLAY THIS CLASS IF YOU...

- ...like creating wild magical concoctions.
- ...like the idea of having your own magical home.
- ...are drawn to experimental magic.
- ...would like to spread your unique gifts with the world.

THE ENCHANTING WITCH

I have been transformed into something more beautiful than I once was, although now I am looked upon with distrust. Fortunately others need what I have to offer.

NAME: <input style="width: 90%;" type="text"/>			EXPERIENCE <input style="width: 40px;" type="text"/>	MASTERY <input style="width: 40px;" type="text"/>
ATTRIBUTES				
STRENGTH <input style="width: 40px;" type="text"/>	AGILITY <input style="width: 40px;" type="text"/>	INFLUENCE <input style="width: 40px;" type="text"/>		
WITS <input style="width: 40px;" type="text"/>	ARCANE <input style="width: 40px;" type="text"/>	LUCK <input style="width: 40px;" type="text"/>		
HEALTH <input style="width: 40px;" type="text"/>	ARMOR <input style="width: 40px;" type="text"/>	EVASION <input style="width: 40px;" type="text"/>		
BATTLE TRACKER				
Current Health <input style="width: 100px;" type="text"/>	Max Health <input style="width: 100px;" type="text"/>	Luck Points <input style="width: 40px;" type="text"/>		
		Haunt Points <input style="width: 40px;" type="text"/>		
Ongoing Effects <input style="width: 90%;" type="text"/>				



LIFE BEFORE...

- ☐ I was "the firstborn" referred to by a contract with my mentor. They taught me everything.
- ☐ I was found by a Witch after nearly being killed by a Monster, and nursed back to health.
- ☐ I sought out a Witch and begged them to teach me magic. They eventually agreed.
- ☐ I delved into the secrets of Witchcraft on my own, but my village exiled me—or even tried to burn me—for doing so.
- ☐ _____

LIFE NOW...

- ☐ I live outside a small village as a healer, having tenuously served them for many years.
- ☐ I travel from village to village offering my services, always careful not to overstay my welcome or arouse too much suspicion.
- ☐ I run a secret magic shop in the back alleys of a large city—the law may or may not approve.
- ☐ I serve as a magical advisor to a Noble, receiving protection and patronage in return.
- ☐ _____

STARTING MOVE

- ☐ **Magical Domain:** You have a special realm that can be reached through multiple means. It can be a house, a room, or an isolated location like a grove. Anyone can sleep in your *Domain* to get Natural Healing but it cannot be used as a **Base Camp**. Your *Domain* will always contain a Cauldron for making Potions, a Magic Table for Enchanting Items, have comfortable beds, bountiful food, and abundant components for **Rituals**. In addition your *Domain* is hard to find in the material world by virtue of magical veils or being on another plane. With one hour and 1 of any components, you can create a portal to your *Domain* on any solid surface large enough to fit a door. This process can be repeated to exit your *Domain* at another location, but you can only have one Magical doorway active at any time.
- Quirk:** You are unnaturally beautiful, considered conventionally attractive across most lands. Many will know you for what you are, and be wary of you—but even this "forbidden" reputation can still be used to your benefit.

PATH OF THE WITCH

When one endeavors into the world of Witchcraft, there are many disciplines one can take, these disciplines open many paths in which your magic can materialize. Some considered dark, some considered good, what you master alters people's perception of you greatly. Do not pick at the start. These are only obtainable through the Advanced Improvement.

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|---|--|
| <ul style="list-style-type: none"> <input type="checkbox"/> Black Magic: You have followed the path of a Black witch, learning taboo magic and spells, and focusing on hexes. You gain Mastery in Hexes & Illusion Casting, and when using Rituals can inflict Curses on people that can only be lifted through arduous, often ironic, undertakings of your choosing. | <ul style="list-style-type: none"> <input type="checkbox"/> Necromancy: You have followed the path of a Necromancer, learning the taboo magic of waking the dead. You gain Mastery in Illusions & Divination, and can now Divine things from Spirits, Corpses, and Undead, and use illusions to control them. |
| <ul style="list-style-type: none"> <input type="checkbox"/> White Magic: You have followed the path of a White witch, learning healing magic and spells, and focusing on helping others and divination. You gain Mastery in Wards & Divination Casting, and can use Rituals to heal 1d4 Heavy Injuries once a Week. These Rituals heal multiple Targets if there are enough components. | <ul style="list-style-type: none"> <input type="checkbox"/> Shamanism: You have followed the path of a Shaman, learning diverse magic and spells, and focusing on helping others with wards. You gain Mastery in Ward & Hexes, and can now create objects that act as Wards, that will inflict Hexes against those they protect against. |

BASIC MOVES (Pick 2 at start)

- [] **Sleep:** You cast a magic spell in a small area (about the size of a large room) that attempts to put targets into a deep slumber. Force all Targets to perform an **Influence Task**. On a roll of:
- 13+, nothing happens.
 - 11 - 12, they become drowsy, taking -1 Ongoing until attacked.
 - 8 - 10, they fall asleep at the end of their turn.
 - On a Miss, they fall asleep instantly.

Targets that are asleep will be awoken if attacked or disturbed. When you learn this Move, you also learn an **Incantation** that allows you to extract information from the memories and dreams of sleeping targets of the spell.

- [] **Animate Object:** Work your magic upon a random object to animate it for a short time. This can be used to automate tasks without your supervision. When used on mundane objects like brooms, dusters, or pens this spell works automatically. When casted on Tools or Weapons perform a **Spell Task (Hex)**. On a roll of:

- 8 - 10, the items will perform a single Task using your Arcane instead.
- 11 - 12, they will perform up to 3 Tasks.
- 13+, they will perform as many Tasks as needed.
- On a Miss, the objects remain inert.

If these Inanimate Objects are attacked at any point, the spell will end and they will return to normal.

- [] **Unfettered Beauty:** Your magic gives you unnatural beauty, and you've learned to use it even in the midst of combat. If fighting a Humanoid enemy, you can entrance a single Target by performing a **Convince Task**. On a roll of:
- 8 - 10, they will not attack you for one turn.
 - 11 - 12, they will not attack you for 1d4 turns.
 - 13+ they will not attack you and try to stop at least one of their Teammates' Attack against you.

- [] **Inventive Crafter:** You now carry your essential supplies with you, allowing you to brew Potions and Enchant Items at any **Base Camp** outside your *Domain*. Additionally, when brewing or crafting within your *Domain*, you require half the usual time to do so.

- [] **Hypnotic Aura:** You learn to harness your magic to increase your allure and appeal. Regardless of others' preferences, you can manipulate a room with your mere presence. When performing **Illusion Casting** you can add 1 of the following Tags for free.

- **Discreet**
- **Area**
- **Fast**
- **Componentless**

This move does not work on Rituals, only Spells & Incantations

- [] **Inked Companion:** You have engraved symbols onto yourself which help you channel your magic for a summoning Spell (these can take the form of ritual circles, pictographs representing an animal, and so on). Choose an animal and an **Innate Task**. You may summon a familiar of that species with the **Ethereal Tag**, and you gain Mastery in that Task when your familiar is not active. Summoning during **Danger Time** requires a **Main Action**, and the familiar can be guided with a **Free Action** or directly instructed with a **Quick Action**. If your *Companion* dies, it can be resummoned following rest at a **Base Camp** or your **Domain**.

- [] **Coven of Witches:** You find the only thing rarer than one Witch: *other Witches* like yourself. Joining or forming a circle of Witches, you gain the ability to move freely throughout their *Domains*. When you visit another Witch, you may ask them to share information on the Monster you're hunting (receiving one answer to a question from the **Analyze Task**), and they may lend you supplies (typically Spell Components or magical Consumables like potions). Other members of your *Coven* may also appear in YOUR *Domain* uninvited—sometimes even with a request for you.

- [] **Important Client:** You have acquired a very powerful and eccentric client. Name the weird reason they have to continuously come back to you. This Client will be wealthy, strong, or influential in some way and be able to provide some service that your Party normally doesn't have access to. Although this Client will like you *very much*, regardless of their intent they will be slightly obsessive.

ADVANCED MOVES

- [] **Kill Spell:** This is a powerful and taboo spell used only for the most dire situations. Even those who taught you are wary of it. Perform an **Arcane Task**. On a roll of:
- 8 - 10, you deal 8 True Harm to a Target and to yourself.
 - 11 - 12, you deal 12 True Harm to a Target and 6 to yourself.
 - 13+, deals 12 True Harm to the Target
 - On a miss, take 8 True Harm to yourself. If this causes someone to enter the dying state, they instantly fall unconscious.

- [] **Polymorphing:** You have adapted to a world that hates you, finding a more peaceful way to navigate by mastering the art of hiding your true form. Pick an Animal; you will be able to Transform into them as an **Action**. You can use telepathy to communicate; otherwise you *are* that animal in all aspects and abilities. If you are put in the Dying state while an animal you revert to your true form.

OTHER MOVES (Moves picked from another Playbook)

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IMPROVEMENTS

BASIC IMPROVEMENTS

- ☐ Allocate 2 Attribute points (Max 3)
- ☐ Allocate 2 Attribute points (Max 3)
- ☐ Gain a new benefit or resource in your Domain
- ☐ +1 Move from your Playbook
- ☐ +1 Move from your Playbook
- ☐ +1 Move from your Playbook
- ☐ +1 Move from another Playbook
- ☐ +1 Move from another Playbook
- ☐ Gain Mastery in 2 **Innate Tasks**
- ☐ Gain Mastery in 2 **Innate Tasks**

ADVANCED IMPROVEMENTS

- ☐ Allocate 2 Attribute points (Max 4)
- ☐ Allocate 2 Attribute points (Max 4)
- ☐ +1 Advanced Move from your Playbook
- ☐ +1 Advanced Move from another Playbook
- ☐ +1 Path of the Witch
- ☐ Your Backpack becomes a Magical bottomless sack
- ☐ Lose your innate Magical talent (Change Hunter Type)
- ☐ Retire this Hunter to safety (Makes NPC)
- ☐ Close off your Magical domain to the outside world (Removes Hunter)

INVENTORY

BACKPACK

Write down any Items you are carrying on your person.

STORAGE

Write down any Items that are stored in a safe location (house, ship, guild, etc)

NOTES

HUNTER RELATIONS

This is a list of ways you might know other Hunters (Players) before your adventures. As a group choose 1 Hunter to start, and give everyone a turn to discuss with that Hunter how they know each other. Here is a list of Suggestions:

- They came to you in need of magical services. Ask/tell them what they requested from you.
- They found you meandering about, and knew what you were. Discuss how this encounter went.
- They or someone they knew required healing that doctors could not provide. Ask/tell what you cured.
- They once hunted you, but later changed their mind. Discuss with them why this happened.
- They were run out of town much like you yourself were, and you bonded over it.
- They witnessed you escape from a close encounter with death. Discuss how they found you later.
- They had materials you needed for a ritual/brew. Ask/tell them what this component was.
- They were once your lover but that's changed. Discuss what had happened.

EQUIPMENT

WEAPONS

- ☐ _____
- ☐ _____
- ☐ _____

STARTING WEAPON (CHOOSE 1):

Dagger - d6, discreet, intimate, tool, fast, awkward

Magic Staff - d8, versatile, hand, snipe, magic, precise, pierce, projectile

Wand - d6, discreet, far, magic, accurate, pierce, projectile

ARMOR & TOOLS

- ☐ _____
- ☐ _____
- ☐ _____

STARTING ARMOR (CHOOSE 1):

Witches Clothes (Magic Resistance)

STARTING TOOLS (CHOOSE 3):

Broomstick - d4, awkward, airborne

Scroll - +1 on Rituals

Orb - +1 on Incantations

Symbol - +1 on Spells

Dowsing Rod - +1 Investigation Tasks

Crystal - Free Luck Point per Season

Lantern - discreet, fire

Chalk - Draw rituals onto surfaces

Potion kit - Arcane Task to remove Status, on a miss make Status Severe

Rat: small, sneaky, (4) health, (0) armor, (2) evasion

Cat: small, sneaky, carrier, instinctive, (6) health, (0) armor, (2) evasion

Crow: small, scout, airborne, (4) health, (0) armor, (3) evasion