

WITCHWARPER

SPELLS					
Spells Save DC	Spells Known	Spells per day	= Base Spells	+ Bonus Spells	
	4	0	∞		CHA
		1			□
		2			□
		3			□
		4			□
		5			□
		6			□
▲ Spell Save DC = 10 + CHA + Spell Level					

INFINITE WORLDS

As a standard action, spend a spell slot to create a bubble of altered reality. Choose an effect of that level, or two effects of lower levels; calculations are based on the spell level you spend.

You can determine the nature and appearance of these effects.

RANGE

ft = 100ft + [Witchwarper Level × 10ft]

DURATION

rds = [Witchwarper Level]

BURST AREA

10 ft

COMPOUND SIGHT

SKILL BONUS

Witchwarper Level

Level 3

DC

=

÷ 3

SKILLS

1

Level 9

2

ALTERNATE OUTCOME

As a reaction once a day, either:

- Reroll an attack, save, ability or skill check
- Reduce a critical hit against you or an ally within 100ft to a normal hit

Uses Today □□□

Level 6

Level 12

Twice a day.

Level 18

Three times a day.

UNFOLD EXISTENCES

USES PER DAY

[] = CHA

TEMPORARY PARADIGM SHIFTS

Level 1

Level 19

2

3

4

5

REALITY STUTTER

Once a turn, spend 1 resolve to use a paradigm shift you know (or use unfold existences) as a free action on your turn.

Once a week, cast warp reality:

Level 20

Duplicate any Witchwarper spell up to 6th level, or any other spell up to 5th level.

Undo the harmful effects of certain spells, or produce similar effects.

Save DCs are as a 7th level spell.

Used this week □

KNOWN SPELLS + WORLD EFFECTS		
	0	
	1	
ENVIRONMENTAL	□□□□	INSTANTANEOUS
Difficult terrain, which may affect any or all movement types.		A bright flash of light. Fortitude save or be dazzled 1rd per level. On rolling a 1, also blinded 1rd.
	2	
ENVIRONMENTAL	□□□□	INSTANTANEOUS
A hazard which deals damage equal to spell level. Fortitude save for half.		A destabilishing event. Reflex save or be knocked prone. On rolling a 1, also moved 5ft per spell level.
	3	
ENVIRONMENTAL	□□□□	INSTANTANEOUS
Concealment against one sense.		A disorienting event. Will save or be off target for rds equal to spell level. On rolling a 1, stunned for 1rd.
	4	
ENVIRONMENTAL	□□□□	INSTANTANEOUS
A barrier made of 5ft cubes equal to 2x spell level.		A burst of elemental damage equal to 2d6 per spell level. Reflex save for half.
	5	
ENVIRONMENTAL	□□□□	INSTANTANEOUS
Make the air thicker, thinner or filled with smoke. Fortitude save or be sickened.		Reflex save or be entangle and held in place for rds equal to spell level.
	6	
		ENVIRONMENTAL
		Reduce hardness of objects 50% (Fortitude negates) or increase 10 (up to double).

PARADIGM SHIFTS

Level 2

Level 5

Level 8

Level 11

Level 14

Level 17

Level 20