

WITCHWARPER

Заклинания

Заклинаний
СЛ Испыт. известно

Заклинаний
в день

Базовых
Заклинаний

Бонусные

4	0	∞		ХАР
	1			
	2			
	3			
	4			
	5			
	6			

СЛ Испытания заклинания = 10 + ХАР + Уровень заклинания

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.

Дальность

Witchwarper Level

фт

$$= 100\text{ft} + [\text{Level} \times 10\text{ft}]$$

Длительность

Witchwarper Level

рнд

$$= \text{Level}$$

BURST AREA

10 ft

COMPOUND SIGHT

SKILL BONUS

Witchwarper Level

Уровень

3

СЛ

$$= \text{Level} \div 3$$

НАВЫКИ

1

Уровень

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

Уровень

6

Исп. Сегодня

□□□

Уровень

12

Twice a day.

Уровень

18

Three times a day.

UNFOLD EXISTENCES

ИСПОЛЬЗОВАНИЙ В ДЕНЬ

$$= \text{ХАР}$$

TEMPORARY PARADIGM SHIFTS

1

Уровень

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:

- 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.

Уровень

20

Used this week

□

KNOWN SPELLS + WORLD EFFECTS

0		
1	ENVIRONMENTAL Difficult terrain, which may affect any or all movement types.	INSTANTANEOUS A bright flash of light. Fortitude save or be dazzled 1rd per level. On rolling a 1, also blinded 1rd.
2	ENVIRONMENTAL A hazard which deals damage equal to spell level. Fortitude save for half.	INSTANTANEOUS A destabilishing event. Reflex save or be knocked prone. On rolling a 1, also moved 5ft per spell level.
3	ENVIRONMENTAL Concealment against one sense.	INSTANTANEOUS A disorienting event. Will save or be off target for rds equal to spell level. On rolling a 1, stunned for 1rd.
4	ENVIRONMENTAL A barrier made of 5ft cubes equal to 2x spell level.	INSTANTANEOUS A burst of elemental damage equal to 2d6 per spell level. Reflex save for half.
5	ENVIRONMENTAL Make the air thicker, thinner or filled with smoke. Fortitude save or be sickened.	INSTANTANEOUS 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

Уровень

2

Уровень

5

Уровень

8

Уровень

11

Уровень

14

Уровень

17

Уровень

20