

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Spells

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

*ych?M*

**Weapon training:** Witches are trained in the use of the dagger, javelin, lance, longbow, shortsword, staff, spear, and two-handed sword. Witches often wear armor, even though it affects their spellcasting.

**Magic:** Witches cast spells by making a spell check. A witch's spell check is usually 1d20 + intelligence modifier + level.

**Channelled magic:** Witches can channel magic into physical augmentations. Channelled spells are drawn from the mutation lists from MCG, and do not require verbal or material components nor have mercurial effects. Witches can gain a number of passive channelled spells equal to their max spell level.

**Spellburn:** Witches may sacrifice ability scores for bonuses to spell checks. For every ability point they expend, the witch adds +1 to their spell check. Ability scores lost in this way return at a rate of 1 per day that spellburn has not been inflicted. Other sacrifices can also net casting bonuses, at a rate of +1 per 500gp.

Corruption effects



## *Possessions*

	$d\varrho$	$d\delta$	$ds$	$d\omega$
#				

*sl?S*

	Penalty
+1	
+2	
+3	
+4	
+5	
+6	
+7	
+8	
+9	
+10	