

Witcher Class

Witchers are professional monster hunters who have undergone many years of intense physical and mental training at a witcher school, as well as an agonizing alchemical ritual that has mutated their bodies and enhanced their physical abilities.

Witchers typically spend their career on “The Path”; a nomadic lifestyle, roaming the world looking for contracts. Some witchers, however, find their path as adventurers, putting their trade skills to great use on legendary quests.



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Role: Witchers are monster slayers that excel in tracking down their quarry and striking at an opportune times using alchemy, martial prowess, and simple magics.

Alignment: Must be within one step of True Neutral.

Hit Die: d10.

Starting Wealth: 5d6 x 10 gold. You also start with a witcher’s medallion (See Witcher Medallion class feature).

Witcher Training: Your character must undergo extensive physical and mental training at a witcher school, and go through the witcher trials to become a witcher. As such you cannot multiclass into the witcher class without going through training at a witcher school (See Becoming a Witcher section for guidelines).

Class Skills:

The witcher’s class skills are Acrobatics (Dex), Climb (Str), Craft (Alchemy) (Int), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Dungeoneering) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Perception (Wis), Profession (Witcher) (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features:

Weapon and Armor Proficiency

You are proficient with all simple weapons and martial weapons, as well as with light armor, medium armor, and shields (excluding tower shields).

Witcher Mutations (Ex)

Upon initiation as a witcher, you undergo intense physical mutation. You gain Low-Light Vision, allowing you to see twice as far as humans in conditions of dim light. In addition, your lifespan is extended, allowing you to live up to 250 years longer than other members of your race.

A witcher that is reincarnated or enters a new body by other means loses the effects of the Witcher Mutations, Disease Immunity, and Poison Resistance class features, and loses the ability to benefit from Witcher Potions. Spells which restore the witcher’s body like Raise Dead, Resurrection, or Regenerate do not cause you to lose these class features.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Signs			
						per Day	Signs Known	Oils Known	Potions Known
1st	+1	+2	+2	+0	Witcher Mutations, Witcher Medallion, Signs, Studied Target	1	2	-	-
2nd	+2	+3	+3	+0	Witcher Path, Path Feat, Witcher Oil +1	1	2	2	-
3rd	+3	+3	+3	+1	Track, Witcher Potions	1	2	2	2
4th	+4	+4	+4	+1	Monster Lore	2	2	2	2
5th	+5	+4	+4	+1	2nd Studied Target	2	3	2	2
6th	+6/+1	+5	+5	+2	Path Feat, Witcher Oil +2	2	3	3	2
7th	+7/+2	+5	+5	+2		3	3	3	3
8th	+8/+3	+6	+6	+2	Disease Immunity	3	3	3	3
9th	+9/+4	+6	+6	+3	Stalker	3	4	3	3
10th	+10/+5	+7	+7	+3	3rd Studied Target, Path Feat, Witcher Oil +3	4	4	4	3
11th	+11/+6/+1	+7	+7	+3	Hasted Signs	4	4	4	4
12th	+12/+7/+2	+8	+8	+4	Evasion	4	4	4	4
13th	+13/+8/+3	+8	+8	+4	Poison Resistance	5	5	4	4
14th	+14/+9/+4	+9	+9	+4	Path Feat, Quarry, Witcher Oil +4	5	5	5	4
15th	+15/+10/+5	+9	+9	+5	4th Studied Target	5	5	5	5
16th	+16/+11/+6/+1	+10	+10	+5	Improved Evasion	6	5	5	5
17th	+17/+12/+7/+2	+10	+10	+5		6	5	5	5
18th	+18/+13/+8/+3	+11	+11	+6	Path Feat, Witcher Oil +5	6	5	5	5
19th	+19/+14/+9/+4	+11	+11	+6	Improved Quarry	7	5	5	5
20th	+20/+15/+10/+5	+12	+12	+6	Master Witcher, 5th Studied Target	7	5	5	5

Witcher Medallion (Su)

When you became a witcher, you were given a small, magical silver medallion from your witcher school, signifying your profession as a witcher. This medallion vibrates within 30 feet of magical auras and creatures with the magical beast type that the wearer is unaware of.

A witcher's medallion is small enough to not take up a neck slot, and can only be effectively used by the witcher to whom it originally belonged.

If your witcher medallion is lost or destroyed, you can craft a new medallion or acquire a replacement from your school. Crafting a new medallion takes 300gp of materials and 1 day of work to create and enchant using a simple ritual known by all witchers. Crafting a new witcher medallion does not require an item creation feat. Once crafted, the medallion attunes to the first witcher who wears it, and will not function for other wearers. A witcher medallion emanates a faint divination aura.

Signs (Sp)

During your witcher training, you learned how to cast a simplified form of magic known as Signs. Signs are similar to spells, but only require a somatic component. Casting a sign is a standard action that requires a free hand, does not provoke attacks of opportunity, and cannot be done while grappled. Signs are spell-like abilities, and as such are subject to spell resistance. Multiple castings of the same sign do not stack unless otherwise noted.

You can only cast a limited number of signs per day. Your base daily allotment is listed on the witcher class table. In addition, you receive bonus signs per day if you have a high Wisdom score. The number of bonus signs per day is equal to the number of bonus 1st level spells your Wisdom score grants you (see page 17 of the Core Rulebook).

Your selection of signs is limited. At 1st level, you know 2 signs of your choice. At 5th, 9th, and 13th level, you learn a new sign, as indicated on the witcher class table.

At 6th level and every 5 levels thereafter, your ability to cast Signs improves. The effects of Signs that you cast improve, as described in the description of each Sign.

Studied Target (Ex)

You can study an opponent you see as a move action. You then gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of your witcher class abilities (except for Signs) against that opponent increase by 1. You can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is slain or destroyed, or until you study a new target.

At 5th, 10th, 15th, and 20th level, the bonuses on weapon attack rolls, damage rolls, and skill checks and your DCs against a studied target increase by 1. In addition, at each such interval, you are able to maintain these bonuses against an additional studied target at the same time. You may discard this connection to a studied target as a free action, allowing you to study another target in its place.

At 7th level, you can study an opponent as a move or swift action.

Witcher Path (Ex)

Witchers often refer to their lifestyle of monster hunting as “The Path”, but not every witcher walks the same path. Some specialize in using Potions and Signs, some favor the strength of their sword arm, while others rely on their marksmanship. At 2nd level, you must select a Path to pursue.

This Path manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. You can choose feats from your selected Path, even if you do not have the normal prerequisites.

Witcher Oil (Ex)

You can craft specialized alchemical oils which you can apply to your weapons to increase their effectiveness against certain types of creatures. At 2nd level, you select 2 creature types from the Ranger’s Favored Enemy list, and know how to craft oils to target those types of creatures. At 6th, 10th, and 14th levels, you can select an additional type of creature to craft oils for as indicated on the witcher class table.

Upon reaching 4th level, and at every even-numbered witcher level after that (6th, 8th, and so on), you can select a new type of creature to craft oils for in place

of one you already know. Upon replacing a known witcher oil, any oils targeting the replaced creature type that you have already crafted or applied become inert. You may replace only a single known witcher oil at any given level.

One dose of witcher oil takes 20 minutes to craft, and requires alchemist’s supplies or other appropriate tools. This can be reduced to 10 minutes with a successful DC 15 Craft (Alchemy) check.

When crafting a dose of oil, you must designate a single type of creature from the list of creature types you know how to craft oils for. The created oil will only apply to this creature type. Multiple doses of witcher oil targeting the same type of creature can be stored in a single container and have a negligible weight. You can carry as many witcher oil doses as you wish to make.

One dose of witcher oil can be applied to a single melee weapon or up to 20 pieces of ammunition. This application takes 1 minute to complete for a melee weapon or 5 minutes for ammunition. Witcher oils become inert 1 hour after application. When applied and active, you gain a +1 alchemical bonus on damage rolls made against the type of enemy the oil is crafted for. This bonus increases by an additional +1 every 4 witcher levels beyond 2nd to a maximum of +5 at 18th level. This bonus only applies when you are using the weapon. Multiple doses do not stack. If you apply a new oil to a weapon with an oil already active, the new oil replaces the old one.

Track (Ex)

At 3rd level, you add 1/2 of your witcher level (minimum 1) to Survival skill checks made to follow tracks.

Witcher Potions (Su)

You’ve been trained in alchemy and know how to brew a unique set of potions. At 3rd level, you learn how to craft 2 witcher potions. At 7th, 11th, and 15th levels, you learn a new witcher potion as indicated on the witcher class table.

You can craft any witcher potion you know by spending 20 minutes brewing it using alchemist’s supplies or other appropriate tools. This can be reduced to 10 minutes with a successful DC 15 Craft (Alchemy) check. You can carry as many witcher potions as you wish to make.

Witcher potions are very strong, designed for a witchers mutated body and increased tolerance. Upon consumption of a witcher potion, you gain an amount of Toxicity points noted by the witcher potion you are consuming. You can endure a number of Toxicity points equal to 1 + your Constitution modifier (minimum 1) without suffering any negative effects. Your Toxicity tolerance is not reduced by Constitution damage, but is reduced by Constitution drain. Your Toxicity is reduced by 1 point each hour. When you endure additional Toxicity beyond your maximum, you suffer the following conditions:

- 1 point over: You gain the fatigued condition.
- 2 points over: You gain the exhausted condition.
- 3 points over: You gain the disabled condition.

These conditions cannot be removed except by reducing the witcher's current Toxicity.

For each point beyond 3 points over: You take 2 points of Constitution damage and must make a Fortitude save with a DC of $10 + \frac{1}{2}$ the brewer's witcher level + the brewer's Wisdom modifier or become unconscious until your Toxicity returns to 0. The Constitution damage gained from a point of Toxicity is removed when the your Toxicity returns to 0

Witcher potions are toxic to non-witchers and as such any creature that consumes a witcher potion must make a Fortitude save with a DC of $15 + \frac{1}{2}$ the brewer's witcher level + the brewer's Wisdom modifier, or take 2 Constitution damage. A creature that rolls a natural 1 on this save becomes unconscious in addition to the normal effects of failing the save. Upon a successful Fortitude save, a non-witcher gains the benefits of the potion and the noted points of Toxicity. A non-witcher can endure a number of Toxicity points equal to their Constitution modifier - 1 (minimum 0) without suffering any negative effects. A non-witcher suffers the same negative effects as a witcher whose Toxicity exceeds their Toxicity Threshold. Non-witchers recover from Toxicity over time, recovering from a single point of Toxicity every 2 hours. Additionally, a non-witcher becomes sickened for 1 hour immediately after the potion's duration expires.

Monster Lore (Ex)

At 4th level, you add your Wisdom modifier on Knowledge skill checks in addition to your Intelligence modifier when making skill checks to identify the abilities and weaknesses of creatures.

Disease Immunity (Ex)

At 8th level, you gain immunity to all diseases, including supernatural and magical diseases.

Stalker (Ex)

At 9th level, you gain your Studied Target bonus on Disguise, Intimidate, and Stealth checks against your studied opponent.

Hasted Signs (Ex)

At 11th level you gain the ability to cast signs as a move action.

Evasion (Ex)

At 12th level, you can avoid magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor, medium armor, or no armor. If you have the helpless condition you do not gain the benefit of evasion.

Poison Resistance (Ex)

At 13th level, you gain a +10 to all saving throws made to resist the effects of poisons of all kinds. You do not get this bonus on saving throws to resist the effects of Toxicity from witcher potions.

Quarry (Ex)

At 14th level, as a standard action, you can denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on your Survival skill checks while moving at normal speed, without penalty. In addition, you gain a +2 insight bonus on attack rolls made against your quarry, and all critical threats against your quarry are automatically confirmed. You can have no more than one quarry at a time, and the target must be selected as a studied target. You can dismiss this effect at any time as a free action, but you cannot select a new quarry target for 24 hours. If you see proof that your quarry is dead, you can select a new quarry target after 1 hour.

Improved Evasion (Ex)

At 16th level, your evasion improves. This ability works like evasion, except that while you still take no damage on a successful Reflex saving throw against attacks, you now take only half damage on a failed save. If you have the helpless condition you do not gain the benefit of improved evasion.

Improved Quarry (Ex)

At 19th level, your ability to hunt your quarry improves. You can now select a quarry as a free action, and can now take 20 while using Survival to track your quarry, while moving at normal speed without penalty. The insight bonus to attack your quarry increases to +4. If your quarry is killed or dismissed, you can select a new one after 10 minutes have passed.

Master Witcher (Ex)

At 20th level, you become a master at capturing or killing your studied targets. As a standard action, you can make a single attack against a studied target at your full attack bonus, choosing one of the following effects: kill or paralyze for 2d6 rounds. If the attack succeeds, the target takes damage normally and must succeed at a Fortitude saving throw or suffer the additional effect. The DC for this save is 10 + 1/2 your witcher level + your Wisdom modifier. Whether or not the target succeeds, it cannot be targeted by this ability again (by any witcher) for 24 hours.

Becoming a Witcher

Training to become a witcher is a complicated and time intensive task that can only be done at a witcher school. The time needed to complete this training is up to the GM's discretion but a recommended timeline is 1d6+8 years. New player characters can include completion of this training as part of their backstory. The timeline is intended for players who wish to multiclass their existing characters into the witcher class.

Training at a witcher school involves intense mental and physical routines to prepare students for a witcher's life on the Path. Students are taught to master martial combat with a variety of different weapons and tactics, the basics of arcane magic, and extensive lore on various monsters and beasts. Students also stick to a strict alchemically supplemented diet in tandem with a brutal training regime designed to enhance their physical abilities and prepare them for the trials.

Though anyone can attempt the training, few stick with it, and even fewer successfully make it through the witcher trials. The trials are a series of excruciating alchemical and magical mutations that all students must go through near the end of their training in order to gain their exceptional senses,

disease immunity, poison resistance, and witcher potion tolerance. These trials are very dangerous to go through, and some students die in the process or fail to take to the new mutations. Player characters are special and do not need to roll anything to determine the outcome of their trials if they do not want to.

Optional rules for trial outcomes are as follows: roll a DC 15 Constitution check using your base Constitution modifier, unaltered by magic items and time-limited spells. Success means your trials went well and you successfully become a witcher. Failure by 4 or less means you struggled with the trials but came close to passing. You can retry the trials after 2 more months of additional training with a +2 to your roll. Failure by 9 or less means you struggled greatly with the trials and do not yet have what it takes to be a witcher. You can retry the trials after an additional year of training. Failure by 10 or more means the trials were too much for you and you die in the process.

Witcher Signs

Aard

School: Evocation [air]

Range: up to 30 ft line or cone, see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You unleash an intense blast of air in a 10 foot line against a single creature of Medium or smaller size. You use this blast to make a free Bull Rush against the creature but instead of your base attack bonus you can use your witcher level, and instead of your Strength modifier you can use your Wisdom modifier. This Bull Rush attempt does not provoke attacks of opportunity. All non-magical flames on the creature and in a line between you and the creature are extinguished by the intense wind from the blast.

You can also use this sign to create small gusts of air within 5 feet. This can be used to create minor effects like extinguishing a candle. In this form, the sign can be cast an unlimited amount of times.

6th level: The blast increases in size to a 15 foot cone and affects all Medium or smaller creatures caught in it. Alternatively you may choose to focus the blast into a 15 foot line against a single creature and add your studied target bonus to your CMB for the Bull Rush attack even if you have not studied the target.

11th level: Large creatures are also affected by the blast. When focusing your blast on a single target, you can make a free Trip attempt in addition to the Bull Rush, using the same CMB used to make the Bull Rush attack.

16th level: The blast increases in size to a 30 foot cone and you may make a free Trip attempt against all affected creatures in the cone. When focusing your attack against a single target the range increases to a 30 foot line and upon a successful Bull Rush or Trip attempt the target becomes staggered for 2 rounds.

Igni

School: Evocation [fire]

Range: up to 30 ft cone, see text

Duration: Instantaneous

Saving Throw: Reflex half, see text

Spell Resistance: Yes

A burst of flames and sparks flies from your fingertips burning all creatures within a 15 foot cone for 1d4 points of fire damage. Each creature gets a Reflex save to take half damage.

This sign can also function as the Spark cantrip, and as such can be cast an unlimited amount of times.

6th level: The damage increases to 2d6 and a creature is caught on fire upon failing their saving throw (see page 444 of the Core Rulebook). If a creature catches on fire, the DC to extinguish the flames is equal to the DC of this sign.

11th level: The damage increases to 3d8, and the cone size increases to 30 feet.

16th level: The damage increases to 6d6, and creatures caught in the cone get no saving throw for the damage, only to resist being caught on fire.

Yrden

School: Transmutation

Range: close (25 ft. + 5 ft./2 levels)

Area: up to 40 ft, see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You point your hand at the ground and with a flick of your wrist you throw down a glowing runed circle with a 10 foot radius. Enemies in or that enter the circle must make a Will save or gain the entangled condition whenever they are within the circle. Enemies that make their save are unaffected by the circle for its duration and do not need to make additional saves when re-entering the circle or ending their turn within it. At 1st level no more than one circle can be active at once.

6th level: The radius of the circle increases to 20 feet and an additional circle can be active at once. Placing an additional circle still requires a separate casting.

11th level: The radius of the circle increases to 30 feet. Alternatively, you can forego having more than 1 active circle and reduce the radius to 10 feet to empower the circle you cast. When placed, enemies are instead affected by the Slow spell.

16th level: The radius of the standard circle increases to 40 feet, the radius of the empowered circle increases to 15, and enemies under the effect of the empowered circle are instead affected by the Mythic version of the Slow spell.

Quen

School: Transmutation

Range: personal

Target: you

Duration: until discharged by an attack or up to 1 min/level (see text)

Saving Throw: None or Fortitude partial, see text

Spell Resistance: No

A pulse of dim energy runs out from your hand, up your arm and wraps around your body, warding you from a single attack. This grants you DR 5/- against a single attack. If hit by an effect that ignores the given DR, the sign is not discharged. This sign is latent after being cast and lasts up to 1 minute per witcher level if it is never discharged.

6th level: This increases to: DR 10/-.

11th level: This instead produces a small dome-shaped shield that completely covers you, and increases the damage resistance to DR 15/-. Additionally, when discharged the shield bursts violently into a field of bright shards. All enemies within 5 feet must make a Fortitude save or become Staggered for 1 round.

16th level: This increases to: DR 20/- and enemies who fail their Fortitude save against the burst effect instead become Stunned for 1 round.

Axii

School: Enchantment

Range: up to 30 ft, see text

Duration: varies, see text

Saving Throw: Will negates

Spell Resistance: Yes

As you look at your target, you quickly wave your fingers sending a flurry of clouding thoughts to the target's mind. This acts as the Daze spell except the range is reduced to 15 feet.

When cast outside of combat, this can instead function as the Hypnotism spell with the range reduced to 15 feet. The desired effect must be chosen at casting time.

6th level: The effect instead functions as the Daze Monster spell with the following adjustments; the range is reduced to 15 feet, and the sign affects a creature with a number of HD up to the witcher's level.

When cast outside of combat, this can also function as the Charm Person spell with the range reduced to 15 feet. The desired effect must be chosen at casting time.

11th level: The range of the spell increases to 30 feet for both in-combat and out-of-combat effects.

16th level: This can also function as Suggestion when cast outside of combat with the range reduced to 30 feet. The desired effect must be chosen at casting time.

Inai

School: Illusion (glamour)

Range: personal

Target: you

Duration: varies, see text

You wave your hand over your form, covering yourself in a wave illusory magic. At 1st level this functions as the spell Blend, but does not require you to have elven heritage.

6th level: This sign can also function as the spell Vanish. The desired effect must be chosen at casting time.

11th level: This sign can also function as the spell Invisibility. The desired effect must be chosen at casting time.

16th level: This sign can also function as the spell Greater Invisibility. The desired effect must be chosen at casting time.

Inare's Veil

School: varies, see text

Range: personal

Target: you

Duration: varies, see text

With a snap of your fingers, you cloak yourself in a blur of illusory magic. At 1st level this functions as the spell Blurred Movement.

6th level: This instead functions as the Blur spell.

11th level: This can instead function as the Mirror Image spell. The desired effect must be chosen at casting time.

16th level: This can instead function as the Blink spell. The desired effect must be chosen at casting time.

Ankheg's Bite

School: Transmutation [acid]

Range: touch

Target: 1 ranged weapon

Duration: up to 5 rounds, see text

Saving Throw: None

Spell Resistance: No

You inscribe a glowing green rune on a ranged weapon infusing it with acidic arcane energy. For the next 2 rounds add 1d4 acid damage to all damage rolls made with this weapon.

6th level: The duration of this sign increases to 3 rounds and the target weapon is also affected by the Gravity Bow spell for the sign's duration.

11th level: The duration of this sign increases to 4 rounds and the acid damage dealt increases to 1d6.

16th level: The duration of this sign increases to 5 rounds and the weapon gains the Seeking enhancement for the sign's duration.

Raven's Wings

School: Transmutation

Range: personal

Target: you

Duration: varies, see text

You quickly flick your index finger down and feel yourself become lighter. This functions as the Feather Fall spell and can be cast as an immediate action when triggering this effect.

6th level: This can instead function as the Air Step spell. The desired effect must be chosen at casting time.

11th level: This can instead function as the Fly spell. The desired effect must be chosen at casting time.

16th level: This can instead function as the Air Walk spell. The desired effect must be chosen at casting time.

Storm's Touch

School: Transmutation [electricity]

Range: varies, see text

Duration: Instantaneous

Saving Throw: None or Reflex half, see text

Spell Resistance: Yes

You curl your thumb and index finger into a claw and strike your opponent. A successful melee touch attack deals 1d6 points of electricity damage to your opponent.

6th level: The damage increases to 2d8, and this sign can instead be cast as a ranged touch attack with a range of close (25 ft. + 5 ft./2 levels).

11th level: The damage increases to 4d8.

16th level: The damage increases to 6d8. Additionally, this sign can instead be cast in a 60 ft. line of effect, dealing damage to all creatures in its path. When cast in this form, creatures in the line of effect get a Reflex save to halve the damage taken.

Whistling Sparrows

School: Evocation [force]

Range: close (25 ft. + 5 ft./2 levels)

Target: up to four creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: none

Spell Resistance: Yes

A missile of magical energy in the form of a small bird darts forth from your extended hand and strikes its target, dealing 1d4 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

6th level: You gain a second missile and each missile deals an additional +1 damage. When you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one

creature. You must designate targets before you check for spell resistance or roll damage.

11th level: You gain a third missile and each missile deals an additional +1 damage for a total of +2 per missile.

16th level: You gain a fourth missile and each missile deals an additional +1 damage for a total of +3 per missile.

Witcher Paths

Path of the Mighty

If you follow the Path of the Mighty, you may choose from the following list whenever you gain a Path feat: Cleave, Power Attack, Step Up, and Lunge.

At 6th level, Furious Focus and Great Cleave are added to the list.

At 10th level, Step Up and Strike and Improved Cleaving Finish are added to the list.

Path of the Beast

If you follow the Path of the Beast, you may choose from the following list whenever you gain a Path feat: Aspect of the Beast, Improved Natural Attack, Rending Claws, and Weapon Focus.

At 6th level, Eldritch Fangs and Vital Strike are added to the list.

At 10th level, Multiattack and Improved Vital Strike are added to the list.

Path of the Fletcher

If you follow the Path of the Fletcher, you may choose from the following list whenever you gain a Path feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot.

At 6th level, Improved Precise Shot and Manyshot are added to the list.

At 10th level, Pinpoint Targeting and Shot on the Run are added to the list.

Path of the Marksman

If you follow the Path of the Marksman, you may choose from the following list whenever you gain a Path feat: Deadly Aim, Precise Shot, Rapid Shot and Far Shot

At 6th level, Crossbow Mastery and Clustered Shots are added to the list.

At 10th level, Improved Snap Shot and Improved Precise Shot are added to the list.

Path of the Rider

If you follow the Path of the Rider, you may choose from the following list whenever you gain a Path feat: Mounted Combat, Mounted Archery, Ride-By Attack, and Trick Riding.

At 6th level, Mounted Shield and Spirited Charge are added to the list.

At 10th level, Mounted Skirmisher and Unseat are added to the list.

Path of the Deft

If you follow the Path of the Deft, you may choose from the following list whenever you gain a Path feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting.

At 6th level, Improved Two-Weapon Fighting and Two-Weapon Defense are added to the list.

At 10th level, Greater Two-Weapon Fighting and Two-Weapon Rend are added to the list.

Witcher Potions

Swallow

Toxicity: 3

Duration: 4 rounds or 10 minutes (see text)

When taken, this potion is inactive until the imbiber takes damage from an enemy. Upon taking damage, the imbiber gains fast healing equal to $\frac{1}{2}$ the brewer's witcher level for 4 rounds. If the imbiber does not take damage within 10 minutes, the potion has no effect.

Cat

Toxicity: 1

Duration: 20 minutes

When taken, this potion grants the imbiber Darkvision up to 120 feet and an alchemical bonus on Perception checks equal to half the brewer's witcher level.

Thunderbolt

Toxicity: 3

Duration: 1 round/level

When taken, this potion grants the imbiber a +2 alchemical bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. This bonus increases to +4 at 10th level and +6 at 17th level.

Lightning

Toxicity: 3

Duration: 1 round/level

When taken, this potion grants the imbiber a +4 alchemical bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. This bonus increases to +4 at 10th level and +6 at 17th level.

Blizzard

Toxicity: 2

Duration: 1 minute/level

When taken, this potion grants the imbiber an alchemical bonus to initiative equal to $\frac{1}{2}$ the brewer's witcher level (minimum 1).

Additionally, the imbiber's base land speed increases by 20 feet. This increase is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Black Blood

Toxicity: 3

Duration: 2 min/level

When consumed, this viscous black liquid turns the imbiber's blood into a potent undead toxin. When struck by a melee attack from an undead creature while this potion is active, the creature takes 1d4 points of damage for every 2 witcher levels the brewer of the potion possesses (minimum 1d4). The striking creature can attempt a Fortitude save (DC equal to 10 + ½ brewer's witcher level + Wisdom modifier) to halve the damage.

If an undead creature feeds, drains, or otherwise consumes the imbiber's blood (such as a vampire's Blood Drain ability) the creature receives no saving throw and takes double damage.

Full Moon

Toxicity: 2

Duration: 1 minute/level

When taken, this potion grants the imbiber 1d8 temporary Hit Points plus an additional 1 per witcher level the brewer possesses.

Killer Whale

Toxicity: 1

Duration: 20 min

When taken, this potion grants the imbiber a 20 foot swim speed and doubles the length of time the imbiber can hold their breath.

White Raffard's Decoction

Toxicity: 3

Duration: instantaneous

When taken, this potion heals the imbiber 2 points of damage per witcher level the brewer possesses.

Petri's Pfilter

Toxicity: 2

Duration: 1 minute/level

When taken, this potion grants a +1 bonus to the DCs of a single witcher sign the imbiber can cast. This bonus increases to +2 at 11th level. The sign must be selected when the potion is brewed.

New Feats

Extra Toxicity

You have a stronger tolerance for witcher potions than an ordinary witcher.

Prerequisite: Witcher Potion class feature.

Benefit: You can endure 1 more point of Toxicity without suffering the negative effects of witcher potions.

Normal: You can endure a number of Toxicity points equal to 1 + your Constitution modifier (minimum 1) without suffering any negative effects.

Special: You can take this feat multiple times.

Sign Focus

Choose a witcher sign you can cast. Whenever you cast that sign, its effects are more difficult to resist.

Prerequisite: Signs class feature.

Benefit: Add +1 to the Difficulty Class for saving throws against the sign you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new sign.

Greater Sign Focus

Choose a witcher sign you can cast to which you have already applied the Sign Focus feat. Whenever you cast that sign, its effects are very difficult to resist.

Prerequisite: Sign Focus

Benefit: Add +1 to the Difficulty Class for saving throws against the sign you select. This bonus stacks with the bonus from Sign Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new sign for which you already have applied the Sign Focus feat.

Hero Lab

All the content presented in this supplement has been developed into a free Hero Lab pack for use with the Pathfinder Roleplaying Game in Hero Lab Classic. You can get it by adding: <http://bit.ly/inner-sea-witchers> as an update source on Hero Lab for Windows, Mac, or iPad.

For more instructions please visit:

<https://www.wizardlevels.com/witcher-downloads>