



## D&D 5th Edition: THE WITCHER CLASS

“Indeed, naught is more repulsive than these monsters that defy nature and are known by the name of witcher, as they are the offspring of foul sorcery and witchcraft. Unscrupulous scoundrels without conscience and virtue, they are veritable creatures from hell, capable only of taking lives . . .”

— Monstrum - A Portrayal of Witchers, Anonymous

Taken in as children, witchers are subjected to intense alchemical processes, consumption of mutagenic compounds, and

relentless physical and magical training. The end result is a monster slayer for hire. Permanent results of mutations shared by all witchers include:

- Sterility
- Cat-like eyes granting acute night vision - witchers can constrict their pupils to see in blinding light or open them to see in near pitch darkness.
- Resistance to disease (which functions in most cases as complete immunity) and a boosted immune system, allowing them to consume large quantities of potions that could prove deadly if consumed by others.
- Heightened “witcher senses,” allowing them to feel their environment, and to track and hunt enemies.
- Accelerated healing granting quick recovery from injuries.
- Long lifespans and prolonged youth.

Witchers are proficient in the use of most weapons, but are never seen without their two swords. A steel greatsword is maintained for use against common foes, whereas a silver longsword is reserved for beasts resistant to all but magical attacks. Witchers are also trained in the mixing and brewing of potions, having developed a tolerance to alchemical toxicity. Lastly, witchers are attuned to the use of Signs, a special form of battle magic.

A medallion, formed in the likeness of a wolf, cat or griffin, indicates the school where the witcher was trained.

It is a common belief that witchers have no capacity for emotion. This perception is due largely, in part, to the rigorous training and seclusion from society, which has been known to result in blunted emotional expression.

## THE WITCHER

Level	Proficiency Bonus	Features
1st	+2	Witcher Senses
2nd	+2	Battle Meditation
3rd	+2	Alchemy, Combat Casting
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Aard and Igni Upgrades
8th	+3	Ability Score Improvement
9th	+4	Advanced Alchemy
10th	+4	Yrden and Igni Upgrades
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Aard and Igni Upgrades
14th	+5	Ability Score Improvement
15th	+5	Igni Upgrade
16th	+5	Ability Score Improvement
17th	+6	Axii Upgrade
18th	+6	Superior Alchemy
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

## CLASS FEATURES

### HIT POINTS

Hit Dice: 1d10 per level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per level after 1st

### Proficiencies

Armor: All armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Insight, Intimidation, Investigation and Perception

Special: Resistance to disease, witcher senses, battle meditation

You start with the following equipment:

- Suit of chain or leather armor
- Silver longsword (1d8 +1)
- Steel greatsword (2d6)
- Light crossbow and 20 bolts
- Bestiary of Monsters
- Alchemical tools



### **Witcher Senses**

You have low light vision and your proficiency bonus is doubled for Investigation and Perception.

### **Battle Meditation**

Starting at 2<sup>nd</sup> level, you treat short rests as you would a long rest.

### **Alchemy**

Starting at 3<sup>rd</sup> level, you gain the ability to create alchemical concoctions for your sword, giving you advantage on your attack rolls against a specific creature. To create the solution, you must first harvest the creature's organs, and then spend 1 gold piece per the creature's hit dice to gather the necessary ingredients. New solutions require a day to prepare, after which time you may enhance your weapons after a short rest. You may only enhance your weapons with one solution at a time. The solution dissipates after a day.

Advanced Alchemy: At 9th level, choose any creature with 9 hit dice or less that you have harvested. Against the creature, you have advantage on your attack rolls.

Superior Alchemy: At 18th level, choose one creature type. Against creatures of that type with 18 hit dice or less that you have harvested, you have advantage on your attack rolls.

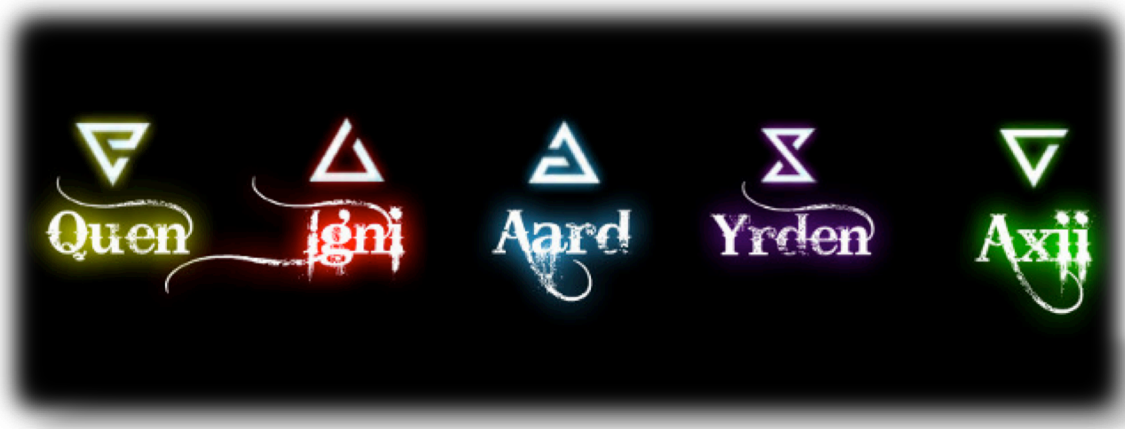
### **SIGNS**

Starting at 3<sup>rd</sup> level, you learn to use Signs, or glyphs, to create a variety of magical effects. Signs work like Cantrips, in that there is no limit to how many you can cast per day.

### **Combat Casting**

In combat, you must focus on the Sign you wish to use for the time required. You may not attack or take any other actions during this period. If you take damage or suffer any adverse effect while you are focusing, you lose your focus and must begin again at the start of the following round.

You use your Wisdom modifier when setting the saving throw DC for a witcher sign. Sign save DC = 8 + your proficiency bonus + your Wisdom modifier.



## QUEN

Focus Time: 2 rounds

Range: Self

Duration: 1 minute or until broken

*The Sigil of Protection.* Creates a force field around you, absorbing incoming energy, kinetic or otherwise, equal in damage points to your level + your Wisdom modifier. For instance, at 3<sup>rd</sup> level and with a +2 bonus for Wisdom, Quen absorbs 5 points of damage. So if an attack against you would normally deal 8 points of damage, you would take only 3. Once the protective barrier takes damage, it is broken and must be recast.

## IGNI

Focus Time: 1 round

Range: Self (15-foot cone)

Duration: Instantaneous

*The Sigil of Combustion.* Works as the spell *Burning Hands*. As you hold your hand out, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At 7<sup>th</sup> level, Igni deals 4d6 fire damage, at 10<sup>th</sup> level 5d6 damage, at 13<sup>th</sup> level 6d6 damage and at 15<sup>th</sup> level 8d6 damage.

## AARD

Focus Time: 1 round

Range: Self (10-foot cone)

Duration: Instantaneous

*The Sigil of Force.* You push opponents away from you with magical force. Enemies must make a saving throw vs. your spell casting ability or be stunned for one round. The Aard sign can also be used to topple objects, break through barriers, or knock flying enemies to the ground. Starting at 7<sup>th</sup> level, enemies failing their saving throws against Aard fall prone. At 13<sup>th</sup> level, enemies are knocked prone and stunned.

## YRDEN

Focus Time: 1 round

Range: Self (15-foot radius)

Duration: 1 minute

*The Sigil of Containment.* Yrden creates a circle of magical glowing glyphs on the ground in a 15' radius. Enemies walking into the circle must make a successful saving throw vs. your spell casting ability or become *slowed* for one minute.

Starting at 10th level, Yrden can also turn invisible creatures visible and make non-corporeal enemies vulnerable to non-magical weapons when standing within the glyph circle. Moving in and out of the circle takes one action.

## AXII

Casting Time: 1 action (charm) 1 round (*confusion / dominate person*)

Range: 30ft (charm/dominate person) 10-foot radius sphere (*confusion*)

Duration: 1 hour (*charm*) 1 minute (*confusion*) 10 minutes (*dominate person*)

*The Sigil of Persuasion. Identical to the spell Charm Person.* You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails it is charmed by you until the spell ends or until you or your companions do something harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends it knows it has been charmed.

**At 7th level, the Axii sign can be used as the spell *Confusion*.** This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

### d10 Behavior

1. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6. The creature doesn't move or take actions this turn.

7-8. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10. The creature can act and move normally.

At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.



**At 17<sup>th</sup> level, the Axii sign can be used as the spell *Dominare Personam*.** You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that creature,” “Run over there,” or “Fetch that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

