

APPRENTICE WITCHER (JM)

DESCRIPTION

Witchers (*vatt'ghern* in the Elder Speech) are taken or otherwise acquired as children and subjected to various mutagens to enhance their physical forms, then rigorously trained as monster hunters for hire.

Special: Gain an extra skill or talent based on your choice of School. Lose half your starting gold from general trappings. Lose 1 Fate Point.

*Sign Magic: Witchers learning this talent the first time select one Sign for free. They may learn individual signs at the cost of 50xp each or 100xp for modifying glyphs.

†Witcher Medallion: A Witcher Medallion is a magic item that functions as though the character had the Magic Sense talent.

Witcher Schools	
Wolf	Hardy
Cat	Rover -or- Frenzy
Bear	Sturdy
Griffin	Armored Casting
Viper	Swashbuckler
Manticore	Prepare Poison
Raven	Ride
Sphinx	Trade - Scribe

Advance Scheme

W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+2	+10	-	+5	+5	+10	-	+5	-	+5

Skills

Academic Knowledge (Bestiary), Gossip, Haggle, Heal, Outdoor Survival, Intimidate, Dodge Blow, Follow Trail

Talents

Keen Senses, Lightning Reflex, Night Vision, Read/Write, Resist Disease, Resist Poison, Stout-hearted, Strike Mighty Blow, Very Resilient, Very Strong, Warrior Born

Starting Specialization:

Choose one (Specialist Weapon - Two Handed, Specialist Weapon - Explosive, Trade -Apothecary, Sign Magic*)

Career Entries

Being kidnapped or sold to an school and horribly mutated.

Career Exits

Itinerant Witcher, Apothecary, Bodyguard, Bounty Hunter, Executioner, Hunter, Mercenary, Messenger, Outlaw, Student, Thief, Thug, Sergeant, Scout, Protagonist

Trappings

Witcher Medallion†, Sword, Silver Sword, Gambeson, Recipe book with Oil, 2 Potion, and 1 Bomb recipe.

One item based on choice of skill:

2-hand weapon: upgrade starting trappings to Longswords.

Apothecary: 3 Random Potions

Explosive: 3 random bombs.

Sign Magic: Start with 3 signs learned

ITINERANT WITCHER (JM)

DESCRIPTION

A witcher out in the world is said to be “walking the path”, a reference to the witcher’s itinerant nature. They wander from town to town seeking to hire their skills to anyone willing or desperate enough to pay.

*Sign Magic: Witchers learning this talent the first time select one Sign for free. They may learn individual signs at the cost of 50xp each or 100xp for modifying glyphs.

†Petty Magic: Witchers with this talent do not receive a splat of spells. They may purchase and use Petty Spells as normal.

Witcher Schools	
Wolf	Etiquette
Cat	Fleet Footed
Bear	Menacing
Griffin	Petty Magic†
Viper	Ambidextrous
Manticore	Streetwise
Raven	Orientation
Sphinx	Trade - Artist

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+3	+10	+5	+10	+10	+10	+10	+15	+15	+15

Skills

Academic Knowledge (Bestiary or Magick), Animal Care, Dodge Blow, Follow Trail, Gossip, Haggle, Intimidate, Navigation, Outdoor Survival, Ride, Secret Signs (Ranger), Set Trap, Stealth

Talents

Seasoned Traveler, Lightning Parry -or- Strike to Stun, Strike to Injure -or- Focused Strike, Menacing, Sixth Sense

Choose one (Specialist Weapon - Two Handed, Specialist Weapon - Explosive, Sign Magic*, Trade -Apothecary)

Career Entries

Any, as long as Apprentice Witcher is completed previous career.

Career Exits

Master Witcher, Captain, Veteran, Duelist, Judicial Champion, Crusader, Smuggler, Rogue

Trappings

Medium Armor (Gambeson and Mail Shirt), Riding Horse with Saddle and Harness, Choice of Ranged Weapon, Monster Trophy

MASTER WITCHER (JM)

DESCRIPTION

Witchers that survive this long on the path are experts in their trade, their names generally known to the people who would require their services.

Advance Scheme									
W	WS	BS	S	T	Ag	Fel	WP	Int	Per
+4	+30	+20	+20	+20	+20	+15	+20	+15	+20

Skills

Academic Knowledge (Bestiary, Strategy/Tactics, Magick), Command, Dodge Blow, Evaluate, Follow Trail, Gossip, Haggle, Intimidate, Navigation, Outdoor Survival, Ride, Set Trap

Talents

Disarm or Quick Draw, Orientation or Shadowing, Riposte or Rapid Reload, Specialist Weapon (Any One) Choose one (Specialist Weapon - Two Handed, Specialist Weapon - Explosive, Sign Magic* or Petty Magic* or Lesser Magic*, Trade -Apothecary)

Career Entries

Any, as long as Itinerant Witcher is completed previous career.

Career Exits

Grandmaster Witcher, Champion, Guild Master, Explorer, Merchant, Outlaw Chief, Politician

Trappings

Good Craftsmanship Silver Sword, Good Craftsmanship Sword, Medium Armor (Full Mail Armor), Light Warhorse with Saddle and Harness