


# FEIYA

WITCH

1

**ANCESTRY** HUMAN (VERSATILE) **BACKGROUND** CULTIST

**SPEED** 25 FEET **PERCEPTION**  +5 (TRAINED)



**ALIGNMENT** CHAOTIC GOOD



**LANGUAGES** AKLO, COMMON, GOBLIN, JOTUN, SKALD, TIEN

**STRENGTH** **STR** 10 **MODIFIER** (+0) **DEXTERITY** **DEX** 14 **MODIFIER** (+2) **CONSTITUTION** **CON** 12 **MODIFIER** (+1)



















**INTELLIGENCE** **INT** 18 **MODIFIER** (+4) **WISDOM** **WIS** 14 **MODIFIER** (+2) **CHARISMA** **CHA** 10 **MODIFIER** (+0)

## STRIKES

**MELEE**  staff +3 (two-hand d8), 1d4 bludgeoning  
 dagger +5 (agile, finesse, versatile S), 1d4 piercing

**RANGED**  crossbow +5 (range increment 120 feet, reload 1), 1d8 piercing  
 dagger +5 (agile, finesse, thrown 10 feet, versatile S), 1d4 piercing

## SKILLS

<b>ACROBATICS (DEX)</b>  +2	<b>ARCANA (INT)</b>  +7•	<b>ATHLETICS (STR)</b>  +0
<b>CRAFTING (INT)</b>  +7•	<b>DECEPTION (CHA)</b>  +0	<b>DIPLOMACY (CHA)</b>  +0
<b>INTIMIDATION (CHA)</b>  +0	<b>WITCH CULT LORE (INT)</b>  +7•	<b>LORE (OTHER: INT)</b>  +4
<b>MEDICINE (WIS)</b>  +5•	<b>NATURE (WIS)</b>  +5•	<b>OCCULTISM (INT)</b>  +7•
<b>PERFORMANCE (CHA)</b>  +0	<b>RELIGION (WIS)</b>  +5•	<b>SOCIETY (INT)</b>  +4
<b>STEALTH (DEX)</b>  +5•	<b>SURVIVAL (WIS)</b>  +5•	<b>THIEVERY (DEX)</b>  +5•

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

**ANCESTRY ABILITIES** Natural Ambition (Cackle), versatile human (Oddity Identification)

**CLASS FEATS** Cackle


**SKILL FEATS** Oddity Identification

**CLASS FEATURES** curse patron, evil eye, familiar (Daji), phase familiar, witch spellcasting (occult)

## DEFENSES

<b>HIT POINTS</b>  15	<b>ARMOR CLASS</b>  15	<b>AC WITH SHIELD RAISED</b>  16
<b>FORTITUDE</b>  +4	<b>REFLEX</b>  +5	<b>WILL</b>  +7

## SPELLS

**SPELL ATTACK**  +7 **DC** 17

# PATHFINDER

## EQUIPMENT

**BULK** Worn 3, 4 L; Stowed 1

**WORN** backpack, crossbow (10 bolts), dagger, healer's tools, minor elixir of life, scroll of pet cache, staff

**STOWED** bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin

**WEALTH** 1 gp, 2 sp

## SPELLS

**CANTRIPS (AT WILL):** dancing lights, detect magic, forbidding ward, mage hand, shield, telekinetic projectile

**1ST LEVEL:** ray of enfeeblement, soothe



## WHAT IS A WITCH?

You command the forces of magic through a pact with a mysterious patron that likely has its own agenda, receiving spells via an otherworldly familiar.

## EQUIPMENT

The following rules apply to Feiya's equipment.

**Agile (trait):** The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

**Backpack:** A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ ☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing); **Activate**  $\blacklozenge$  (Interact); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**Finesse (trait):** You can use your Dexterity instead of Strength to calculate your attack bonus (but not damage rolls) with this melee weapon.

**Reload (trait):** This weapon requires you to use 1 Interact action to reload before it can be fired again.

☐ **Scroll of Pet Cache:** When holding this scroll, you can cast *pet cache* (see Spells). After you Cast the Spell, the scroll is destroyed.

**Thrown (trait):** You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

**Two-Hand (trait):** This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

**Versatile (trait):** A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

## FEATS AND ABILITIES

Feiya's feats and abilities are described below.

**Witch Spellcasting:** Your otherworldly patron has granted you a familiar to teach you magic. You can cast occult spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast.

☐ ☐ **Hexes:** You gain a pool of Focus Points that allows you to cast your witch hexes: *cackle* and *phase familiar*. Each use of these spells uses 1 Focus Point, and you have a total pool of 2 Focus Points. You can also use the hex cantrip *evil eye* without spending a Focus Point. You can cast only one hex per turn.

**Cackle** (uncommon, enchantment, hex, witch); **Cast**  $\blacklozenge$  verbal; **Effect** With a quick burst of laughter, you prolong a magical effect you created. You Sustain a Spell as a free action.

**Evil Eye** (uncommon, cantrip, curse, emotion, enchantment, fear, hex, mental, witch); **Cast**  $\blacklozenge$  somatic; **Range** 30 feet; **Targets** 1 creature; **Duration** sustained up to 1 minute; **Effect** You fix your eye on the target, imposing a malevolent hex. The target becomes frightened based on the results of its Will save. This condition value can't be reduced below 1 while the spell is active and you can see the target. Regardless of the outcome, the target is then temporarily immune for 1 minute.

**Success** The target is unaffected.

**Failure** The target is frightened 1.

**Critical Failure** The target is frightened 2.

**Phase Familiar** (uncommon, abjuration, hex, witch); **Cast**  $\blacklozenge$  somatic; **Trigger** Your familiar would take damage; **Range** 60 feet; **Targets** your familiar; **Effect** You draw upon your patron's power to momentarily shift your familiar from its solid, physical form into an ephemeral version of itself shaped of mist. Your familiar gains resistance 5 to all damage and is immune to precision damage. These apply only against the triggering damage.

**Oddity Identification** (general, skill): You have a sense for spells that twist minds or reveal secrets. You gain a +2 circumstance bonus to Occultism checks to Identify Magic with the mental, possession, prediction, or scrying traits.

**Schooled in Secrets** (general, skill): You notice the signs and symbols that members of mystery cults and other secret societies use to declare their affiliation to fellow members. You can use Occultism in place of Diplomacy to Gather Information about such groups. If you belong to a secret cult, lodge, sect, or similar organization, you automatically recognize members of your group unless they're specifically attempting to conceal their presence from you.

## FAMILIAR

Feiya's familiar, Daji, is more powerful than other familiars. If Feiya spends 1 action to command Daji, he gains 2 actions to use during the round. He can't use reactions.

**Share Senses:** Once every 10 minutes, you can use a single action, which has the concentrate trait, to project your senses into Daji. When you do, you lose all sensory information from your own body, but can sense through Daji's body for up to 1 minute. You can Dismiss this effect.

**Cantrip Connection:** You can prepare an additional cantrip, or if you have a repertoire, instead designate a cantrip to add to your repertoire every time you select this ability; you can retrain it but can't otherwise change it. Feiya has used this ability to add *mage hand* to her prepared cantrips.

**Scent:** Daji gains scent (imprecise, 30 feet).

## SPELLS

Feiya can cast the following spells. In addition to the spells Feiya has prepared today (see the front page), Daji also knows *charm*, *chill touch*, *floating disk*, *ghost sound*, *mindlink*, *phantom pain*, *prestidigitation*, *read aura*, and *sigil*.

## CANTRIPS

**Dancing Lights** (cantrip, evocation, light); **Cast**  $\blacklozenge$  somatic, verbal; **Range** 120 feet; **Duration** sustained; **Effect** You create up to four floating lights, no two of which are more than 10 feet apart. Each sheds light like a torch. When you Sustain the Spell, you can move any number of lights up to 60 feet. Each light must remain within 120 feet of you and within 10 feet of all others, or it winks out.

**Detect Magic** (cantrip, detection, divination); **Cast**  $\blacklozenge$  somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell, though items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) are typically detected normally.

**Forbidding Ward** (abjuration, cantrip); **Cast**  $\blacklozenge$  somatic, verbal; **Range** 30 feet; **Targets** 1 ally and 1 enemy; **Duration** sustained up to 1 minute; **Effect** You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

**Mage Hand** (cantrip, evocation); **Cast**  $\blacklozenge$  somatic, verbal; **Range** 30 feet; **Targets** 1 unattended object of light Bulk or less; **Duration** sustained; **Effect** You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, it falls.

**Shield** (abjuration, cantrip, force); **Cast**  $\blacklozenge$  verbal; **Effect** You conjure a magical shield of force that lasts until the start of your next turn. This counts as the Raise a Shield action, grants you a +1 circumstance bonus to AC (though it doesn't require a hand to use), and allows you to use the Shield Block reaction. This shield has Hardness 5. After using the Shield Block action, this spell ends and you can't use it again for 10 minutes.

**Shield Block**  $\blacklozenge$  **Trigger** You would be damaged by a physical attack while your shield is conjured; **Effect** You interpose your magical shield between yourself and the attack, reducing the damage by 5. You take any remaining damage.

**Telekinetic Projectile** (attack, cantrip, evocation); **Cast**  $\blacklozenge$  somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Effect** You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a ranged attack against the target. If you hit, you deal 1d6+4 bludgeoning, piercing, or slashing damage to the target. No specific traits or magic properties of the hurled item affect the attack or the damage.

**Critical Success** You deal double damage.

**Success** You deal full damage.

## 1ST

- ☐ **Pet Cache** (conjunction, extradimensional); **Cast** ◆ verbal; **Range** touch; **Target** 1 willing creature that is your animal companion or familiar; **Duration** 8 hours; **Effect** You open your cloak or create a gap with your hands, drawing the target into a pocket dimension just large enough for its basic comfort. No other creature can enter this extradimensional space, and the target can bring along objects only if they were designed to be worn by a creature of its kind. The space has enough air, food, and water to sustain the target for the duration.  
 You can Dismiss the spell. The spell also ends if you die or enter an extradimensional space. When the spell ends, the target reappears in the nearest unoccupied space (or outside of any extradimensional space you have entered).
  
- ☐ **Ray of Enfeeblement** (attack, necromancy); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Duration** 1 minute; **Effect** A ray with the power to sap a foe's strength flashes from your hand. Attempt a ranged spell attack against the target. If you succeed, that creature attempts a DC 17 Fortitude save in order to determine the spell's effect. If you critically succeed at your attack roll, use the outcome for one degree of success worse than the result of its save.  
**Critical Success** The target is unaffected.  
**Success** The target becomes enfeebled 1.  
**Failure** The target becomes enfeebled 2.  
**Critical Failure** The target becomes enfeebled 3.
  
- ☐ **Soothe** (emotion, enchantment, healing, mental); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 willing living creature; **Duration** 1 minute; **Effect** You grace the mind of one willing target within 30 feet, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for 1 minute.



# DAJI

FAMILIAR

1

**ANCESTRY** NINE-TAILED FOX

**SPEED** 25 FEET

**PERCEPTION** +5 (TRAINED)  
LOW-LIGHT VISION,  
SCENT (IMPRECISE) 30 FEET

**LANGUAGES** EMPATHIC CONNECTION

**STRIKES** NONE

## SKILLS

**ACROBATICS (DEX)**

+5

**CRAFTING (INT)**

+1

**INTIMIDATION (CHA)**

+1

**OCCULTISM (INT)**

+1

**SOCIETY (INT)**

+1

**THIEVERY (DEX)**

+1

**ARCANA (INT)**

+1

**DECEPTION (CHA)**

+1

**MEDICINE (INT)**

+1

**PERFORMANCE (CHA)**

+1

**STEALTH (DEX)**

+5

**ATHLETICS (STR)**

+1

**DIPLOMACY (CHA)**

+1

**NATURE (WIS)**

+1

**RELIGION (WIS)**

+1

**SURVIVAL (WIS)**

+1

• = TRAINED •• = EXPERT ••• = MASTER

## DEFENSES

**HIT POINTS**

5

**FORTITUDE**

+4

**ARMOR CLASS**

15

**REFLEX**

+5

**WILL**

+7

# PATHFINDER

