

FEIYA

WITCH 5

ANCESTRY HUMAN (VERSATILE) **BACKGROUND** CULTIST
SPEED 25 FEET **PERCEPTION** +10 (TRAINED)
ALIGNMENT CHAOTIC GOOD

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

STRENGTH	DEXTERITY	CONSTITUTION
STR 10 (+0)	DEX 16 (+3)	CON 14 (+2)
INTELLIGENCE	WISDOM	CHARISMA
INT 19 (+4)	WIS 16 (+3)	CHA 10 (+0)

STRIKES

MELEE ♦ nails +8 (agile), 2d6 slashing
 ♦ staff +7 (two-hand d8), 1d4 bludgeoning
 ♦ dagger +10 (agile, finesse, versatile S), 1d4 piercing

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

SKILLS

ACROBATICS [DEX] +5	ARCANA [INT] +11 •	ATHLETICS [STR] +2
CRAFTING [INT] +11 •	DECEPTION [CHA] +2	DIPLOMACY [CHA] +2
INTIMIDATION [CHA] +2	WITCH CULT LORE [INT] +11 •	LORE [OTHER: INT] +6
MEDICINE [WIS] +12 ••	NATURE [WIS] +10 •	OCCULTISM [INT] +14 ••
PERFORMANCE [CHA] +2	RELIGION [WIS] +10 •	SOCIETY [INT] +6
STEALTH [DEX] +10 •	SURVIVAL [WIS] +10 •	THIEVERY [DEX] +10 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES General Training (Toughness), Natural Ambition (Cackle), versatile human (Oddity Identification)

CLASS FEATS Basic Lesson (Lesson of Life), Cackle, Eldritch Nails

GENERAL FEATS Untrained Improvisation*

SKILL FEATS Continual Recovery, Oddity Identification, Recognize Spell

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

DEFENSES

HIT POINTS 53	ARMOR CLASS 20	AC WITH SHIELD RAISED 21
FORTITUDE +11	REFLEX +10	WILL +12

SPELLS

SPELL ATTACK +11 **DC** 21

PATHFINDER

EQUIPMENT

BULK Worn 4, 8 L; Stowed 1

WORN backpack, crossbow (10 bolts), dagger, healer's tools, minor elixir of life (2), pendant of the occult, scroll of familiar face, scroll of pet cache, staff, +1 striking rune (etched on nails), wand of soothe

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, guidance, mage hand, shield, telekinetic projectile

1ST LEVEL: ill omen, ray of enfeeblement, spirit link

2ND LEVEL: grim tendrils, soothe, vomit swarm

3RD LEVEL: hypnotic pattern, vampiric touch



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 Familiar Face:** When holding this scroll, you can cast *familiar face* (see Spells). After you cast the spell, the scroll is destroyed.

☐ **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.

☐ **Wand of Soothe:** This wand allows you to cast a 1st-level *soothe* spell (see spells) once per day. When you cast *soothe* from your wand, it heals only 1d10+4 Hit Points.

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*, *evil eye*, *life boost*, and *phase familiar*. Each use of these spells uses 1 Focus Point, and you have a total pool of 3 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.

Life Boost (healing, hex, necromancy, witch); **Cast** \blacklozenge somatic; **Range** 30 feet; **Targets** 1 creature; **Duration** 4 rounds; **Effect** You temporarily bolster the target's vitality. The target gains fast healing 6.

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.

Basic Lesson Your patron has granted you the lesson of life, granting you the *life boost* hex, increasing your focus pool by 1, and teaching Daji the *spirit link* spell.

Eldritch Nails Your nails are supernaturally long and sharp. You gain a nails unarmed attack that deals 1d6 slashing damage. Your nails are in the brawling group and have the agile and unarmed traits. You can etch your nails with runes.

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.

Recognize Spell \blacklozenge (secret); **Trigger** A creature within line of sight casts a spell that you don't know, or a trap or similar object casts such a spell. You must be aware of the casting; **Effect** The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

If the spell is a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). If the spell is an occult spell, you automatically identify up to 4th-level spells instead.

Toughness You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to 9 + your dying condition value.

Continual Recovery You zealously monitor a patient's progress to administer treatment faster. When you Treat Wounds, your patient becomes immune for only 10 minutes instead of 1 hour. This applies only to your Treat Wounds activities, not any other the patient receives.

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 *bane*, *charm*, *chill touch*, *déjà vu*, *enthral*, *floating disk*, *ghost sound*, *grim tendrils*, *invisibility*, *mindlink*, *mirror image*, *phantom pain*, *prestidigitation*, *read aura*, *shatter*, *sigil*, *slow*, *telekinetic maneuver*, and *ventriloquism*.

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** ◆◆ somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn. You receive no other 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** ◆◆ 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.

Guidance (cantrip, divination); **Cast** ◆ verbal; **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for divine guidance, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Magical Hand (cantrip, evocation); **Cast** ◆◆ 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** ◆ 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 10. After using the Shield Block action, this spell ends and you can't use it again for 10 minutes.

Shield Block ☞ **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 10. You take any remaining damage.

Telekinetic Projectile (attack, cantrip, evocation); **Cast** ◆◆ 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 3d6+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

☐ **Ill Omen** (curse, divination, misfortune); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Duration** 1 round; **Effect** The target is struck with misfortune, which throws it off balance. The target must attempt a DC 21 Will save.

Success The target is unaffected.

Failure The first time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

Critical Failure Every time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

☐ **Pet Cache** (conjunction, extradimensional); **Cast** ◆ verbal; **Range** touch; **Target** 1 willing creature that's 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 21 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.

Spirit Link (healing, necromancy); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Effect** You form a spiritual link with another willing creature within 30 feet, allowing you to take in its pain. When you Cast this Spell, and at the start of each of your turns for the next 10 minutes, if the target is below maximum Hit Points, it regains 2 Hit Points (or the difference between its current and maximum Hit Points, if that's lower). You lose as many Hit Points as the target regains. This is a spiritual transfer, so no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you're ever at 0 Hit Points, spirit link ends automatically.

2ND

☐ **Grim Tendrils** (necromancy, negative); **Cast** ◆◆ somatic, verbal; **Area** 30-foot line; **Effect** Tendrils of darkness curl out from your fingertips and race through the air. You deal 4d4 negative damage and 2 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a DC 21 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half the negative damage and no persistent bleed damage.

Failure The creature takes full damage.

Critical Failure The creature takes double negative damage and double persistent bleed damage.

☐ **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 2d10+8 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for 1 minute.

☐ **Vomit Swarm** (evocation); **Cast** ◆◆ somatic, verbal; **Area** 30-foot cone; **Effect** You belch forth a swarm of magical vermin. You evoke and shape the creatures from your own imagination, allowing you to change the appearance of the creatures (typically a mix of centipedes, roaches, wasps, and worms), but this doesn't change the effect of the spell. The vermin swarm over anyone in the area, their bites and stings dealing 2d8 piercing damage (DC 21 basic Reflex save). A creature that fails its saving throw also becomes sickened 1. Once the spell ends, the swarm disappears.

3RD

☐ **Familiar's Face** (divination, scrying); **Cast** ◆◆ (somatic, verbal); **Range** 1 mile; **Targets** The target becomes a scrying sensor, allowing you to see through its eyes, smell what it smells, and similarly use its other senses. If you can cast a spell with the revelation trait that affects your senses, such as *see invisibility*, while this spell is active, you gain the benefit of the spell through the target's senses instead of your own. You can also speak through the target, with a voice much like yours, though it takes on some of the timbre and character of the target's growls or squawks. You can use Command an Animal on the target as part of Sustaining this Spell. You don't need line of sight or line of effect to your target when you Cast this Spell.

- ☐ **Hypnotic Pattern** (illusion, visual); **Cast** ♦♦ material, somatic; **Range** 120 feet; **Area** 10-foot burst; **Duration** sustained up to 1 minute; **Effect** You create a pattern of shifting colors that hovers in the air in a geometric cloud. Creatures are dazzled while inside the pattern. In addition, a creature must attempt a DC 21 Will saving throw if it's inside the pattern when you cast it, when it enters the pattern, when it ends its turn within the pattern, or if it uses a Seek or Interact action on the pattern. A creature currently fascinated by the pattern doesn't attempt new saves.
Success The target is unaffected.
Failure The target is fascinated by the pattern.
Critical Failure The target is fascinated by the pattern. While it remains fascinated, it can't use reactions.
- ☐ **Vampiric Touch** (death, necromancy, negative); **Cast** ♦♦ somatic, verbal; **Range** touch; **Targets** 1 living creature; **Effect** Your touch leeches the lifeblood out of a target to empower yourself. You deal 6d6 negative damage to the target; the target must attempt a DC 21 basic Fortitude save. You gain temporary Hit Points equal to half the negative damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

ANCESTRY NINE-TAILED FOX

SPEED 25 FEET

PERCEPTION +9 (TRAINED)
LOW-LIGHT VISION,
SCENT (IMPRECISE) 30 FEET

LANGUAGES EMPATHIC CONNECTION

STRIKES NONE

SKILLS

ACROBATICS (DEX)

+9

ARCANA (INT)

+5

ATHLETICS (STR)

+5

CRAFTING (INT)

+5

DECEPTION (CHA)

+5

DIPLOMACY (CHA)

+5

INTIMIDATION (CHA)

+5

MEDICINE (INT)

+5

NATURE (WIS)

+5

OCCULTISM (INT)

+5

PERFORMANCE (CHA)

+5

RELIGION (WIS)

+5

SOCIETY (INT)

+5

STEALTH (DEX)

+9

SURVIVAL (WIS)

+5

THIEVERY (DEX)

+5

• = TRAINED •• = EXPERT ••• = MASTER

DEFENSES

HIT POINTS

25

ARMOR CLASS

20

FORTITUDE

+11

REFLEX

+10

WILL

+12

