

## **Dragon Warriors Witcher Profession**

### **Requirements:**

Strength 10  
Reflexes 10  
Intelligence 9  
Psychic Talent 9

### **Starting Stats:**

Attack 13  
Defence 6  
Magical Attack 12  
Magical Defence 4  
Evasion 4  
Stealth 14  
Perception 8  
1d6 + 6 HP  
No MP

### **Initial Equipment:**

Gambeson (AF 1); Steel sword (d8, 4); Silver sword\*(d6, 3); Backpack; Flint & Tinder; Dagger; 1d10 Florins.

\*Silver swords can strike incorporeal opponents. Against supernatural monsters a silver sword gets +2 to its armour-bypass roll and +2 damage. Only Witcher-forged silver weapons have these bonuses.

### **Witchers and Armour**

AF 1-2: No penalty  
AF 3-4: -2 to Attack and Defence  
AF 5: -4 to Attack and Defence

### **Witchers and Weapons**

Witchers are primarily trained in one-handed weapons as they require a free hand to cast Signs (spells). Using two-handed weapons brings about a -2 penalty to Attack and Defence. This includes ranged weapons, barring the pistol crossbow\*.

\*(d6, 3); Short 0-15m, Medium 16-25m, Long 26-35m.

## The Special Abilities of a Witcher

All Witchers gain these at 1st Rank:

- **Heightened Senses** - This manifests as their increased Perception score, and they can see clearly in low-light conditions, although not in total darkness. They start with the **Track** ability, like the Knight profession.
- **Poison Resistance** - A Witcher's Strength has a +2 bonus when resolving Poison effects.

## Witcher Skills of the Mighty

Witchers may take one Skill per Rank for every Rank after the 6th. Some may be taken multiple times to increase their effect, as stated in their description.

- **Alchemy** - Must be at least 6th Rank. Able to brew potions of Dexterity, Occult Acuity, Strength, Healing, Poison, Theriac, Smoke, Amianthus, Truth, Love and Sleep, as per the Sorcerer ability.
- **Armour Piercing** - As per the Assassin ability (+1 ABR with sword, shortsword, staff or dagger).
- **Armour Training** - May be taken up to twice. Once results in only -1 to Attack and Defence for AF 3-4, and twice results in AF 3-4 penalties being negated completely.
- **Arrow Cutting** - Can use Defence against ranged attacks if the Witcher sees the missile being fired. Applies to all except crossbow bolts.
- **Disarm Technique** - If the Witcher is attacked and the assailant rolls a 20, roll under opponent's Rank on 3d6 to disarm.
- **Main Gauche** - May use 2nd weapon to provide a guard (+2 Defence) or as another attack at same target (Defence at 0, resolve attacks separately). Precludes casting of Signs.
- **Minor Enchantment of Weapons and Armour** - May be taken up to 3 times, each time it increases the magical bonus of the weapons and armour that the Witcher can enchant by +1.
- **Quick Draw** - Draw a sword, shortsword or dagger as a free action.
- **Ride Warhorse**
- **Swordmaster** - Critical hit with sword on 1 or 2.
- **Unnatural Toughness** - +1 to maximum HP. Can be taken multiple times.

## Sigils

The following abilities are the Witcher's form of magic, called Sigils. Casting a Sigil requires a free hand and they can be cast every third CR. Signs consist of 6 Levels: Least Sigil, Lesser Sigil, Sigil, Great Sigil, Greater Sigil, Greatest Sigil. Witchers learn 2 Levels per Rank (e.g. two different Sigils or two levels of the same Sigil). Witchers cannot learn a Sigil Level greater than their rank (Least = 1, Lesser = 2, etc.) and cannot learn a Sigil Level if they have not learnt all of the previous levels of that Sigil. Once they reach 7th Rank, they learn 1 Sigil per Rank.

- **Aard** - A telekinetic wave that displaces a column of air to smash into a single opponent. A critical hit knocks the opponent back 1d4m and a roll of 4 results in them being knocked over.
  - Least Sigil of Aard: Speed 13, Range 5m, Damage 2HP
  - Lesser Sigil of Aard: Speed 14, Range 6m, Damage 3HP
  - Sigil of Aard: Speed 15, Range 7m, Damage 4HP
  - Great Sigil of Aard: Speed 16, Range 8m, Damage 5HP
  - Greater Sigil of Aard: Speed 17, Range 9m, Damage 6HP
  - Greatest Sigil of Aard: Speed 18, Range 10m, Damage 7HP
- **Axii** - Stuns an opponent. Magical Attack VS Magical Defence. Critical hit turns their allegiance. Lasts for 1 Round. Additional Skill Ranks increase this by +1 to a maximum of 6 Rounds.
- **Igni** - A blast of fire. Speed 12, Range 5m, Damage 3HP. Critical hit sets target on fire for 1HP damage per round (and destruction of equipment at GM's discretion). Additional Skill Ranks increase Range, Damage and Damage/Rnd by +1 up to 10m 8HP and 6HP/Rnd.
- **Quen** - Creates a magical barrier that blocks a single hit from any kind of attack. It operates like a +1 shield, blocking on 1 or 2 on d6. Additional Skill Ranks result in +1 to its blocking probability, up to 1-6 on d6 (automatic block). If Quen does not block an attack, it remains active until it does or until terminated.
- **Yrden** - Places a magical trap at the feet of the caster that lasts for 1 Round. Any enemy within 5m of the trap is at -1 Defence, or, if incorporeal, is rendered vulnerable to normal attacks. Additional Skill Ranks add +1 to the duration and reduce Defence by -1 up to 6 Rounds and -6 Defence.

## **Witcher Advancement Summary**

- +1 Attack, HP each Rank
- +1 Defence each odd Rank (3rd, 5th ...)
- +1 Magical Attack, Magical Defence, Perception each even Rank (2nd, 4th ...)
- +1 Stealth at 4th, 7th & 10th Rank
- +1 Evasion at 5th & 9th Rank