DUALINK

The Witcher

Class



The Witcher Edition

The Witcher

Witcher class

In a world plagued by monsters and dark forces, Witchers stand as defenders of humanity. Trained from a young age in the arts of combat, magic, and alchemy, Witchers are formidable warriors, able to face any threat that crosses their path. Enhanced by mutagens and potions, they possess superhuman strength, speed, and resilience, making them fearsome adversaries on the battlefield. Guided by their code of neutrality and professionalism, Witchers roam the land, hunting monsters and protecting the innocent.

Multiclassing: To multiclass into the Witcher class, a character must meet the following requirements:

- Strength 13 or Dexterity 13
- Constitution 13
- Intelligence 13

When you multiclass into the Witcher class, you gain proficiency with light armor, medium armor, simple weapons, and martial weapons.

The Witcher

Level	PB	Signs	Enh.	Tier	Dice
1st	+2	1	-	1	-
2nd	+2	1	-	1	-
3rd	+2	2	-	1	2
4th	+2	2	-	1	2
5th	+3	2	1	2	2
6th	+3	2	1	2	2
7th	+3	3	1	2	3
8th	+3	3	1	2	3
9th	+4	3	2	3	3
10th	+4	3	2	3	3

11th	+4	4	2	3	3
12th	+4	4	2	3	3
13th	+5	4	3	4	3
14th	+5	4	3	4	3
15th	+5	5	3	4	4
16th	+5	5	3	4	4
17th	+6	5	4	5	4
18th	+6	5	4	5	4
19th	+6	5	4	5	4
20th	+6	5	5	5	4

Class Features

Hit Points:

- Hit Dice: 1d10 per Witcher level
- Hit Points at 1st Level: 10 + your Constitution modifier
- Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Witcher level after 1st

Proficiencies:

- Armor: Light armor, medium armor
- Weapons: Simple weapons, martial weapons
- Tools: Alchemist's supplies
- Saving Throws: Strength, Constitution
- Skills: Choose two from Acrobatics, Athletics, Insight, Investigation, Perception, and Survival

Starting Equipment: You start with the following equipment, in addition to the equipment granted by your background:

- (a) a longsword or (b) any martial weapon
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an

explorer's pack
- Leather armor, alchemist's supplies, and a silvered shortsword
- If you are using starting wealth, you have 5d4 × 10 gp to spend.

Witcher School

At 1st level, you choose a Witcher School, representing the specialized training and techniques you have honed. Choose the School of the Bear, the Cat, or the Wolf. Your choice grants you features at 1st level and again at 8th, 12th, 16th, and 19th level.

Witcher Signs

At 1st level, you learn to channel simple magic through hand gestures called Signs. The Signs are detailed at the end of the class description.

Signs Known. You know one Sign of your choice. You learn additional Signs as shown in the Signs Known column of the Witcher table.

Using Signs. You can use Signs a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Sign Tier. A Sign's power grows with your Sign tier, shown in the Sign Tier column of the Witcher table. Each Sign states how it improves at tiers above 1.

Sign Save DC. Intelligence is your ability for Signs.

Sign save DC = 8 + your proficiency bonus + your Intelligence modifier

Sign Rules. Signs are magical but are not spells. They can't be

counterspelled, but they are suppressed by an *antimagic field*, and a Sign that requires concentration follows the normal concentration rules. Signs need only a free hand to perform.

Enhancements. Starting at 5th level, you learn enhancements for the Signs you know, as shown in the Enhancements column of the Witcher table. Each Sign lists three enhancements; you can learn an enhancement only for a Sign you know. When you cast a Sign, you can apply one enhancement you know for it. Whenever you gain a level in this class, you can replace one enhancement you know with another.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Monster Slayer. Choose one creature type (such as undead, fiends, or dragons) as your favored enemy. You gain a +2 bonus to damage rolls with weapons against creatures of that type, and you have advantage on Wisdom (Survival) checks to track them and on Intelligence checks to recall information about them.

Dual Wielder. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack, and you can engage in two-weapon fighting even when the one-handed melee

weapons you are wielding aren't light.

Defensive Stance. While you are wielding a melee weapon or a shield, when a creature you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Witcher Training. Your Sign save DC increases by 1, and you have advantage on saving throws against being poisoned.

Bestiary

At 2nd level, you keep a Bestiary, a tome where you record the creatures you encounter. Whenever you defeat or closely observe a creature, you can spend 1 hour studying it and recording it in your Bestiary. When you make an Intelligence check to recall information about a creature recorded in your Bestiary, your proficiency bonus is doubled for the check if you are proficient in the skill.

Bestiary Types. At 5th level, and again at 9th, 13th, and 17th level, choose one creature type (such as beasts, monstrosities, or undead) and add it to your Bestiary. You have advantage on Intelligence (Nature) and Wisdom (Survival) checks related to creatures of the chosen types.

Tactical Briefing. You can spend 10 minutes consulting your Bestiary with your companions. Choose one creature type you added to your Bestiary and one of the following benefits. For the next hour, you and a

number of allies equal to your proficiency bonus who took part in the briefing gain that benefit against creatures of that type. Once you use this feature, you can't use it again until you finish a long rest.

- **Exploited Weakness:** A +2 bonus to weapon damage rolls.
- **Defensive Strategies:** A +1 bonus to AC.
- **Evasion Techniques:** A +1 bonus to saving throws against the creatures' abilities and spells.

Combat Maneuvers

Starting at 3rd level, you learn combat maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice from the list below. You learn one additional maneuver at 7th, 11th, and 15th level. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one. You can use only one maneuver per attack.

Superiority Dice. You have a number of superiority dice shown in the Superiority Dice column of the Witcher table. These dice are d8s, and they become d10s at 13th level. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Saving Throws. Some maneuvers require your target to make a saving throw. *Maneuver save DC* = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

Maneuver List.

1. **Precision Strike:** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.
2. **Disarming Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to add it to the attack's damage roll and attempt to disarm the target. The target must make a Strength saving throw. On a failed save, it drops one item of your choice that it's holding.
3. **Menacing Presence:** When you hit a creature with a weapon attack, you can expend one superiority die to add it to the attack's damage roll and attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
4. **Riposte:** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.
5. **Tactical Retreat:** As a bonus action, you can expend one superiority die to move up to half your speed. This movement doesn't provoke opportunity attacks.
6. **Evasive Maneuver:** When a creature targets you with a ranged attack, you can use your reaction and expend one superiority die. Roll the die and add the result to your

AC against the triggering attack. If the attack still hits, you take half damage from it.

7. **Sweeping Attack:** When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.
8. **Trip Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to add it to the attack's damage roll and attempt to knock the target down. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, it is knocked prone.
9. **Feinting Attack:** As a bonus action, you can expend one superiority die to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature this turn. If that attack hits, add the superiority die to the attack's damage roll.
10. **Grappling Strike:** When you hit a creature with a melee weapon attack, you can expend one superiority die to add it to the attack's damage roll and attempt to grapple the target. The target must make a Strength (Athletics) or

Dexterity (Acrobatics) check (its choice) contested by your Strength (Athletics) check. If you win the contest, the target is grappled by you.

Oil Up

Starting at 3rd level, you know how to prepare alchemical oils, detailed at the end of the class description. You know the formulae for all oils whose prerequisites you meet.

Preparing Oils. When you finish a short or long rest, you can prepare a number of vials of oil equal to your Intelligence modifier (minimum of one), using your alchemist's supplies. An unused vial loses its potency when you finish a long rest.

Applying Oils. As an action, you can coat one weapon or up to 20 pieces of ammunition with a vial of oil. The oil lasts for 1 hour. A weapon can bear only one oil at a time; applying a new oil replaces the old one.

Ability Score Improvement

When you reach 4th level, and again at 7th, 10th, 14th, and 18th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in

this class.

Beginner Alchemy

Starting at 6th level, you learn the formulae for Witcher potions and bombs, detailed at the end of the class description.

Brewing Potions. When you finish a long rest, you can brew a number of potions equal to your Intelligence modifier (minimum of one), using your alchemist's supplies and 10 gp of common ingredients per potion. A potion remains potent for a number of hours equal to your Witcher level. You can drink one of your Witcher potions as a bonus action.

Crafting Bombs. When you finish a long rest, you can also craft a number of bombs equal to your Intelligence modifier (minimum of one), using your alchemist's supplies and 10 gp of common ingredients per bomb. A bomb remains stable until used.

Toxicity. Witcher potions are toxic to anyone without a Witcher's mutations. A creature that isn't a Witcher and drinks one gains no benefit and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. You can drink no more than two Witcher potions until you finish a short or long rest; drinking White Honey resets this count.

Other Alchemy. Witcher potions and bombs need no check to make. Mutagens, and any other alchemical item your DM allows you to craft,

require an Intelligence check using alchemist's supplies against the DC for its rarity. On a failed check, the ingredients are lost.

- **Common:** DC 10, 10 gp of ingredients
- **Uncommon:** DC 14, 50 gp of ingredients
- **Rare:** DC 18, 250 gp of ingredients
- **Very Rare:** DC 22, 700 gp of ingredients
- **Legendary:** DC 28, 3,000 gp of ingredients

Quick Signs

Starting at 7th level, you can cast a Sign that has a casting time of 1 action as a bonus action instead. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Lesser Mutagens

Starting at 9th level, you can craft and use lesser mutagens, detailed at the end of the class description. You know the formulae for all lesser mutagens. A lesser mutagen counts as an uncommon item for crafting.

Preparing Mutagens. When you finish a long rest, you can prepare a number of mutagens equal to your Intelligence modifier (minimum of one). An unused mutagen loses its potency when you finish your next long rest.

Using Mutagens. As a bonus action, you can consume a mutagen. Its effects last for 1 hour or until you finish a short or long rest. You can

have only one mutagen active at a time; consuming another ends the first. Each mutagen has a drawback that lasts as long as its effects.

Style Mastery

At 9th level, your Fighting Style deepens. Choose one of the following options for the Fighting Style you chose. Whenever you gain a level in this class, you can replace this choice with another option for the same style.

Monster Slayer

1. **Hunter's Intuition:** You can cast *hunter's mark* without expending a spell slot a number of times equal to your proficiency bonus. Intelligence is your spellcasting ability for it. You regain all expended uses when you finish a long rest.
2. **Exploit Weakness:** Once per turn, when you hit your favored enemy with a weapon attack, you deal an extra 1d6 damage.
3. **Adaptation:** You choose a second favored enemy now, and a third at 18th level. Each time you gain a new favored enemy, you can also replace one favored enemy with another.

Dual Wielder

1. **Dance of Blades:** When you hit a creature with the bonus action attack from two-weapon fighting, you can move up to 10 feet without provoking opportunity attacks.
2. **Relentless Assault:** When you take the Attack action and make all of its attacks with melee weapons, you can make one additional melee weapon attack as part of that action. You can use this feature a number

of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

3. **Deflecting Blades:** When a creature hits you with a melee attack while you are wielding a melee weapon in each hand, you can use your reaction to reduce the damage by an amount equal to a roll of your off-hand weapon's damage die + your Dexterity modifier.

Defensive Stance

1. **Unyielding Defense:** When you take the Dodge action, you can choose one ally within 5 feet of you. That ally also gains the benefits of the Dodge action until the start of your next turn.
2. **Shield Wall:** When a creature you can see makes an attack roll against you or an ally within 10 feet of you, you can use your reaction to grant yourself and each ally within 10 feet of you a +2 bonus to AC until the start of your next turn, including against the triggering attack. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
3. **Defensive Strike:** When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Witcher Training

1. **Quick Reflexes:** You can take the Dodge action as a bonus action a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

2. **Powerful Signs:** Your Sign save DC increases by an additional 1.
3. **Alchemical Mastery:** When you finish a long rest, you can make one additional potion or bomb.

Witcher Sense

At 13th level, your heightened senses make you an unparalleled hunter and scout. You gain a +2 bonus to initiative rolls, and you can't be surprised while you are conscious. When you roll initiative, you can use your reaction to move up to your speed without provoking opportunity attacks. You also gain proficiency in the Perception skill; if you are already proficient, your proficiency bonus is doubled for checks that use it.

In addition, you can use an action to open your senses for 1 minute. For the duration, you can see invisible creatures and objects within 60 feet of you, you know the location of any magical effect or illusion within 60 feet of you and its school of magic, and you have advantage on checks to discern illusions. Once you use this feature, you can't use it again until you finish a short or long rest.

Master Tracker

At 15th level, you become an expert at tracking and predicting the movements of creatures. As an action, you can learn whether any creature of a kind recorded in your Bestiary has passed within 1 mile of you in the last 24 hours, and you can identify its tracks. You also learn the creature's likely movements and behavior over the next 24 hours, as determined by the DM.

Greater Mutagens

At 15th level, you can craft and use greater (mid-tier) mutagens, detailed at the end of the class description. A greater mutagen counts as a rare item for crafting, and it uses the same rules as lesser mutagens.

Metamorphosis

At 17th level, you can unleash the full potential of your mutations. As an action, you transform for 1 minute. Your body takes on monstrous features, such as elongated claws, razor-sharp teeth, and glowing eyes. While transformed, you gain the following benefits:

1. Your Strength, Dexterity, and Constitution scores each increase by 2, to a maximum of 24.
2. When you transform, you gain temporary hit points equal to twice your Witcher level.
3. You have resistance to bludgeoning, piercing, and slashing damage, and you are immune to the frightened condition.
4. When you transform, each creature of your choice within 30 feet of you that can see you must succeed on a Wisdom saving throw against your Sign save DC or be frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. At the start of each of your turns, you regain hit points equal to your Constitution modifier (minimum of 1) if you have at least 1 hit point.

The transformation ends early if you are incapacitated or you choose to end it (no action required). When it ends, you gain one level of exhaustion. Once you use this feature, you can't use it again until you finish a long rest.

Witcher Grandmaster

At 20th level, you attain the pinnacle of Witcher mastery, becoming a legendary figure whose name strikes fear into monsters and mortals alike. You gain the following benefits:

1. You gain proficiency in all saving throws.
2. You no longer need to sleep and can't be forced to sleep by any means. Instead, you meditate for 4 hours each day to gain the benefits of a long rest. During this meditation, you remain fully aware of your surroundings.
3. You are revered as a living legend. You have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks against other Witchers and those who know of your reputation.