DUALINK

Witcher

School of the Cat



The Witcher Edition

School of the Cat

Witchers from the School of the Cat are masters of stealth and subterfuge, utilizing agility and cunning to outmaneuver their foes. These cunning warriors excel in the art of assassination, using their alchemical knowledge to concoct deadly poisons and enhance their natural abilities.

Cat's Cunning

At 1st level, when you choose the School of the Cat subclass, you gain proficiency in the Stealth and Sleight of Hand skills if you don't already have them, and with the disguise kit and one type of gaming set of your choice.

Silent Mastery

Also at 1st level, you have learned to cast your Witcher Signs with such subtlety that they are undetectable. When you cast a Witcher Sign, you can do so silently, without any verbal or somatic components. Additionally, you can use the Hide action as a bonus action on your turn.

Phantom Oils

At 8th level, your mastery of alchemical oils allows you to apply them with remarkable speed and precision, further enhancing your stealthy and deadly capabilities. You can now apply oils to your weapons as a bonus action instead of an action and when you apply an oil to a weapon it deals an additional 1d6 psychic damage. Additionally, any damage you deal with a oiled weapon is psychic damage, leaving no physical mark on the target.

"Move like a shadow, strike like a whisper. Remember, a true Cat is never seen, only felt."

Stealth Alchemy

At 8th level, your mastery of alchemy allows you to create potent potions and bombs that enhance your stealth and subterfuge abilities. You gain the ability to craft the following items:

- ***Stealth Potion:*** By expending 10 minutes and consuming materials worth 25 gold pieces, you can create a Stealth Potion. When you drink this potion, you gain advantage on Dexterity (Stealth) checks for 1 hour. Additionally, you can move at full speed while sneaking without penalty.

- ***Smoke Bomb:*** By expending 1 hour and consuming materials worth 50 gold pieces, you can create a Smoke Bomb. As an action, you can throw the bomb to a point within 30 feet of you, creating a cloud of thick smoke in a 15-foot radius.



The area becomes heavily obscured for 1 minute, providing cover and allowing you to hide or escape from enemies. Creatures within the smoke have disadvantage on Wisdom (Perception) checks and attack rolls.

- ***Flash Bomb:*** By expending 1 hour and consuming materials worth 50 gold pieces, you can create a Flash Bomb. As an action, you can throw the bomb to a point within 30 feet of you, creating a blinding flash of light in a 15-foot radius. Creatures within the area must make a Constitution saving throw against your Witcher spell save DC or be blinded until the end of their next turn. Creatures that fail the save are also stunned until the end of your next turn.

- ***Invisibility Elixir:*** By expending 1 hour and consuming materials worth 100 gold pieces, you can create an Invisibility Elixir. When you drink this elixir, you become invisible for 1 hour or until you attack or cast a spell. While invisible, you also leave no trace of your presence, making it impossible to track you by non-magical means.

You can create a number of potions and bombs equal to your Intelligence modifier (minimum of 1) per long rest.

Deadly Ambush

At 12th level, you become a master of ambush tactics, striking swiftly and lethally from the shadows. When you hit a surprised creature with a melee weapon attack, you can choose to inflict a debilitating wound. The target must make a Constitution saving throw against your Witcher spell save DC. On a failed save, the creature suffers from a wound that imposes disadvantage on attack rolls, ability checks, and saving throws until it receives magical healing or completes a short or long rest.

Predator's Instinct

Also at 12th level, your extensive study of creatures in your Bestiary grants you an edge in combat. When you make an attack against a creature that is recorded in your Bestiary, you gain the following benefits:

- You can move through the creature's space without provoking opportunity attacks.
- You have advantage on the first attack roll you make against the creature each turn.
- If the creature is surprised, your attack deals an additional 4d6 damage.
- You have advantage on Stealth checks against it.

Shadow Dance

At 16th level, you attain mastery over the art of shadow manipulation, weaving darkness into a deadly dance of deception and death. You gain the ability to perform a Shadow Dance, a complex and fluid combat style that allows you to seamlessly blend with the shadows and strike with deadly precision.

When you enter a Shadow Dance, you gain the following benefits for 1 minute:

- ***Shadow Veil:*** You become shrouded in a cloak of darkness, granting you advantage on Dexterity (Stealth) checks and Dexterity saving throws. Additionally, you gain resistance to all damage except radiant damage while you are in dim light or darkness.
- ***Unseen Strikes:*** Your attacks become infused with the essence of shadows, allowing you to deal extra necrotic damage equal to your Witcher level with each attack.

• ***Shadow Step:*** As a bonus action on each of your turns, you can magically teleport up to 30 feet to an unoccupied space that you can see within dim light or darkness.

Once you use this feature, you can't use it again until you finish a short or long rest.

Master of Shadows

At 19th level, you reach the pinnacle of your Witcher training, combining the power of metamorphosis with your mastery of shadows to become an unstoppable force of nature. You can use both your Metamorphosis and Shadow Dance features simultaneously as part of the same action. Additionally, your Dexterity score increases by 4, to a maximum of 24.

"It's not just a weapon, it's an extension of your will, a silent whisper of death."

