DUALINK

Witcher

Path of the Bear



The Witcher Edition

School of the Bear

Witchers from the School of the Bear are known for their immense strength and resilience, favoring heavy armor and brute force in combat. These formidable warriors are capable of wielding massive weapons with ease and shrugging off even the most devastating blows.

Witcher Level	*Stamina Points*
1st	2 x Con. Mod.
3rd	2 x Con. Mod. + 1
6th	2 x Con. Mod. + 2
9th	2 x Con. Mod. + 3
12th	2 x Con. Mod. + 4
15th	2 x Con. Mod. + 5
18th	2 x Con. Mod. + 6

Stamina Points

At 1st level, when you choose the School of the Bear subclass, you gain Stamina Points equal to twice your Constitution modifier (minimum of 2). Stamina Points represent your endurance and energy in combat, allowing you to perform powerful maneuvers. You gain additional Stamina Points as you level up, as shown in the Stamina Points column of the School of the Bear table below. You regain all expended Stamina Points after finishing a long rest.

Brute Force

Also at 1st level, you gain proficiency with heavy armor and martial weapons if you don't already have it. Additionally, you learn the ***Power Strike*** technique.

Power Strike: When you hit with a melee weapon attack, you can expend Stamina Points to deal additional damage equal to your Strength modifier per vStamina Point expended. You can expend a maximum number of Stamina Points equal to your Constitution modifier per attack. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses after a Short Rest.

Sentinel's Resolve

At 8th level, your heightened reflexes and combat awareness allow you to respond swiftly to threats. You can take up to three reactions per round. You can only take one reaction per turn. When a creature enters or leaves your reach, you can expend 1 Stamina Point to use a combat maneuver instead of a normal opportunity attack. Additionally, you can use your reactions in the following ways:

- ***Interpose:*** When an ally within 5 feet of you is attacked, you can use your reaction to expend 1 Stamina Point to impose disadvantage on the attack roll.
- ***Resist:*** When you are hit by an attack, you can use your reaction to expend 1 Stamina Point and gain resistance to the damage of that attack.
- ***Shield Bash:*** When a creature within 5 feet of you attacks you, you can use your reaction to expend 1 Stamina Point to attempt to shove the creature, potentially pushing it away or knocking it prone (contest your Strength (Athletics) check against their Strength (Athletics) or Dexterity (Acrobatics) check). If the creature is successfully shoved, it loses its attack opportunity.



Indomitable Resilience

At 12th level, your endurance and resilience reach unparalleled heights, allowing you to shrug off even the most devastating blows and press on in the face of adversity. You gain proficiency in Wisdom saving throws and advantage on saving throws against being charmed or frightened. Additionally, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons while you have at least 1 Stamina Point remaining.

Last Stand

At 16th level, when you are reduced to 0 hit points but not killed outright, you can choose to expend all of your remaining Stamina Points to remain conscious and continue fighting. You regain hit points equal to twice the number of Stamina Points expended, and you gain temporary hit points equal to your Witcher level. If you do not receive healing before the end of your next turn, you fall unconscious as normal. Once you use this feature, you cannot use it again until you finish a long rest.

Bear's Endurance

At 19th level, your resilience and ability to withstand damage are unparalleled. Your Constitution score increases by 4, to a maximum of 24. If you start combat with no Stamina Points remaining, you restore a number of Stamina Points equal to your Constitution modifier. You gain immunity to the stunned and paralyzed conditions. Additionally, while you have at least 1 Stamina Point remaining, you cannot be forcibly moved or knocked prone.

"Strength lies in endurance. A true Bear never retreats; we stand firm and fight to the end."