

WITCHBLADE

There are warriors who play at learning the mystical arts; there are arcanists who learn to swing a sword. But the true path of the arcane warrior adept is that of the Witchblade, an arcanist who uses curses and luck-stealing to cripple his opponents. Although not as versatile or as powerful as a sorcerer or wizard, the Witchblade is able to blend sword and sorcery into a seamless whole and has a variety of options at his fingertips that can confound and confuse his opponents. In a similar vein, while not able to use the heaviest armor or shields, and not quite as effective in pure melee combat as a paladin, barbarian, or fighter, the Witchblade remains more than able to hold his own and possesses abilities that can quickly cripple those who rely only on physical might, as well as casters who rely on spells.

Role: Witchblades are front-line combatants, armed with decent array of tricks and blights that can quickly turn the tide in favor of his adventuring companions. Although not a substitute for a full caster, the Witchblade offers a blend of magical and martial might that few other classes have available. As the Witchblade increases in level and power, he becomes a threat to even the most powerful spell-casters with his ability to dispel effects and disrupt their own casting.

Alignment: Any

Base Attack Bonus: Full

Good Saves: Fort; Will

Hit Die: d10

Starting Wealth: 4d6 x 10 gp (average 140 gp.) In addition each character begins play with an outfit worth 10 gp or less.

Class Skills: The class skills of a Witchblade are Bluff (Cha); Climb (Str); Craft (Int); Fly (Dex); Intimidate (Cha); Knowledge (Arcana) (Int); Perception (Wis); Profession (Wis), Ride (Dex); Spellcraft (Int); Stealth (Dex); and Swim (Str).

Skill Ranks per Level: 4 + Intelligence modifier.

Level	BAB	Fort	Ref	Will	Special				
						1	2	3	4
1	+1	+2	+0	+2	Blight pool, Cursed Blight				
2	+2	+3	+0	+3	Arcane grace				
3	+3	+3	+1	+3	Harrier, Stalwart				

4	+4	+4	+1	+4	Spellcasting, Cantrips, Witchblades Familiar	1	-	-	-
5	+5	+4	+1	+4	Bonus feat, Quickcast	2	-	-	-
6	+6/+1	+5	+2	+5	Aura of unluck	3	-	-	-
7	+7/+2	+5	+2	+5	Cursed blade	3	1	-	-
8	+8/+3	+6	+2	+6	Eschew materials	3	2	-	-
9	+9/+4	+6	+3	+6	Greater blight	3	3	-	-
10	+10/+5	+7	+3	+7	Bonus feat, Dispelling blight	3	3	1	-
11	+11/+6/+1	+7	+3	+7	Mass blight	3	3	2	-
12	+12/+7/+2	+8	+4	+8	Improved aura of unluck	3	3	3	-
13	+13/+8/+3	+8	+4	+8	Counter blight	3	3	3	1
14	+14/+9/+4	+9	+4	+9	Stolen luck (1/day)	3	3	3	2
15	+15/+10/+5	+9	+5	+9	Bonus feat	3	3	3	3
16	+16/+11/+6/+1	+10	+5	+10	Greater Eschew Materials	4	3	3	3
17	+17/+12/+7/+2	+10	+5	+10	Dire blight	4	4	3	3
18	+18/+13/+8/+3	+11	+6	+11	Greater aura of unluck	4	4	4	3
19	+19/+14/+9/+4	+11	+6	+11	Stolen luck (3/day)	5	4	4	4
20	+20/+15/+10/+5	+12	+6	+12	Bonus feat, Witchlord	5	5	4	4

CLASS FEATURES

Weapon and Armor Proficiency: Witchblades are proficient with all simple weapons and all martial weapons. They are proficient in light and medium armor, but not with shields. He can cast Witchblade spells while wearing light or medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a Witchblade wearing heavy armor, or a using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Witchblade still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Blight Pool (Su): At 1st level, the Witchblade gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This *blight pool* has a number of points equal to his Witchblade level (minimum 1) + his Charisma modifier. The Witchblade may refresh his blight pool once per day, by spending 1 hour in quiet meditation

where he clears his mind and refreshes his arcane energies. After a Witchblade gains access to his spellcasting (see below), this meditation time will restore both his spell slots and his blight pool simultaneously.

At 1st level, the Witchblade can expend 1 point from his *blight pool* as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any one of the following weapon properties: *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, or *thundering*. Adding these properties consumes an amount of bonus equal to the property's base price modifier. The Witchblade can add only a single magical property to his weapon at any one time, regardless of the Witchblades class level. Adding a second property while another is still in effect immediately ends the first property.

These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the *blight pool* point is spent and cannot be changed until the next time the Witchblade uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the Witchblade.

A Witchblade can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Cursed Blight (Su): At 1st level, the Witchblade is able to bestow a curse on a person of his choice; this is known as a *cursed blight*. He may unleash a *cursed blight* by spending 1 point of his *Blight pool* on a target that the Witchblade can see and is within 30 feet of; this is a swift action and the Witchblade may only bestow a single *cursed blight* each round. Spell resistance does not apply to a *cursed blight*, but the target gets a Will save (DC 10 plus ½ the Witchblades level plus the Witchblades Charisma modifier) to partially negate the effect. If the target fails his saving throw, he suffers a penalty of -2 on all attack rolls, damage rolls, saving throws, skill checks, ability checks, and armor class for the next hour (note that in Pathfinder, a penalty on attack also applies to CMB and a penalty to AC also applies to CMD). A successful save by the target reduces the penalties to -1 and cuts the duration to just one round (ending at the start of the Witchblades next turn). A *cursed blight* can be ended prematurely by any effect that can remove a curse.

The effect of a *cursed blight* does not stack, but the duration can be extended through multiple uses.

Arcane Grace (Su): At 2nd level, the Witchblade can spend 1 point (as a swift action) from his *blight pool* to gain a bonus equal to his Charisma bonus (if any) on all saving throws for the next ten minutes.

Harrier (Ex): At 3rd level, when an opponent tries to cast an arcane spell within a Witchblades threatened area, the DC for that caster to cast defensively increases by 2. At 10th level, and again at 17th level, the DC to cast defensively increases by an additional 2, to a maximum DC increase of 6 at 17th level.

Stalwart (Ex): At 3rd level, a Witchblade receives training in not only delivering spells while in combat, but in resisting them. Similar to the evasion ability possessed by rogues, stalwart allows a Witchblade to shrug off the effects of spells that have a Fortitude or Will saving throw that have a reduced effect on a successful save (such as Will half or Fortitude partial). A successful saving throw by the Witchblade against these types of spells results in no effect to the Witchblade.

Spellcasting: Beginning at 4th level, a Witchblade gains the ability to cast a small number of arcane spells which are drawn from Witchblade spell list. A Witchblade can cast any spell he knows without preparing ahead of time. To learn or cast a spell, a Witchblade must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Witchblades spell is 10 + the spell level + the Witchblades Charisma modifier.

Like other spellcasters, a Witchblade can cast only a certain number of spells of each spell level per day. His base daily allotment is given on the class table above. In addition, he receives bonus spells per day if he has a high Charisma score.

A Witchblades selection of spells is extremely limited. At fourth level, a Witchblade gains knowledge of two 0- and two 1st-level spells of his choice. At each new Witchblade level, he gains knowledge of one or more new spells from the Witchblade spell list, as indicated on the table below.

<u>Level</u>	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>
4	2	2	-	-	-
5	3	2	-	-	-
6	3	3	-	-	-
7	3	3	2	-	-
8	4	3	2	-	-
9	4	4	3	-	-
10	4	4	3	2	-
11	5	4	3	2	-
12	5	4	4	3	-

13	5	4	4	3	2
14	5	5	4	3	2
15	5	5	4	3	3
16	5	5	5	4	3
17	6	5	5	4	3
18	6	5	5	4	4
19	6	6	5	4	4
20	6	6	6	5	4

Upon reaching 7th level, and every three Witchblade levels gained thereafter (10th; 13th; 16th; and 19th), a Witchblade can choose to learn a new spell in place of one he already knows. In effect, the Witchblade loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A Witchblade may swap only a single spell at any given time, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a paladin or a ranger, a Witchblade need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. To regain his daily spell slots, a Witchblade must spend 1 hour each day in quiet meditation where he clears his mind and refreshes his arcane energies. Through 3rd level, a Witchblade has no caster level. At 4th level and higher, his caster level is equal to his Witchblade level -3.

Cantrips: Starting at 4th level, witchblades learn a number of cantrips, or 0-level spells, as noted on the table above. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Witchblades Familiar (Ex): At 4th level, the Witchblade forms a powerful bond with an animal that becomes his constant companion and partner. Unless otherwise noted, a Witchblades Familiar is identical to a Wizard's Familiar. The Witchblades Familiar gains all of the standard familiar abilities, but the rate of progression is slower than that of a wizard or sorcerer. The Witchblade Familiar's improves according to the chart in the wizard class as if the Witchblade were a wizard three levels lower than his Witchblade level.

In addition, the Witchblades familiar gains a +1 enhancement bonus on all attack and damage rolls. This enhancement bonus increases by +1 at 8th level, and every four Witchblade levels gained thereafter, to a maximum of +5 at 20th level.

In all other respects, treat the Witchblades Familiar as a normal familiar, including the consequences for a familiar's death. If a Witchblades Familiar is lost or dies, it can be replaced 1 week later through a specialized ritual that cost 200 gp per Witchblade level. The

ritual takes 8 hours to complete. Alternatively, a slain familiar can be raised by a cleric, as though it were the same racial type as the Witchblade, through the spell *raise dead*. A Witchblades familiar raised in such a fashion does not suffer from permanent negative levels or Constitution drain, nor does the Witchblade need to conduct a ritual: however, the cleric must still expend 2,500 gp worth of ritual materials in order to cast the spell (half that of a normal casting of the spell). To be raised, the Witchblade must be present and assist the cleric during the ritual. A Witchblades Familiar is always considered to be willing to return.

Bonus Feats: At 5th level, and every five Witchblade levels gained thereafter, a Witchblade gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats, as well as the feats Ability Focus (Cursed Blight); Extra Blight (see below); Greater Spell Focus; Greater Spell Penetration; Improved Familiar; Spell Focus; and Spell Penetration. He must meet the prerequisites for these feats as normal.

Quickcast (Ex): At 5th level, a Witchblade gains the ability to quicken a limited number of his spells each day. By spending 2 points from his *blight pool*, any Witchblade spell cast by the Witchblade with a casting time of one standard action or less can instead be cast as a swift action. Unlike the Quicken Spell feat, the use of this ability does not require the Witchblade to use a higher level spell slot in order to cast this spell.

Aura of Unluck (Su): At 6th level, a Witchblade can spend 1 point from his *blight pool* to invoke an aura around himself that causes any melee or ranged attack (including spells) made against the Witchblade to suffer a 20% miss chance (similar to concealment) and any sneak attacks or critical hits inflicted on the Witchblade have a 20% chance to be negated (similar to *fortification*). The Witchblade can activate this aura in an instant as a reaction to an attack upon them. Activating the aura of unluck is an immediate action, and the aura lasts for 3 rounds plus 1 round per point of the Witchblades Charisma modifier (minimum of 1).

Cursed Blade (Su): At 7th level, a Witchblade can spend 2 points from his *blight pool* as a swift action to curse the wounds inflicted by his melee attacks for the next minute (10 rounds). Any creature injured by a melee weapon wielded by the Witchblade while this ability is in effect must make a Will save (DC 10 + $\frac{1}{2}$ the Witchblades level + the Witchblades Charisma modifier) or suffer a cursed wound. The cursed wound cannot be healed until the curse has been removed via a remove curse, break enchantment, or similar effect. All creature's injured by the Witchblade during the round the cursed blade is active must save versus this effect. Like all damage, the damage inflicted by a cursed blade stacks with itself. Targets of this effect need to keep a running tab of the total damage inflicted on them by the cursed blade, as damage taken from other sources can be healed normally.

Eschew Materials: At 8th level, a Witchblade receives Eschew Materials as a bonus feat. If he has already selected this feat, then he may choose any feat for which he meets the prerequisites.

Greater Blight (Su): At 9th level, the Witchblades *cursed blight* ability improves. If the target fails his saving throw, he suffers a penalty of -4 on all attack rolls, damage rolls, saving throws, skill checks, ability checks, and armor class for the next hour (note that in

Pathfinder, a penalty on attack also applies to CMB and a penalty to AC also applies to CMD). A successful save by the target reduces the penalties to -2 and cuts the duration to just one round.

Dispelling Blight (Su): At 10th level, whenever the Witchblade hits an opponent in melee, and that opponent has one or more magical effects currently active on their person, the Witchblade can expend 2 points from his *blight pool* to trigger a targeted *dispel magic* on his opponent. The *dispel* check is made at the Witchblades full class level, not his caster level.

Mass Blight (Su): At 11th level, the Witchblade can choose to affect all targets in a 20-foot radius burst with his *cursed blight* ability (but not his *greater blight* ability). At 19th level, the Witchblade can choose to affect all targets in a 20-foot radius burst with his *greater blight* ability (but not his *dire blight* ability).

Improved Aura of Unluck (Su): At 12th level, when the Witchblade activates his *aura of unluck* ability, the miss chance is 35% and he gains a 35% to negate sneak attacks and critical hits.

Counter Blight (Su): At 13th level, the Witchblade can expend 2 points from his *blight pool* as an immediate action to force one opponent within 30 feet to reroll an attack roll or saving throw he has just made.

Stolen Luck (Ex): At 14th level, the Witchblade can, as a free action once per day, reroll any d20 roll that he has just made. The Witchblade must take the results of the second roll, even if they are worse than the previous roll. At 19th level, he may use this ability three times per day.

Greater Eschew Materials: Starting at 16th level, when a Witchblade casts a spell requiring a material component or a focus, the Witchblade can instead spend 1 point from his *blight pool* for every 500 gp (or portion thereof) of the value of the component or the focus. For example, if casting a spell requiring 2,500 gp of diamond dust, a Witchblade may instead spend 5 points from his *blight pool*.

Dire Blight (Su): At 17th level, the Witchblades *cursed blight* ability once again grows more potent. If the target fails his saving throw, he suffers a penalty of -6 on on all attack rolls, damage rolls, saving throws, skill checks, ability checks, and armor class for the next hour (note that in Pathfinder, a penalty on attack also applies to CMB and a penalty to AC also applies to CMD). A successful save by the target reduces the penalties to -3 and cuts the duration to just one round.

Greater Aura of Unluck (Su): At 18th level, when the Witchblade activates his Aura of Unluck ability, the miss chance is 50% and he gains a 50% to negate sneak attacks and critical hits.

Witchlord: At 20th level, the Witchblades ability to meld sword and sorcery becomes seamless. When the Witchblade scores a critical hit with a melee weapon on an opponent, he may (as a free action, but no more than once per round) cast any spell that he knows and has a spell slot available to cast at the opponent who suffered the critical hit. The

Witchblade receives a competence bonus of +4 on the save DC (if any) of the spell that he casts when using this ability. He also gains a competence bonus of +4 on any caster level check made to overcome any spell resistance that his opponent might have. The spell chosen is cast at the normal spell level and is not increased by the reduced casting time. A Witchblade may use the Quicken spell feat or his Quickcast class ability to enable him to cast as many as two spells in the same round, after rolling a confirmed critical hit.

WITCHBLADE SPELLS

0-level Spells: Bleed; Dancing Lights; Detect Magic; Detect Poison; Light; Mage Hand; Mending; Open/Close; Prestidigitation; Read Magic

1st-level Spells: Cause Fear; Charm Person; Comprehend Languages; Disguise Self; Endure Elements; Expeditious Retreat; Feather Fall; Hideous Laughter; Hold Portal; Identify; Jump; Magic Aura; Mount; Obscuring Mist; Protection from Alignment; Sleep; Undetectable Alignment; Unseen Servant

2nd-level Spells: Alter Self; Arcane Lock; Bear's Endurance; Blindness/Deafness; Bull's Strength; Darkness; Darkvision; Eagle's Splendor; Enthrall; False Life; Fog Cloud; Glitterdust; Invisibility; Knock; Levitate; Locate Object; Make Whole; Mirror Image; Obscure Object; Protection from Arrows; Pyrotechnics; Rage; Resist Energy; Scare; See Invisibility; Shatter; Spider Climb; Summon Swarm; Touch of Idiocy; Whispering Wind

3rd-level Spells: Beast Shape I; Charm Monster; Confusion; Deep Slumber; Dispel Magic; Fly; Invisibility Sphere; Magic Circle against Alignment; Nondetection; Phantom Steed; Poison; Protection from Energy; Ray of Exhaustion; Repel Vermin; Slow; Stinking Cloud; Vampiric Touch; Wind Wall

4th-level Spells: Baleful Polymorph; Beast Shape II; Bestow Curse; Contact Other Plane; Crushing Despair; Detect Scrying; Dimension Door; Dominate Person; Elemental Body I; Enervation; Fear; Invisibility, Greater; Locate Creature; Phantasmal Killer; Rusting Grasp; Scrying; Sending; Solid Fog

WITCHBLADE FEATS

Extra Blight

Prerequisites: Blight pool class feature.

Benefit: Your *blight pool* increases by 2.

Special: You can gain Extra Blight multiple times. Its effects stack.