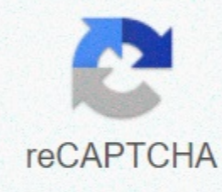




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you're for the next minute. This decoction costs 4 points of toxicity. Master Witcher At level 20 your training is finally complete, you have reached the rank of Master. Because of the vastness of everything you've seen during your trip, nothing makes you more stages. You are immune to all effects or conditions of illusion spells (e.g. Enchanted, Slept, ETC.). You've also collected some special combat techniques on your travels, and you could perform the somatic components of a sign even when your hands are full. Choose one of the following specialized witcher fighting styles to adopt. You can change the style chosen at dawn of each day. The Devil Temerian This is known as the strong style. This style emphasizes hard and heavy blows that often leave an opponent stunned. As you wield a weapon that has two-handed range and properties, you can make two attacks on a target, rotating your weapon before blowing up to take down another attack. Make two attack shots, and if both hit, the target is stunned for 1d4 rounds. If a single shot, the target is hit inclined and takes 1d4 additional damage. This attack costs 2 strength points and the entire attack action. Addan Anye This is known as the fast style or the Fiery Dancer. This style emphasizes fast and agile attacks that would quickly wear out your opponents. You can now use your attack to make a melee attack against 3 enemies within your range. Don't provoke opportunity attacks against yourself when you move between targets. Make separate attack shots against each enemy, and if they strike, they induce 1d6 bloody damage at the beginning of their turns. This lasts for 1d4 laps, or until they take action to stagnate the wound. This attack costs 2 strength points and the entire attack action. Viroledan Naev'de Feaine Glaeddyv This is known as the style of the group or the Nine Sun Swords. It is designed to a multitude of enemies. You can now use your attack to carry out a melee weapons attack against all hostile creatures within the reach of your weapon. If you do, make a single attack attack and compare the result to each target's air conditioning, and take a single shot at all the creatures you hit with the attack. This attack costs 2 strength points and the entire attack action. Witcher schools as witchers, you are literally defined by your school. That's where you got all your training and spent most of your life. It's the closest thing you have to a house, full of the closest thing you have to a family. Each school specializes in something different and has unique advantages in the way they kill monsters. School of The Wolf Witchers of the School of the Wolf excels in adaptability. They are enterprising warriors, who always prepare before engaging in combat, allowing them to defeat monsters much stronger than them. When choosing this School on the third level, you acquire insight and investigation skills or skills if you are already skilled in them. Creating thunderbolt potions Starting at level 3, you can now use your alchemist's kit to create witcher's specialized potions and concoctions. These potions are incredibly toxic to non-witches. The process takes 1 hour to collect materials and create 1d4 vials of a potion called Thunderbolt. You can only use this feature once, in addition to that, you need a long rest to use it once again. Lightning potions, when consumed by a Witcher, allow you to cast additional damage with all attacks for the next 3 rounds. At level 6 you can create upgraded Thunderbolt, which, for the next 5 rounds, allows you to cast an additional dao of 2 damage with all attacks, at level 15, you can create Upper Thunderbolt, which, for the next 10 rounds, allows you to cast another 2 dead damage with all attacks, and you can roll one back. These effects do not accumulate. Heliotropic sign Starting at level 7, the Witcher learns the Heliotrop sign. When you're forced to save as part of a spell or breath attack, you can use your reaction and 3 strength points to cast the Heliotrop sign. When you do, you automatically save and gain resistance to the damage that the spell or breath attack would inflict until the start of your next turn. This does not matter compared to the number of known signs. Northern Wind Crafting Starting at level 11, you can make North wind bombs using your alchemist kit. The process takes 1 hour to collect materials and create 3 bombs of your choice. You can only use this feature once, in addition to that, you need a long rest to use it once again. You can only carry 2 of each bomb at any given time. As a bonus action, you can light up and drop the bomb with a range of 30 feet. On impact, release a super cold air explosion an area of 15 feet. All creatures in the blast area must ensure that a constitution is equal to your dc save sign or be coated in thick ice (apply restrained conditions) for 1d4 turns and take 2d8 cold damage. In case of success they take half harm, with freezing effect. Burning Heart Starting at level 14, as a bonus action, you can overlock your Igni sign at a cost of 4 strength points to take the form of a wolf. The wolf launches into a target within 30 feet of you and continues to attack 3 other targets, each within 30 feet of the last target shot. All targets must make a dexterity-saving shot. After a failed save, the target takes 8d8 fire damage or half damage if the target is saved. Due to the extremely fiscal nature of this ability, you cannot use the Igni sign again until you rest for a long time. School of The Cat The teachings of the Cat's School focus on two things. Precision and speed. As a result, they produce fast and ferocious fighters capable of swirling through masses of enemies in seconds. When you take this school to the third level, you acquire skills in Stealth or skills if already skilled and tools thieves. Cat's Starting at level 3 Lightweight and medium armor doesn't put your stealth controls at a disadvantage if they do. Plus, as a result of your workout, you've become more skilled than most witchers, giving you expertise in acrobatics. Creating Blizzard Potions Starting at Level 3, you can now use your alchemist's kit to create Witcher's specialized potions and concoctions. These potions are incredibly toxic to non-witches. The process takes 1 hour to collect materials and create 1d4 vials of a potion called Blizzard. You can only use this feature once, in addition to that, you need a long rest to use it once again. Blizzard potions, if consumed by a Witcher, are granted extra action on a kill once for the rest of the fight. At level 6, you can create upgraded Blizzard, which provides additional action for each kill for the rest of the fight. At level 15, you can create Higher Blizzard, which provides additional action for each kill for the rest of the fight, and you can immediately cast a mark on a kill at no action cost. (Note: To clarify, blizzard potion does not provide permanent additional action for the rest of the fight. If you have action on a particular turn and kill an enemy, you can only take additional action on that turn.) Lion Jump From Level 7 you get the chance to plummet as a bonus action. If you fall at least 20 feet in a straight line you can jump against a target and attempt to make a fork shot. Make a melee attack on the target, if the attack hits the target it must succeed with a force rescue launch against your DC save sign or be hit inclined. The attack deals an additional damage of 2d8 also the target is not subject to knocking. Also, if the target is subject to knocking, you could take an extra attack against that creature. This attack has an advantage to hit. Dragons Dream Crafting Starting at level 11, you can create Dragons Dream bombs using your alchemist kit. Process takes 1 hour to collect materials and create 3 3 of your choice. You can only use this feature once, in addition to that, you need a long rest to use it once again. You can only carry 2 of each bomb at any given time. As a bonus action, you can light up and drop the bomb with a range of 30 feet. On impact, release an explosive gas cloud into a 15-foot area. If a fire enters that area, it explodes, dealing 6d6 fire damage to all creatures captured in the explosion. Mental explosion Starting at level 14 you can overlock your Axii sign at a cost of 4 strength points with Trickery of the Cat. Channel and launch a pure white explosion with a radius of 30 feet. All non-allies captured in the explosion must make a wise save throw compared to your DC Save Sign. After a failed rescue, the creature believes it has been mauled by lions and suffers 5d8 psychic damage each turn at the beginning of their turn. This effect lasts 1d4 rpm. A creature can repeat the saving launch at the end of its turn. A successful save ends the effect. If the target saves from the initial effect, only half of the psychic damage is dealt. Due to the extremely fiscal nature of this ability, you cannot use the Axii sign again until you rest for a long time. Viper School The Viper School trains the best assassins known to man. Fast fighters and experienced alchemists, these Witchers show no mercy. They are also known to kill kings. Students show a predilection for short swords over their longer counterparts. When you take this school to the third level, you gain proficiency with short words, and you can perform the somatic components of a sign even when your hands are full of your short words. Creating fawn owl potions Starting at level 3, you can now use your alchemist's kit to create witcher specialized potions and concoctions. These potions are incredibly toxic to non-witches. The process takes 1 hour to collect materials and create 1d4 vials of a potion called The Fawn Owl. You can only use this feature once, in addition to that, you need a long rest to use it once again. Fawn owl potions, if consumed by a Witcher, will immediately grant them 2 strength points. At level 6 you can create enhanced fawn owl, which will immediately grant them 2 strength points and another 1 point at the start of the next 2 rounds. At level 15 you can create superior fawn owl, which will immediately grant them 2 points of vigor and another 2 points at the start of their next 3 rounds. Short sword master Starting from the 7th level, you are well practiced with a short sword in your main and out of the way and get the following benefits. If you're fighting with two short swords and a bonus action to attack with the short sword in disethus, you can attack with it twice instead of once. While fighting with two short sword weapons, you get the Duel Wielder feat. Devil's puffball crafting Starting at level 11, you can create devil's ball ball using the alchemist kit. The process takes 1 hour to collect materials and create 3 bombs of your choice. You can only use this feature once, in addition to that, you need a long rest to use it once again. You can only carry 2 of each bomb at any given time. As a bonus action, you can light up and drop the bomb with a range of 30 feet. On impact, devil's Puffball releases a cloud of poison within a 15-foot radius. This cloud lasts 1d4 The poisonous cloud forces all creatures to enter the area or start their turn within the area to make a constitution save equal to your dc save sign. In case of failure, the creatures deal damage from 2d10 poison, or half of that in case of success. Freezing cold Starting at level 14 as an action you can overlock your Aard sign at a cost of 4 strength points with Due to the extremely tiring nature of this ability, you can't use the Aard sign again until you rest briefly. When you throw the Aard sign, you can condense the actual area of the sign for greatly increased power. You can blow Aard's cold telekenetic winds over a 5-foot area in front of you, freezing anything inside. A creature captured in this area must make a dexterity-saving shot equal to your dc save mark or become frozen solid (see petrified condition). They can be thawed with any magic flame, but otherwise they will remain so forever. If successful, the target takes 5d6 force damage and 5d6 cold damage. Due to the extremely fiscal nature of this ability, you cannot use the Aard sign again until you rest for a long time. The Bear Witchers School of the Bear School comes from the harsh lands of Skellige, and they appreciate freedom and free will above all else. They focus on creating heavy fighters who can withstand freezing temperatures on their native islands. When you choose this school at level 3 you acquire expertise in heavy armor. Creating full moon potions Starting at level 3, you can now use your alchemist's kit to create Witcher's specialized potions and concoctions. These potions are incredibly toxic to non-witches. The process takes 1 hour to collect materials and create 1d4 vials of a potion called full moon. You can only use this feature once, in addition to that, you need a long rest to use it once again. Full moon potions, if consumed by a Witcher, grant them temporary success points equal to the constitution modifier, plus your level. At level 6, you can create The Enhanced Full Moon, which grants them temporary success points equal to the modifier of the plus your level, and multiply your total by 1.5. At level 15, you can create the Upper Full Moon, provide them with temporary success points equal to the constitution modifier, plus your level, and multiply your total by 2. These effects do not accumulate. The Bear's Hide Starting at level 7, your time spent on your travels and your mountain training made you very resilient. You can add half your strength to your armor class. In addition, you also get natural resistance to cold damage. You get an more type of elemental resistance at level 11 and 14. Moon Dust Crafting, Starting at level 11, you can make lunar dust bombs using your alchemist kit. The process takes 1 hour to collect materials and create 3 bombs of your choice. You can only use this feature once, in addition to that, you need a long rest to use it once again. You can only carry 2 of each bomb at any given time. As a bonus action, you can light up and drop the bomb with a range of 30 feet. On impact, release a flurry of silver shrapnel into a 15-foot area. Creatures in this area must make a dexterity-saving shot equal to your dc save sign or take damage from 2d4 poison. If they fail this saving throw, regardless of whether they take damage or not, they cannot turn into another form (for example: werewolves) for 1d6 turns. Shield Wall Starting at level 14, you can overlock your existing Quen sign at a cost of 4 strength points. You can extend Quen's protective power to a radius of 10 feet. This pushes all enemies out of the circle and protects against all damage for the next 1d4 +1 rounds. Allies can come in and out at will, but enemies can't. Both you and your allies experience the effects of mythically enhanced Quen while within range, but the movement of your allies is not hindered. If the barrier is hit with a spell of the 4th level or higher, both it and the spell fail on contact. Due to the extremely fiscal nature of this ability, you cannot use the Quen sign again until you rest for a long time. Griffin School The Griffin School is a more academic class, which is known to act in a very similar way to nobles, and focuses on unlocking sign secrets through dedicated study and practice. They emphasize the repeated and powerful use of these signs in combat and teach their Witchers accordingly. When you choose this school at level 3, you gain 2 extra points of vigor. At each odd level after this, you get an additional point of vigor. Petri's Philter Crafting Starting at level 3, you can now use your alchemist's kit to create specialized witcher potions and concoction. These potions are incredibly toxic to non-witches. The process takes 1 hour to collect materials and create 1d4 vials of a potion called Petri dish. You can only use this feature once, in addition to that, you need a long rest to use it once again. Petri's Philter potions, if consumed by a Witcher, maximize damage in your next 3 sign throws. At level 6, you can create the of enhanced Petri, which maximizes two dice of damage in your next 3 sign throws. At level 15, you can create the Top Petri dish, maximize two dice of damage on your next 5 sign throws. Griffin Wrath Starting at level 7, when you are hit by an attack, you can spend 1 point of vigor to counterattack immediately as a reaction. You can use reaction to make an attack shot or throw a mark against the target that hit you. Dancing Star Crafting Starting at level 11, you can create Dancing Star bombs using your alchemist kit. The process takes 1 hour to collect materials and create 3 bombs of your choice. You can only use this feature once, in addition to that, you need a long rest to use it once again. You can only carry 2 of each bomb at any given time. As a bonus action, you can light up and drop the bomb with a range of 30 feet. On impact, release a fiery explosion in a 15-foot area. Creatures in this area must make a dexterity-saving shot equal to your dc save mark. In case of failure, take 2d8 fire damage. In addition, targets remain on fire for 1d4 rounds, dealing 1d8 fire damage each turn. If successful, take half damage and no burning effect is applied. Thunderstorm Starting at Level 14, you've unlocked the shocking secrets of Yrden's launch to its all-electric potential. You can spend 2 strength points to add 3d8 electrical damage to any existing Yrden trap. You can also spend an additional 2 strength points to maximize the damage suffered by it. Due to the extremely fiscal nature of this ability, you cannot use the Yrden sign again until you rest for a long time. However, if you choose not to maximize damage, you get a second use of Thunderstorm and continued use of Yrden, but you can't maximize damage the second time you use it. Multiclass prerequisites. To qualify for the multiclass in the Witcher class, you must meet these prerequisites: dexterity of 13 and wisdom of 13. When you multiclass your character has to go through the rigorous process known as Herbal Trial and may very well end up dead. Only 3 or 4 Witchers usually survive the process from their entire group. Roll a d100 when you multiclass in a Witcher. On a 64 or lower, you die. Shortcomings. When you run the multiclass in the Witcher class, you get the following proficiencies: light armor, medium armor, simple weapons, long words, and searching for the optional hand crossbow diagram (this is not a feature but an optional decision on the object if the DM wants it). Witchers live for a long time, and with different schools come different equipment. The highest of these would be witcher armor diagrams. Lost all over the world these diagrams rise in many strange places, caves, mountains, castles and churches. Some have found their way for collectors and sellers. When a diagram of one of the Witcher Schools is found, you can take them to a blacksmith and have armor made in one of these items depending on you found according to your school. The armor made with these diagrams is not magical or enchanted. Wolf School Diagram: Half Plate AC 15+ dex up to 2, when you are able to make an opportunity attack you can make a single attack or instead use a sign for 2 vigor points + cost of the cat school school sign vigor AC 12+ dex studded leather armor, gain advantage on your first attack when you attack surprise or stealthily using 2 force points. Viper School Diagram: Scalemail AC 14+dex up to 2. You can coat a weapon as a free action once when you enter a battle of a type recorded in your bestiary using 2 force points. Bear school diagram: Plate Armour AC 18, your Quen sign now lasts another 2 shots per use and you may move unrestricted when mythic Empowering Quen Griffin School Diagram: Studded Leather Armour AC 12+dex, Regain 2 strength points on each kill carried out back to main page → 5e Homebrew → Classes This page may resemble content approved, sponsored and/or affiliated with the Witcher franchise and/or include content directly affiliated with and/or owned by Andrzej Sapkowski. D&D Wiki does not claim or imply any copyright, trademark or logo rights to The Witcher, nor any property of Andrzej Sapkowski. This site is for non-profit use only. In addition, the following content is a derivative work that falls under and whose use is protected by the fair use designation of U.S. copyright and trademark law. We ask you to add the {{needsadmn}} template in case of violation to this discomer on this page. Page.

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