

IRINJA

Personality:

Like most witches, the Bornish Beauty of the Night trusts almost no one who does not also praise Satuarua. More than once, Blessed Ones and villagers have given her a hard time. The Bornish witch is very emotional—those whom she hates, she hates with utmost disdain, while those whom she loves, she loves most ardently. It is no easy task to win her trust, but if you do, her loyalty is infinite. Her familiar holds a special place in her heart. The animal's soul is joined with hers and will stay that way until one of them dies. Therefore, the Beauty of the Night will do everything in her power to ensure her familiar's well-being.



Advantages:

GOOD LOOKS I:

The hero is especially handsome or lovely compared to other members of the same race. This appearance appeals to most intelligent creatures.

Rules: The hero receives a bonus of 1 per level of this advantage for checks using Commerce (Haggling), FastTalk (Hard Sell, Manipulate, Subterfuge, Sweet-Talk), and Seduction (Flirting, Romantic Arts).

SPELLCASTER:

On Dere, the gift of magic must be inborn. Only characters with this advantage receive arcane energy and possess the talent needed to cast spells and perform magical actions.

Rules: The spellcaster receives an arcane energy base stat of 20 AE. This advantage doesn't include the special ability Tradition (see page 274), which you must purchase separately. All Spellcasters must start the game with a Tradition. You cannot purchase this advantage later in the game.

Disadvantages:

AFRAID OF (Fire) II:

Strong fears affect the hero's actions. The trigger for such fears shouldn't be too uncommon. Examples include a fear of blood, magic, spiders, darkness, the sea, heights, open spaces, confined spaces, or the dead and undead. The GM has the final say as to whether a certain fear is permissible.

Rules: The hero suffers a level of Fear (see page 32) for each level of this disadvantage whenever confronted with the trigger.

BAD HABIT:

Most Bad Habits aren't a real problem for the character. They are annoying and disruptive, but rarely have substantial negative consequences.

Rules: Characters can choose as many Bad Habits as they wish, but can receive 6 AP at most. In rare cases, bad habits might lead to penalties for social skills.

Cleaning Bug: These characters are compulsively tidy - they must always keep rooms or items clean.

Messy: These characters leave clothes or other items lying about their rooms or campsites.

HAIR-BOUND POWER:

A portion of a magic user's power is bound to the spellcaster's hair, which grows very quickly regardless of its length. This disadvantage is especially common among elves and witches.

Rules: A hero who loses some hair for any reason (by cutting, fire, and so on; length doesn't matter), also loses 10 points of AE immediately (minimum 0). AE lost in this manner regenerates the usual way. Hair lost due to everyday shedding doesn't activate this disadvantage.

NEGATIVE TRAIT:

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

Rules: When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence. GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity. You can choose up to two Negative Traits per character. You can't take a combination that doesn't make sense (combining Stinginess with Wastefulness, for example). The GM has the final say.

Curiosity: All adventurers are curious, but some of them are so driven by curiosity that they must sate it by taking unnecessary risks.

Vengeance: Whereas most angry characters unleash their fury quickly and immediately, characters with a taste for vengeance are more circumspect and patient, planning revenge for every slight, no matter how small.

PERSONALITY FLAW:

Personality Flaws are particularly unpleasant behaviors or habits that can make life with other people complicated.

Rules: The GM can penalize relevant skill checks by 1 in applicable situations. You can choose at most two personality flaws per hero (the exception is Unworldly—see below)

Arrogance: These characters think they're better than everyone else and like to let people know. Possible penalties: Commerce (Haggling) and social skills without Intimidation and Willpower

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area):

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

CONNECTION TO FAMILIAR:

Witches can use this special ability to create a strong emotional and magical connection with a familiar. If purchased during hero creation, a witch can start the game with a bound familiar. In certain cases, spellcasters from other Traditions can bind familiars, too. The GM has the final say.

FLYING BALM:

Witches turn brooms or other wooden items into flying instruments by covering them with fling balm. Witch covens create fling balm only during annual Witches' Night gatherings, because it requires the assistance of many witches. Flying balm made at such a gathering is then shared among those in attendance.

Rules: This special ability allows witches to brew flying balm during the annual Witches' Night, and then use objects that have been covered in the balm. Flying balm turns a wooden object as large as a table into a controllable flying instrument for a period of one year. Flying balm does not change the form, stability, or weight of the item, and the item can be controlled only by the witch who selected the object and applied the balm. Each witch receives only enough flying balm to treat one flying instrument, and the balm must be applied during the Witches' Night gathering. Witches who lose their flying instruments must wait until the next Witches' Night to replace them.

TRADITION WITCH (*Beauty of the Night*):

- Spells in the witch's Tradition require line of sight and mostly inconspicuous gestures and incantations.
- Witches must have contact with the ground (but they do not have to go barefoot; wearing shoes while standing on the ground or on a floor is permitted). Spellcasting suffers a penalty of 1 per yard of distance from the ground, with a maximum penalty of 8. While over large bodies of water, the surface of the water counts as ground. Buildings, towers, and bridges also count as ground.
- When witch spells fail, witches must pay one third the AE (not half the AE, as with mages).
- When witches feel strong emotions befitting the spell, they receive a bonus of at most 2 points. When their feelings are artificially dampened (with ilmen leaf, for example), or when they cast spells in contradiction to their feelings, they suffer a penalty of no more than 2.
- Witches can work themselves into a frenzy of emotion for one or two combat rounds to gain a bonus of 1 per round, up to a maximum of 2. This requires concentration (see page 285) and a free action.
- Witches can bind familiars, learn curses, and create Satuarian Tradition artifacts (such as flying instruments).
- The primary attribute of this Tradition is Charisma.

SPELLS:

FRAGRANCE (*Cantrip*)

You smell like perfume or another pleasant scent
for 5 minutes

Range: Self

Duration: 5 minutes

Target Category: Intelligent Creatures

Property: Illusion

BALSAM SALABUNDE

The classic healing spell that allows you to mend wounds by laying on hands.

Check: SGC/INT/DEX

Effect: The target recovers a number of LP equal to the AE spent on the spell. You can spend as much AE as you have SR in the spell. The healing occurs in six minutes, but each QL reduces the healing time by 1 minute. If you start casting the spell during the time period defined by a mortally wounded character's Constitution, you can save that character's life (see LifeSaving Measures and Death in Chapter 12: Detailed Rules, on page 340). If the spell is interrupted, the patient survives only for the number of combat rounds that remain, as described there.

Casting Time: 16 Actions

AE Cost: 1 AE per LP, minimum of 4 AE (you cannot use a modification on this spell's cost)

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures

Property: Healing

Traditions: General

CAT EYES

This spell lets you see in the darkness as well as a cat. It is mainly employed by witches of the Sisterhood of the Beauties of the Night to see in the dark.

Check: SGC/INT/CON

Effect: This spell increases the eyes' light sensitivity, letting the target see much better in darkness. Reduce darkness-related visibility penalties by 1 per QL (see page 348). The spell has no effect in complete darkness.

Casting Time: 4 Actions

AE Cost: 2 AE (casting) + 1 AE per 10 minutes

Range: Self

Duration: Sustained

Target Category: Creatures

Property: Transformation

Traditions: Witch

FIGHTING STICK

This spell, known mainly to witches, gives a broom or other wooden stick the semblance of life

Check: SGC/DEX/STR

Effect: The target broom or other staff attacks a target of your choice at a distance of up to 8 yards (after casting the spell, both target and broom can move farther away from the witch). The broom is unbreakable for the duration of the spell and is considered a magical weapon that makes 1 attack per combat round. It cannot use combat maneuvers. Its stats are INI 12+1D6, AT 10 (+QL), DP 1D6+3, MOV 12. If the broom kills its target before the duration expires, or the enemy somehow flees, it attacks another target at random within 16 yards (this might even be the caster). If no target is within range at that time, the spell ends. To grab the broom, you must make a successful attack with Brawling and the special ability Grapple (the broom/staff has PA equal to half its AT, Feat of Strength 10, and 14 in all relevant attributes).

Casting Time: 2 Actions

AE Cost: 4 AE (casting) + 2 AE per 5 combat round

Range: 16 yards

Duration: Sustained

Target Category: Objects

Property: Telekinesis

Traditions: Witch

GAZE INTO THE MIND

The classic spell for reading another person's thoughts.

Check: COU/SGC/INT (modified by Spirit)

Effect: You can read the target's mind. You can see what the target is thinking at the moment, but cannot search through memories. The target can notice that something is amiss by making a Perception check with a penalty equal to the spell's QL. If successful, the target can then make a Willpower check (with a penalty equal to the spell's QL) to send out thoughts filled with misleading information, useless trivia, inner monologues, or song.

Casting Time: 4 Actions

AE Cost: 8 AE (casting) + 4 AE per 30 seconds

Range: 4 yards

Duration: Sustained

Target Category: Intelligent Creatures, Supernatural Creatures

Property: Clairvoyance

Traditions: General

HARMLESS SHAPE

In the past, many witches lived in fear of angry village mobs and agents of the Inquisition. With Harmless Shape, they were able to cloak themselves in the illusion of an innocent child or other harmless creature, in order to escape their pursuers' wrath.

Check: SGC/INT/CHA

Effect: You take the shape of an inconspicuous person (such as a servant or beggar) that does not attract attention at the current location. The illusion changes your appearance and voice, but does not grant knowledge of things like languages or appropriate behavior. This spell does not hide larger objects or familiars. The spell itself picks the shape automatically—the caster cannot choose which appearance to take. For more about illusion spells and spotting illusions, see page 258.

Casting Time: 4 Actions

AE Cost: 8 AE (casting) + 4 AE per 5 minutes

Range: Touch

Duration: Sustained

Target Category: Creatures

Property: Illusion

Traditions: Witch

MOTORICUS

The classic telekinesis spell, sufficient for most applications of such magic.

Check: SGC/DEX/STR

Effect: You can pick up and move inanimate objects with your mind. Items move at a maximum speed of QL +2 yards per action, and may not weigh more than QL x 40 pounds. You must spend 1 AE per 10 pounds of weight. Other objects resting on or attached to the moving item add to its total weight. The object moves sluggishly and cannot be used to attack or parry. To prevent an item from being moved by Motoricus, whether by grabbing or pushing it, make a check using Feat of Strength (Dragging & Pulling).

Casting Time: 2 Actions

AE Cost: At least 4 AE (casting) + half of this amount per 5 minutes (you cannot use a modification on this spell's cost)

Range: 8 yards

Duration: Sustained

Target Category: Objects

Property: Telekinesis

Traditions: General

ODEM ARCANUM

As one of the most basic of all Tradition spells, Odem allows you to perceive magic.

Check: COU/SGC/INT

Effect: Finds active magic on items or people. Enchanted objects and other sources of magic give off a red shimmer when examined with Odem. It can also increase the effectiveness of an Analyze spell or a magical analysis (see pages 268 and 299). Depending on the AE of the target, the check can suffer a penalty or receive a bonus. The spellcaster can examine only one creature or object within range, not everything that happens to be in view. The spellcaster receives information or bonuses based on QL.

QL 1: Is there magic present?

QL 2: The maximum QL you can achieve with the magical analysis check rises by 1.

QL 3: Receive a bonus of 1 on the check for the Analyze spell cast subsequently on the same target.

QL 4: Receive a bonus of 2 on the check for the Analyze spell cast subsequently on the same target.

QL 5: The maximum QL you can achieve with the magical analysis check rises by 2.

QL 6: Receive a bonus of 3 on the check for the Analyze spell cast subsequently on the same target.

Bonuses to maximum QL or Analyze are not cumulative. Also, the hero receives only the highest bonus of each type. For example, a result of QL 4 for Odem grants an Analyze bonus of 2 (not 3) and the maximum QL for magical analysis rises by 1. Similarly, a result of QL 6 for Odem grants an Analyze bonus of 3 (not 6), and the maximum QL for the magical analysis rises by 2 (not 3).

Casting Time: 2 Actions

AE Cost: 4 AE

Range: 8 yards

Duration: 1 minute

Target Category: Creatures, Objects

Property: Clairvoyance

Traditions: General

Check Modifiers for Odem

Situation	Modifier
Per 3 permanently bound AE	+1
Per 10 effective AE	+1
Minor spirits, undead, and so on	-1
Elementals, lesser demons	+1
Djinn, horned demons with up to 5 horns	+2

POWERFULL GREED

This witch's spell creates extreme longing for a certain object or action. The suggestion is quite strong and fills the target with a desire to satisfy these cravings.

Check: COU/INT/CHA (modified by Spirit)

Effect: Targets of this spell feel immense cravings for an object or action named by the spellcaster. They do anything to obtain it short of endangering their own life and health. For the duration of the spell, the target receives the negative trait Avarice (see page 174).

Casting Time: 2 Actions

AE Cost: 8 AE

Range: Touch (you cannot use a modification on this spell's range)

Duration: QL x 15 minutes

Target Category: Living Creatures

Property: Influence

Traditions: Witch

SATUARIA'S SPLENDOR

This beauty spell is the reason behind many witches' legendary beauty.

Check: SGC/INT/CON

Effect: This spell causes subtle physical changes to make you more attractive. The spell improves hair and skin, whitens the teeth, and changes your features to fit an ideal of beauty or physical perfection. Checks using Seduction (Flirting, Romantic Arts) and FastTalk (Flattering) receive a bonus equal to the QL. Other social skills can get the bonus, too, depending on the situation. The transformation has no effect on creatures with standards of beauty that differ from those of the spellcaster.

Casting Time: 4 Actions

AE Cost: 8 AE

Range: Self

Duration: QL x 3 in hours

Target Category: Creatures

Property: Transformation

Traditions: Witch

TOAD JUMP

This spell allows witches to jump much higher and farther than normal. Unsurprisingly, this spell is used mainly by witches from the Sisterhood of the Daughters of the Earth.

Check: SGC/INT/CON

Effect: The target can make one supernaturally enhanced jump. Increase the jump's length by QL+3 yards, and increase the jump's height by QL in yards, as desired. The rules for jumping are on page 349.

Casting Time: 2 Actions

AE Cost: 2 AE

Range: Touch

Duration: Immediate

Target Category: Living Creatures

Property: Transformation

Traditions: Witch

WITCH'S BILE

This allows the caster to produce enchanted corrosive saliva that can cause opponents great pain, but is usually not enough to kill.

Check: SGC/INT/CON

Effect: Your saliva immediately turns into a corrosive acid that does 1D6 + (QL) damage points to a target you spit at within 3 yards. This acid does not harm the caster. You do not have to use another action to spit after casting the spell (spitting is included in the casting time). If the opponent doesn't defend, the spitting attack hits automatically. Spitting counts as a ranged attack with a missile weapon and can be blocked or dodged. PRO reduces damage as per the normal combat rules. Witch's Bile inflicts structure damage on shields and other items it hits.

Casting Time: 1 Action

AE Cost: 4 AE (you cannot use a modification on this spell's cost)

Range: Self

Duration: Immediate

Target Category: Creatures

Property: Transformation

Traditions: Witch

WITCH'S CLAWS

Some witches, mainly those belonging to the Sisterhood of the Beauties of the Night, can turn their fingernails into dangerous, sharp claws that can inflict serious damage when brawling.

Check: SGC/INT/CON

Effect: Sharp claws grow on both of your hands. They do 1D6+3 DP in close combat and use the combat technique Brawling. Witches using these claws are considered unarmed when brawling. Witch's Claws are considered a magical weapon.

Casting Time: 1 Action

AE Cost: 4 AE

Range: Self

Duration: QL x 3 in minutes

Target Category: Creatures

Property: Transformation

Traditions: Witch

FAMILIAR TRICKS:

CONVERSATION

Effect: The familiar imparts images, feelings, and experiences to the witch via telepathy as long as both of them maintain physical contact. Familiars can understand human language to a certain degree, enabling human-like conversation wherein the witch speaks aloud and the familiar gives telepathic answers.

Animal Types: All

AE Cost: 1 AE per 10 minutes

Duration: Upkeep

Property: Influence

WITCH SENSE

Effect: The familiar can determine the direction to its witch, at any distance. Only divine intervention and anti-magic against Clairvoyance can interrupt or block this connection.

Animal Types: All

AE Cost: 1 AE

Duration: Half an hour

Property: Clairvoyance