

FANTASTIC FEATS

- VOLUME XXVII -

WITCHES



Preface

Fantastic Feats volume 27

Witches

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of "Fantastic Feats" – a series of feats based around a certain theme or subject – is about Witches, those magic users who draw their magic from other worldly powers.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

This product uses material from one or more of the following:

- Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)
- Pathfinder® Roleplaying Game: Advanced Player's Guide™ (PZO1115)

Credits & Legal



www.enneadgames.com

Go here for free rpg resources, samples and news about upcoming products

Twitter: @enneadgames

Facebook: EnneadGames

Copyright

Ennead Games ©2014

Cover background

Publishers Choice Quality Stock Art

©Rick Hershey/Fat Goblin Games

Contents

Preface	2
Credits & Legal	2
Witch Feats	3
Aura of Menace	3
Familiar Power Booster	3
Patrons Blessing	3
Quick Learning Familiar	4
Stable Witch Spells	4
Stronger Hexes	4
Unstable Witch Spells	4
OPEN GAME LICENSE	5

Witch Feats

Witch feats require the witch to have access to their patron. If for some reason they are cut off from their otherworld patron then access to these feats is temporarily suspended until contact is resumed. This rule also applies to the feats that are tied to their familiar.

As an optional rule, Witches may also have access to the feats from “Fantastic Feats 11 – Druids” & “Fantastic Feats 20 – Wizards” (both by Ennead Games), but only at the GM’s discretion for each feat.

Aura of Menace

There is a common fear among the population that witch are evil and can give you the “evil eye” to curse you or make you ill. Some witches capitalise on this belief to bluff or intimidate their foe.

Prerequisite

CHA 13+

Bonus

The witch gains a +2 bonus to intimidate or Bluff rolls and once a day may re-roll the result, which must be accepted even if worse than before.

Special

Can be taken multiple times, increasing the bonus by +2 each time.

Familiar Power Booster

Even though they already share a mystical link, the witch’s familiar can sometimes provide another benefit and give a slight power boost to some of her spells.

Prerequisite

3rd level

Bonus

Spells or hexes cast by Deliver Touch Spells ability have 1 point added to the minimum dice roll for them. E.G. 1-6 would become 2-6.

Patrons Blessing

The Witches patron can provide an extra bonus, but calling on this too many times can anger the patron.

Prerequisite

1st level

Bonus

Once a day a patrons spell with a random component may have the dice re-rolled and the better of the two results used.

Special

May be used a second time in a day, but if so, then the witches spells have a -2 penalty to any die roll (minimum of 1) for a number of days equal to the spell level that was re-rolled.

Quick Learning Familiar

You have a familiar that is a tad smarter than others, regardless of species.

Prerequisite

1st level, a familiar

Bonus

Familiars that try to learn new spells from scrolls or other familiars etc. gain +2 to Spellcraft checks

Special

Can be taken multiple times

Stable Witch Spells

Magic has a slight chaotic component, even for the most powerful of spell casters. A few witches have figure out techniques to help dampen these effects and increase their base results, at a cost of reducing potential greatness.

Prerequisite

INT 13+

Bonus

The minimum dice roll for any random component in a witch's spell is increased by +1, but the maximum is reduced by 1. E.g 1-6 would become 2-5.

Special

This feat cannot be taken if the feat "Unstable Witch Spells" has been selected.

Stronger Hexes

Knowledge gained from their patron or other sources allows a few witches to have hexes that are as powerful as their betters and superiors.

Prerequisite

1st level, INT 15+

Bonus

For any hexes that base a component off the witch's level, their level is treated as being +1 for this determination only.

Unstable Witch Spells

Some witches strive to keep chaos at bay, other embrace it. This is reflected in their spells being more unpredictable

Prerequisite

1st level, neutral or chaotic alignment

Bonus

Any hex or spell with a random component, such as damage, may have that dice re-rolled and the result used, even if worse than the original. This can be used a number of times per day equal to the witches WIS bonus

Special

This feat can't be taken if the feat "Stable Witch Spells" has been taken.

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are

copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Fantastic Feats Volume 27 – Witches. Copyright Ennead Games 2014; Author Christopher Kentlea