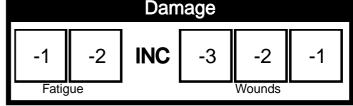
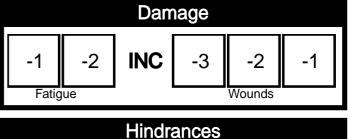
Witchita Witch

Seasoned Female Golarion Gnome



Attributes Agility: Smarts: 6 6 Spirit: Strength: Vigor:

Derived				
Pace	Parry	Toughness		
5	4	4		
Size: -1 (Normal)				



Curious (major)

Reckless (major)

The character wants to know about

On Critical Failure to activaté a power it goes wildly out of control

everything / SWADE p23

Skills

(Unskilled):	4 6 8 10 12 -2
Athletics:	4 6 8 10 12
Common	
Knowledge:	
Fighting:	4 6 8 10 12
Language	
(Native):	4 6 8 17 12
Notice:	4 6 8 17 12
Occult:	
Persuasion:	4 6 8 10 12
Spellcasting:	4 6 8 10 12 +2
Stealth:	4 6 8 10 12
Taunt:	4 6 8 10 12

Armor	
(Unarmored)	0
Toughness: 4	

Gear

You have no gear.

Armor		(GM's choice as to effect). / SWADE
		Supers
nored)	0	
Toughness: 4		

Edges Arcane Background (Magic) Allows access to the Arcane Backgrounds listed in Chapter Five. / SWADE p37 **Brave** +2 to Fear tests and -2 to rolls on the Fear Table. / SWADE p38 New Powers (Burst, Protection) Your character learns a new power. Wizards must have access to an Arcane Laboratory and Clerics must complete a quest. / SWADE p47 **Power Points** Gain 5 additional Power Points, no more than once per Rank. / SWADE p47 Power Surge Recover 10 Power Points when dealt a Joker in combat. / SWADE p47 Super Powers (15)
This character has Super Powers from the SWADE Super Power Companion

(2021) / SWADE Supers p10

Weapons and Attacks							
Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0		-	0	Innate Attack
Fire Burst (Burst)	2d6	Cone Template	0	- -	-	0	Power, Power Points: 2
Magic Missile (Bolt)	2d6	Smarts x2	0	-	-	0	Power, Power Points: 1





Special Abilities	Advances
Keen Senses (Racial) - Notice The character starts with a d4 in a skill inherent to her race. / Custom	Novice 1 Edge: Power Points 2 Edge: Power Surge
Low Light Vision (Racial) The being ignores penalties for Dim or Dark lighting (but not Pitch Darkness). / Custom	3 Edge: Brave Seasoned 4 Edge: New Powers (Burst, Protection)
Reduced Pace (-1) (Racial) For -1 point, reduce Pace by 1 and the running die is a d4. / Custom	
Size -1 (Racial) The entity is smaller than average, reducing its Size and Toughness by 1. / Custom	
Tough (Racial) - Vigor During character creation, the species increases a particular attribute (Agility, Smarts, Spi Strength, or Vigor) one die type. This increases the Trait's maximum by one as well. / Cust	
Magic Power Points: NaN; Powers: Fire Burst (Burst; Savage Worlds: Adventure Edition p157), H Worlds: Adventure Edition p162), Healing (Savage Worlds: Adventure Edition p162), Magi (Protection; Savage Worlds: Adventure Edition p165-166), Magic Missile (Bolt; Savage Worlds) / SWADE	c Armor
Languages Known Native (native, d8)	••••••
Illusion can conjure an illusion up to 12" (24 yards) distant, filling a sphere the size of a Medium B Template with what- ever image he desires. As long as the caster pays attention, the imag the world around them just as if they were real—staggering back from attacks, taking "dan on If the creator wishes, enemies in the area of effect are Distracted until they move out template., Alternate Trait (1): Spellcasting, -1 / SWADE Supers p66	ges react to mage," and so of the
Skill Bonus (2; Spellcasting) +2 skill bonus / SWADE Supers p83	
Entangle Entangle tangles foes in bands of energy, ropes, vines, webbing, or other entanglements. the hero targets any foe within 12" (24 yards) and makes a Focus roll opposed by the victi Athletics. If the attacker wins, the victim is Entangled. If the attacker wins with a raise, the is Bound Alternate Trait (1): Spellcasting, -1 / SWADE Supers p60	To activate, m's
Blind Blinding a foe is a Focus roll versus the target's Vigor. If successful, the victim suffers a -2 penalty to all actions requiring sight, or -4 with a raise Alternate Trait (1): Spellcasting, -1 SWADE Supers p53	1 /
Super Skill (1; Spellcasting) Boost selected skill by 1 / SWADE Supers p86	• • • • • • • • • • • • • • • • • • • •

Magic - NaN Power Points

SWADE Power Modifiers (p152)

Armor Piercing (+1 to +3): Each Power Point spent grants the power AP 2 (see page 65), MAX AP 6.

Fatigue (+2): This modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

Glow/Shroud (+1): This creates soft light in a Small Blast Template centered on the target, and lasts until the power expires. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character. Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.

Heavy Weapon (+2): The attack counts as a Heavy Weapon.

Hinder/Hurry (+1): Target's base Pace is reduced by 2 until the power expires. A caster can Hurry the recipient instead. He might get increased energy, sure footing, or more powerful muscles. His Pace is increased by 2. Effects of either modifier aren't cumulative.

Lingering Damage (+2): On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If hit with a 2d6 bolt, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it loses a die instead.

Range (+1/+2): Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone Template.

Selective (+1): With intense focus, the caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a blast, for example).

Fire Burst

Burst - Savage Worlds: Adventure Edition p157

Power Points: 2

Spellcasting Roll: d10+2 Range: Cone Template

Duration: Instant **Damage**: 2d6

Cone-shaped attack for 2d6 damage.

-

DAMAGE (+2): The burst causes 3d6 damage, or 4d6 with a raise.

Savage Worlds: Adventure Edition p157

Havoc

Savage Worlds: Adventure Edition p162

Power Points: 2

Spellcasting Roll: d10+2

Range: Smarts Duration: Instant

Targets in MBT are Distracted and

may be hurled. -

AREA EFFECT (+1): Havoc affects a Large Blast Template.

STRONG (+1): Strength rolls are made at 2.

Savage Worlds: Adventure Edition p162

Healing

Savage Worlds: Adventure Edition p162

Power Points: 3

Spellcasting Roll: d10+2

Range: Touch
Duration: Instant
Restores Wounds. -

GREATER HEALING (+10): Greater healing can restore any Wound, including those more than an hour old.

CRIPPLING INJURIES (+20): The power can heal a permanent Crippling Injury (see Incapacitation, page 95). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot heal that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.

NEUTRALIZE POISON OR DISEASE (+1): A successful healing roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well

Savage Worlds: Adventure Edition p162

Magic Armor

Protection - Savage Worlds: Adventure Edition p165-166

Power Points: 1

Spellcasting Roll: d10+2

Range: Smarts Duration: 5

Grants Armor +2 (Toughness, with a

raise). -

ADDITIONAL RECIPIENTS (+1): The power may affect additional targets at a cost of 1 Power Point each.

MORE ARMOR (+1): Success grants 4 points of Armor (+6 with a raise). TOUGHNESS (+1): Protection provides Toughness instead of Armor and is not affected by AP (magical or otherwise). This means it stacks

Savage Worlds: Adventure Edition p165-166

Magic Missile

Bolt - Savage Worlds: Adventure Edition p156

Power Points: 1

Spellcasting Roll: d10+2

Range: Smarts x2 Duration: Instant Damage: 2d6

2d6 ranged attack. -

DAMAGE (+2): The bolt causes 3d6 damage (4d6 with a raise). Savage Worlds: Adventure Edition p156