

Witchita Witch

Seasoned Female Golarion Gnome

Attributes

Agility: 4 6 8 10 12
 Smarts: 4 6 8 10 12
 Spirit: 4 6 8 10 12
 Strength: 4 6 8 10 12
 Vigor: 4 6 8 10 12

Skills

(Unskilled): 4 6 8 10 12 -2
 Athletics: 4 6 8 10 12
 Common Knowledge: 4 6 8 10 12
 Fighting: 4 6 8 10 12
 Language (Native): 4 6 8 10 12
 Notice: 4 6 8 10 12
 Occult: 4 6 8 10 12
 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

Derived

Pace	Parry	Toughness
5	4	4

Size: -1 (Normal)

Armor

(Unarmored) 0
 Toughness: 4

Gear

You have no gear.

Damage

-1	-2	INC	-3	-2	-1
Fatigue			Wounds		

Hindrances

Curious (major)

The character wants to know about everything / SWADE p23

Reckless (major)

On Critical Failure to activate a power it goes wildly out of control (GM's choice as to effect). / SWADE Supers

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

Low Light Vision (Racial)

The being ignores penalties for Dim or Dark lighting (but not Pitch Darkness). / Custom

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, Spirit, Strength, or Vigor) one die type. This increases the Trait's maximum by one as well. / Custom

Magic

Power Points: NaN; Powers: Fire Burst (Burst; Savage Worlds: Adventure Edition p157), Havoc (Savage Worlds: Adventure Edition p162), Healing (Savage Worlds: Adventure Edition p162), Magic Armor (Protection; Savage Worlds: Adventure Edition p165-166), Magic Missile (Bolt; Savage Worlds: Adventure Edition p156) / SWADE

Languages Known

Native (native, d8)

Illusion

can conjure an illusion up to 12" (24 yards) distant, filling a sphere the size of a Medium Blast Template with what- ever image he desires. As long as the caster pays attention, the images react to the world around them just as if they were real—staggering back from attacks, taking "damage," and so on. - If the creator wishes, enemies in the area of effect are Distracted until they move out of the template., Alternate Trait (1): Spellcasting, -1 / SWADE Supers p66

Skill Bonus (2; Spellcasting)

+2 skill bonus / SWADE Supers p83

Entangle

Entangle tangles foes in bands of energy, ropes, vines, webbing, or other entanglements. To activate, the hero targets any foe within 12" (24 yards) and makes a Focus roll opposed by the victim's Athletics. If the attacker wins, the victim is Entangled. If the attacker wins with a raise, the victim is Bound. - Alternate Trait (1): Spellcasting, -1 / SWADE Supers p60

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

Super Skill (1; Spellcasting)

Boost selected skill by 1 / SWADE Supers p86

Novice

1 Edge: Power Points

2 Edge: Power Surge

3 Edge: Brave

Seasoned

4 Edge: New Powers (Burst,Protection)

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.

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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 with natural or worn armor.

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