





FEIYA

WITCH 

ANCESTRY	HUMAN (VERSATILE)	BACKGROUND	CULTIST
SPEED	25 FEET	PERCEPTION	 +10 (TRAINED)
LANGUAGES	AKLO, COMMON, GOBLIN, JOTUN, SKALD, TIEN		CLASS DC 21

STRENGTH	DEXTERITY	CONSTITUTION
STR +0	DEX +3	CON +2
INTELLIGENCE	WISDOM	CHARISMA
INT +4	WIS +3	CHA +0



















DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD CAST
	53	20	21
FORTITUDE  +11	REFLEX  +10	WILL  +12	

STRIKES


MELEE	<ul style="list-style-type: none"> nails +8 [+4/+0] (agile, unarmed), 1d6 slashing staff +7 [+2/-3] (two-hand d8), 1d4 bludgeoning dagger +10 [+6/+2] (agile, finesse, versatile S), 1d4 piercing
RANGED	<ul style="list-style-type: none"> crossbow +10 [+5/+0] (range increment 120 feet, reload 1), 1d8 piercing dagger +10 [+6/+2] (agile, finesse, thrown 10 feet, versatile S), 1d4 piercing

SKILLS

ACROBATICS (DEX)  +7	ARCANA (INT)  +11 •	ATHLETICS (STR)  +4
CRAFTING (INT)  +11 •	DECEPTION (CHA)  +4	DIPLOMACY (CHA)  +4
INTIMIDATION (CHA)  +4	WITCH CULT LORE (INT)  +11 •	LORE (OTHER; INT)  +8
MEDICINE (WIS)  +12 ••	NATURE (WIS)  +10 •	OCCULTISM (INT)  +14 ••
PERFORMANCE (CHA)  +4	RELIGION (WIS)  +10 •	SOCIETY (INT)  +8
STEALTH (DEX)  +10 •	SURVIVAL (WIS)  +10 •	THIEVERY (DEX)  +10 •

• = TRAINED •• = EXPERT ••• = MASTER


FEATS AND ABILITIES

ANCESTRY ABILITIES	General Training (Toughness), Natural Ambition (Cackle), versatile human (Oddity Identification)
CLASS FEATS	Basic Lesson (Lesson of Life), Cackle, Witch's Armaments (eldritch nails)
GENERAL FEATS	Untrained Improvisation*
SKILL FEATS	Continual Recovery, Oddity Identification, Recognize Spell  , Schooled in Secrets
CLASS ABILITIES	familiar (Daji), heightening spells, magical fortitude*, patron (The Resentment), <i>phase familiar</i> , witch spellcasting (occult)

EQUIPMENT

BULK	Worn 4, 6 L; Maximum: 5 Bulk
WORN	backpack, crossbow (10 bolts), dagger, minor elixir of life, +1 handwraps of mighty blows, healer's toolkit, mentalist's staff, pendant of the occult, scroll of invisibility, scroll of pet cache, wand of soothe (1st)
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	28 gp, 3 sp

SPELLS

SPELL ATTACK	 +11	SPELL DC	21
CANTRIPS (AT WILL)	detect magic, forbidding ward, light, shield, telekinetic projectile		
1ST RANK	<input type="checkbox"/> enfeeble, <input type="checkbox"/> ill omen, <input type="checkbox"/> spirit link		
2ND RANK	<input type="checkbox"/> blood vendetta, <input type="checkbox"/> grim tendrils, <input type="checkbox"/> soothe		
3RD RANK	<input type="checkbox"/> paralyze, <input type="checkbox"/> vampiric feast		
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FOCUS SPELLS	cackle, evil eye, life boost, phase familiar		



WHAT IS A WITCH?


You command the forces of magic through a pact with a mysterious patron that likely has its own agenda, receiving spells via an otherworldly familiar.

EQUIPMENT

The following rules apply to Feiya's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate**  (manipulate); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can use your Dexterity instead of Strength to calculate your attack bonus (but not damage rolls) with this melee weapon.

Healer's Toolkit: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, Treat a Poison, or Treat Wounds. If you wear your healer's toolkit, you can draw and replace the tools as part of the action that uses them.

Mentalist's Staff: (magical, staff) This magic staff possesses 3 charges out of a maximum of 3. You can cast the *daze* cantrip, and you can expend 1 charge from the staff to cast *mindlink* or *phantom pain* at 1st rank. While wielding the staff, you gain a +2 circumstance bonus to checks to identify mental magic.

Pendant of the Occult: While wearing this hollow, eye-shaped pendant, you gain a +1 item bonus to Occultism checks (already calculated into Feiya's statistics), and you can cast the *guidance* cantrip as an occult innate spell.

Reload (trait): This weapon requires you to use 1 Interact action to reload before it can be fired again.

☐ **Scroll of Invisibility:** When holding this scroll, you can cast *invisibility* (see Spells). After you Cast the Spell, the scroll is destroyed.

☐ **Scroll of Pet Cache:** When holding this scroll, you can cast *pet cache* (see Spells). After you Cast the Spell, the scroll is destroyed.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Two-Hand (trait): This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

☐ **Wand of Soothe:** This wand allows you to cast a 1st-rank *soothe* spell (see spells) once per day. Because its effects are not heightened, when you cast *soothe* from your wand, it heals only 1d10+4 Hit Points.

FEATS AND ABILITIES

Feiya's feats and abilities are described below.


Basic Lesson: Your patron has granted you the lesson of life, granting you the *life boost* hex, increasing your focus pool by 1, and teaching Daji the *spirit link* spell.

Continual Recovery: You zealously monitor a patient's progress to administer treatment faster. When you Treat Wounds, your patient becomes immune for only 10 minutes instead of 1 hour. This applies only to your Treat Wounds activities, not any other the patient receives.

Heightening Spells: When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain ranks. Feiya's cantrips and focus spells have already been heightened to 3rd rank in her statistics, as have 1st-rank spells that were prepared in higher rank slots.

Oddity Identification: (general, skill) When you become aware of a magical effect or see a spell being cast, you can immediately determine if it twists minds (with the mental trait), fights against fortune (with the fortune or misfortune trait), or reveals secrets (with the detection, prediction, revelation, or scrying traits). At the GM's discretion, similar effects can also fall into these categories. When you Identify Magic or Recall Knowledge to learn more about these effects, you can always use Occultism without penalty and gain a +2 circumstance bonus.

Patron (The Resentment): Feiya's patron is a mysterious entity known to her only as the Resentment. It grants her the *evil eye* hex cantrip and teaches Daji *enfeeble*. It also grants Daji the familiar of ongoing misery familiar ability.

Recognize Spell  (secret); **Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

Effect If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd rank or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest rank of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

Schooled in Secrets: (general, skill) You notice the signs and symbols that members of mystery cults and other secret societies use to declare their affiliation to fellow members. You can use Occultism in place of Diplomacy to Gather Information about such groups and in place of Deception to Impersonate a member of these groups. If you belong to a secret cult, lodge, sect, or similar organization, you automatically recognize members of your group unless they are specifically attempting to conceal their presence from you. They also recognize your standing unless you are specifically concealing it.

Toughness: Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1.

Untrained Improvisation: You've learned how to handle situations when you're out of your depth. Your proficiency bonus to untrained skill checks is equal to your level -1. This doesn't allow you to use the skill's trained actions.

Witch Spellcasting: Your otherworldly patron has granted you a familiar to teach you magic. You can cast occult spells using the

FEIYA

WITCH 5

Cast a Spell activity. See the Spells section below for details on the spells you can cast.

Witch's Armaments: Your patron's power changes your body to ensure you are never defenseless. You gain the following unarmed attack.

Eldritch Nails: Your nails are supernaturally long and sharp. You gain a nails unarmed attack that deals 1d6 slashing damage, is in the brawling group, and has the agile and unarmed traits.

FAMILIAR

Feiya's familiar, Daji, is more powerful than other familiars. If Feiya spends 1 action to command Daji, he gains 2 actions to use during the round. He can't use reactions.

Daji has four familiar abilities listed below, and can swap out the familiar abilities share senses and speech during your daily preparations. See page 212 of *Pathfinder Player Core* for more information. If your Daji dies, your patron returns him during your next daily preparations.

Familiar of Ongoing Misery: Daji seems hostile to all creatures other than you, hissing at them if they get too near. When you Cast or Sustain a hex, Daji can curse a creature within 15 feet of him, prolonging the duration of any negative conditions affecting it by 1 round. This is a curse effect. This prolongs only conditions with a timed duration (such as "1 round" or "until the end of your next turn") and doesn't prevent conditions from being removed by other means.

Scent: Daji gains scent (imprecise, 30 feet).

Share Senses: Once every 10 minutes, you can use a single action, which has the concentrate trait, to project your senses into Daji. When you do, you lose all sensory information from your own body, but can sense through Daji's body for up to 1 minute. You can Dismiss this effect.

Speech: Daji speaks and understands Common.

SPELLS

Feiya can cast the following spells. In addition to the spells Feiya has prepared today (see the front page), Daji also knows *bane*, *blur*, *charm*, *daze*, *figment*, *mindlink*, *phantom pain*, *prestidigitation*, *read aura*, *sigil*, *telekinetic hand*, *telekinetic maneuver*, and *void warp*.

Cantrips

Daze ♦♦ (cantrip, concentrate, manipulate, mental, nonlethal); **Range** 60 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 round; **Effect** You push into the target's mind and daze it with a mental jolt. The jolt deals 2d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Detect Magic ♦♦ (cantrip, concentrate, detection, manipulate); **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM.

Forbidding Ward ♦♦ (cantrip, concentrate, manipulate); **Range** 30 feet; **Targets** 1 ally and 1 enemy; **Duration** sustained up to 1 minute; **Effect** You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

Guidance ♦ (cantrip, concentrate); **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Light ♦♦ (cantrip, concentrate, light, manipulate); **Range** 120 feet; **Duration** until your next daily preparations; **Effect** You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Shield ♦ (cantrip, concentrate, force); **Duration** until the start of your next turn; **Effect** You raise a magical shield of force. This counts as the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn (though it doesn't require a hand to use), and allows you to use the Shield Block reaction. This shield has Hardness 10. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After using the Shield Block action, this spell ends and you can't cast it again for 10 minutes.

Shield Block ↻ **Trigger** You would be damaged by a magical effect, physical attack, or spell while your shield is conjured; **Effect** You interpose your magical shield between yourself and the attack, reducing the damage by 10. You take any remaining damage.

Telekinetic Projectile ♦♦ (attack, cantrip, concentrate, manipulate); **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target's AC. If you hit, you deal 4d6 bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.

1st

Enfeeble ♦♦ (concentrate, manipulate); **Range** 30 feet; **Targets** 1 creature; **Defense** Fortitude; **Duration** varies; **Effect** You sap the target's strength, depending on its Fortitude save.

Critical Success The target is unaffected.

Success The target is enfeebled 1 until the start of your next turn.

Failure The target is enfeebled 2 for 1 minute.

Critical Failure The target is enfeebled 3 for 1 minute.

Ill Omen ♦♦ (concentrate, curse, manipulate, misfortune); **Range** 30 feet; **Targets** 1 creature; **Duration** 1 round; **Effect** The target is struck with misfortune, which throws it off balance. The target must attempt a Will save.

Success The target is unaffected.

Failure The first time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

Critical Failure Every time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

Mindlink ♦♦ (concentrate, manipulate, mental); **Range** touch; **Targets** 1 willing creature; **Effect** You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

Pet Cache ♦ (extradimensional, manipulate); **Range** touch; **Target** 1 willing creature that is your familiar; **Duration** 8 hours; **Effect** You open your cloak or create a gap with your hands, drawing the target into a pocket dimension just large enough for its basic comfort. No other creature can enter this extradimensional space, and the target can bring along objects only if they were designed to be worn by a creature of its kind. The space has enough air, food, and water to sustain the target for the duration.

You can Dismiss the spell. The spell also ends if you die or enter an extradimensional space. When the spell ends, the target reappears in the nearest unoccupied space (outside of any extradimensional space you may have entered).

Phantom Pain ♦♦ (concentrate, illusion, manipulate, mental, nonlethal); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 minute; **Effect** Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage with a Will save.

Critical Success The target is unaffected.

Success The target takes full initial damage but no persistent damage, and the spell ends immediately.

Failure The target takes full initial and persistent damage, and the target is sickened 1. If the target recovers from being sickened, the persistent damage ends and the spell ends.

Critical Failure As failure, but the target is sickened 2.

Spirit Link ♦♦ (concentrate, healing, manipulate, spirit); **Range** 30 feet; **Targets** 1 willing creature; **Duration** 10 minutes; **Effect** You form a spiritual link with another creature, taking in its pain. When you Cast this Spell and at the start of each of your turns, if the target is below maximum Hit Points, it regains 2 Hit Points (or the difference between its current and maximum Hit Points, if that's lower). You lose as many Hit Points as the target regained.

This is a spiritual transfer, so no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. Since this effect doesn't involve vitality or void energy, *spirit link* works even if you or the target is undead. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you're ever at 0 Hit Points, *spirit link* ends automatically.

Heightened (+1) The number of Hit Points transferred each time increases by 2.

2nd

Blood Vengeance ◀ (curse); **Trigger** A creature deals piercing, slashing, or persistent bleed damage to you; **Requirements** You can bleed; **Range** 30 feet; **Targets** the triggering creature; **Defense** Will; **Duration** varies; **Effect** You curse the target, punishing it for having the audacity to spill your blood. The target takes 2d6 persistent bleed damage and must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes half the persistent bleed damage.

Failure The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.

Critical Failure As failure, but the target takes double the persistent bleed damage.

Grim Tendrils ♦♦ (concentrate, manipulate, void); **Area** 30-foot line; **Defense** Fortitude; **Effect** Tendrils of darkness curl out from your fingertips and race through the air. You deal 3d4 void damage and 2 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half the void damage and no persistent bleed damage.

Failure The creature takes full damage.

Critical Failure The creature takes double void damage and double persistent bleed damage.

Invisibility ♦♦ (illusion, manipulate, subtle); **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

Soothe ♦♦ (concentrate, emotion, healing, manipulate, mental); **Range** 30 feet; **Targets** 1 willing creature; **Duration** 1 minute; **Effect** You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 2d10+8 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

3rd

Paralyze ♦♦ (concentrate, incapacitation, manipulate, mental); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You block the target's motor impulses before they can leave its mind, freezing target in place. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is paralyzed for 1 round.

Critical Failure The target is paralyzed for 4 rounds. At the end of each of its turns, it can attempt a new Will save to reduce the remaining duration by 1 round, or end it entirely on a critical success.

Vampiric Feast ♦♦ (concentrate, death, manipulate, void); **Range** touch; **Targets** 1 living creature; **Defense** basic Fortitude; **Effect** Your touch leeches the lifeblood out of a target to empower yourself. You deal 6d6 void damage to the target. You gain temporary Hit Points equal to half the void damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

FOCUS SPELLS

Feiya can cast a number of hex spells, including a hex cantrip. Hex spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 3 Focus Points. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to commune with your familiar.

Hex cantrips are special hexes that don't cost Focus Points, so you can cast them as often as you like, though you can still use only one hex each round.

Hexes: You gain a pool of Focus Points that allows you to cast your witch hexes: *cackle*, *life boost*, and *phase familiar*. Each use of these spells uses 1 Focus Point, and you have a total pool of 3 Focus Points. You can also use the hex cantrip *evil eye* without spending a Focus Point. You can cast only one hex per turn.

Cackle ✧ (uncommon, concentrate, focus, hex, witch); **Effect** With a quick burst of laughter, you prolong a magical effect you created. You Sustain a Spell.

Evil Eye ✧ (uncommon, cantrip, curse, hex, manipulate, witch); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** sustained up to 1 minute; **Effect** Your patron's resentment manifests in a baleful, envious gaze. The target becomes sickened 1 if it fails a Will save (or sickened 2 on a critical failure). This condition value can't be reduced below 1 while the spell is active and you can see the target.

Life Boost ✧ (uncommon, focus, healing, hex, manipulate, vitality, witch); **Range** 30 feet; **Targets** 1 creature; **Duration** 4 rounds; **Effect** Life force from your patron floods into the target, ensuring they can continue doing your patron's will for just a little longer. The target gains fast healing 6.

Phase Familiar ↻ (uncommon, focus, hex, manipulate, witch); **Trigger** Your familiar would take damage; **Range** 60 feet; **Targets** your familiar; **Effect** Your patron momentarily recalls your familiar to the ether, shifting it from its solid, physical form into a ghostly version of itself. Against the triggering damage, your familiar gains resistance 9 to all damage and is immune to precision damage.

DAJI FAMILIAR 5

ANCESTRY	NINE-TAILED FOX	SIZE	TINY
SPEED	25 FEET	PERCEPTION	+9
SENSES	LOW-LIGHT VISION, SCENT (IMPRECISE) 30 FEET		
LANGUAGES	COMMON, EMPATHIC CONNECTION		
STRIKES	NONE		

SKILLS

ACROBATICS (DEX) +9	ARCANA (INT) +5	ATHLETICS (STR) +5
CRAFTING (INT) +5	DECEPTION (CHA) +5	DIPLOMACY (CHA) +5
INTIMIDATION (CHA) +5	MEDICINE (WIS) +5	NATURE (WIS) +5
OCCULTISM (INT) +5	PERFORMANCE (CHA) +5	RELIGION (WIS) +5
SOCIETY (INT) +5	STEALTH (DEX) +9	SURVIVAL (WIS) +5
THIEVERY (DEX) +5		

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	25	20
FORTITUDE +11	REFLEX +10	WILL +12

