

The Witch class

Alignment: Any

Hit Dice: d4

Starting gold: 3d4x10

Class Skills

The class skills for the Witch class, and the key ability for each, are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Profession (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str)

Skill points at 1st level: (4 + Int Modifier) x4

Skill points each level: 4 + Int Modifier

Level	BAB	Fort	Ref	Will	Special	Spells per Day											
						0	1	2	3	4	5	6	7	8	9		
1	+0	+0	+0	+2	Familiar	3	1										
2	+1	+0	+0	+3		4	2										
3	+1	+1	+1	+3		4	2	1									
4	+2	+1	+1	+4		4	3	2									
5	+2	+1	+1	+4	Bonus Feat	4	3	2	1								
6	+3	+2	+2	+5		4	3	3	2								
7	+3	+2	+2	+5		4	4	3	2	1							
8	+4	+2	+2	+6		4	4	3	3	2							
9	+4	+3	+3	+6		4	4	4	3	2	1						
10	+5	+3	+3	+7	Bonus Feat	4	4	4	3	3	2						
11	+5	+3	+3	+7		4	4	4	4	3	2	1					
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2					
13	+6/+1	+4	+4	+8	A Thousand Faces	4	4	4	4	4	3	2	1				
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2				
15	+7/+2	+5	+5	+9	Bonus Feat	4	4	4	4	4	4	3	2	1			
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2			
17	+8/+3	+5	+5	+10	Timeless Body	4	4	4	4	4	4	4	3	2	1		
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2		
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3		
20	+10/+5	+6	+6	+12	Bonus Feat	4	4	4	4	4	4	4	4	4	4	4	4

Class Features

Weapon and Armor Proficiencies: The Witch is proficient with all simple weapons. She is not proficient with any armor or shield, and suffers arcane spell failure chances with spells that have Somatic components if she casts while wearing armor.

Spells: The Witch is able to prepare and cast a number of spells each day, just as a Wizard does. Her spells come from the Witch spell list. Witch lore is more nature-attuned than Wizardry, however, so the Witch uses her Wisdom score to determine spell access and the power of her spells. To use a spell, the Witch must have a Wisdom score of at least 10 + the spell's level. A Witch with a high Wisdom score receives bonus spells per day based on her Wisdom. The save DC for a Witch's spells is 10 + the spell level + the Witch's Wisdom modifier.

Languages: A Witch may substitute Draconic or Giant for one of the bonus languages available because of her race.

Familiar: Witches can summon a familiar just as a Sorcerer or Wizard can. Witch familiars are often either black, or pure white albinos with red eyes. Common familiars for Witches include cats, owls, ravens, and toads.

Bonus Feats: Every five levels (at 5th, 10th, 15th, and 20th), the Witch gains a bonus feat. These may be any Metamagic or Item Creation feat. The Witch must still meet the requirements for any feat she takes. At 1st level, the Witch receives the Craft Alchemical Item feat free, allowing her to use her Craft Points to make Alchemical items.

A Thousand Faces: At 13th level, the Witch gains the supernatural ability to change her appearance at will, as if using the spell *disguise self*.

Timeless Body: At 17th level, the Witch no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she already has still apply. Bonuses still accrue, and she dies of old age when her time is up.

Spellbook: The Witch requires access to the recorded lore of her craft to prepare her spells each day. This usually takes the form of a book in which she writes the formulae for her spells. A Witch begins her career with all 0-level Witch spells from the main Witch spell list in her book (i.e., any 0-level Witch spell that is in the Player's Handbook or the Witch's Handbook, but not ones that come from other books), and 3 1st level spells + one more 1st level spell per point of her Wisdom bonus (so, a Witch with a Wisdom of 16, getting a Wisdom bonus of +3, begins with 6 spells in her book). Like a Wizard, a Witch adds 2 more spells to her spellbook at each level.

Spell Mastery: The Witch, like the Wizard, is eligible to take the Spell Mastery feat.

Prestige Classes

The Witch's Handbook describes several PrCs that may be of interest later.

Infernal Witch: forms a pact with dark forces, must be evil.

Shaper: Focuses on shapechanging and related magic.

Witch Hag: Becomes a hag and can join a Hag covey

Witch Priestess/Priest: Becomes more of a mix of divine and arcane abilities.

Witch's Champion: A class for someone ELSE, but bonded to the Witch as her bodyguard.

There is a lot more that will be of use in the Witch's Handbook ...new items, skill uses, feats, and such.