

Witch

A New Class for 13th Age, by D. Jon Mattson

While wizards use carefully studied symbology and an occult grammatical system to work magic, and sorcerers draw intuitively upon the icons' power and the magic hidden within their own blood, witches tread a different, less direct path of arcane mastery. True, they often study occult lore, and some even manage to learn a few wizard spells. True, it is not uncommon for a witch to have a magical birthright that sets her forth on her journey or an unexpected link to one or more of the icons. But the witch sees each of these systems and links as a mere tool – one in a much larger toolbox that is well worth exploring. Beyond these basic starting points, the witch looks for the magical connections that these methods share and that bind all things, and she calls upon those beings that understand such phenomena better than she does. She does not limit herself to one narrow system, but pragmatically accepts each gift of arcane learning that Fate and the other occult powers send her way.

In time, the witch learns many useful tricks – spells, of course, but also hexes. The latter can be used with greater frequency, by deferring the arcane cost to another time – or another being. Most critically, by sensing the strands of Fate, she tries to work with them, instead of against them, taking the subtle path of least resistance to achieve her goals. Sadly, this may bring her to the attention of other beings that take an interest in Fate, as well as those exotic powers that she calls upon, from time to time, in pursuit of lore. For the witch, this is a small price to pay, to gain a deeper understanding of the most hidden workings of the universe.

OVERVIEW

Play Style: Witches come from many walks of life, but all have an insatiable appetite for occult secrets. With such secrets comes power – but how that power is wielded varies greatly between witches of different temperaments. Some follow what is often called the White Path and focus on blessings, life and healing. Others follow what is sometimes called the Black Path and, while they are not uniformly evil, they do certainly spend a lot of their time honing curses and destructive charms. Many try to follow a more moderate Grey Path, healing and destroying with no bias, beyond their needs of the moment and their morality. These often feel a connection to the natural world and may be mistaken for druids, although it is not uncommon for a witch of any sort to feel at home in the wild.

In terms of complexity, witches are right up there with bards and wizards. Their spell use is a bit more restrictive than that of a wizard and, thus, arguably somewhat easier to manage – although the subtlety of their approach may seem a bit trickier to those who are used to simply blasting problems out of the way. Their hexes are similar to battle cries, in some respects, but may require more decision making, since they are based on *other people's* rolls, rather than the witch's own. For those who enjoy tackling situations from unexpected angles and using several subtle steps, rather than one big explosion, to ruin foes, the witch has much to offer.

Ability Scores: Witches rely heavily on their own self-confidence and their ability to enforce their will on others, through persuasion and intimidation; indeed, a clever witch understands that the threat of power sometimes negates the need to actually exercise it. As a result, Charisma is an invaluable asset to any witch.

Your second-choice ability depends a good deal on the sort of witch you want to play. A studious witch tends to be Intelligent, while a more intuitive one relies on Wisdom. Any sort can benefit from a good Dexterity score, which helps you avoid trouble, or a good Constitution score, which helps you survive the trouble you couldn't avoid. The latter is also indicative of the sort of supernatural toughness that many witches tend to adopt, almost incidentally, over time.

Normally, witches gain a +2 class bonus to Charisma or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus. Having said that, check out the *Mystic* and *Occultist* talents, below, for two ways that you can fudge this.

Races: Elves tend to make decent witches, especially of the Grey variety (or Black variety, for Drow), but humans and half-elves more often demonstrate the sort of obsessive interest in secrets that leads one to the craft. Some orc tribes have a tradition of Black witchcraft, which half-orcs with a vindictive streak may adopt. Similarly, some gnome clans have a tradition of Grey witchcraft, which those with an interest in the natural world and/or subtle trickery may appreciate.

Backgrounds: Capricious beguiler, celebrated medium, faerie midwife, Initiate of the Thrice-Told Tale, mystery cultist, obsessive alchemist, occult seeker, reclusive herbalist, repentant demonologist, spirit whisperer, student of nature, tribal soothsayer, unsettling hermit, village wise-woman, wandering fortune-teller, wily swamp hag.

Icons: The path a witch follows (if any) usually determines potential icon connections. Those who follow the White Path are favored by the Great Gold Wurm, the Priestess, and, to a lesser degree, the Archmage. Those who follow the Grey Path tend to feel an affinity for the Elf Queen, the Prince of Shadows, and, in particular, the High Druid. Those who follow the Black Path often align themselves with the Diabolist, the Lich King or The Three, but seldom more than one of these. A witch who follows no particular path typically feels no strong connection to a particular icon, either. But that doesn't mean that one or more icons don't have an interest in her.

GEAR

At 1st level, a witch usually has an athame (ritual knife); some other simple melee weapon, such as a staff that doubles as a walking stick; some well-worn, often rune-stitched clothes; a pouch of ritual components and/or fortune-telling trinkets; and other paraphernalia suggested by her backgrounds. If she is expecting trouble (and what witch doesn't?), she may possess a modest ranged weapon and wear very basic light armor, such as

a leather jerkin, which she pragmatically removed from a corpse or received as payment for services rendered. The latter will probably end up with runes on it, at some point, as well. A city-bred witch may wish to skip the scruffy armor, in favor of a revealing gown (or artfully embroidered tunic), which implies a higher social standing than she actually possesses.

Wise witches, who believe that Fortune favors the prepared, start with 25 gp. Passionate witches, who place their trust in the whims of Fate, start with 1d6 x 10 gp.

ARMOR

Most witches aren't keen on wearing bulky, restrictive armor – practical woody clothes or beguiling gowns are more their style. Still, when one makes a habit of getting into danger, putting a little leather between valuable flesh and harm's way is simply a wise precaution. As previously noted, some witches tolerate light armor for the safety it brings; others prefer to make an impact with impressive clothing and try to avoid getting swung at, in the first place.

Witch Armor and AC

Type	Base AC	Attack Penalty
None	10	—
Light	11	—
Heavy	12	-2
Shield	+1	-2

WEAPONS

Many witches are of the opinion that if you have reached the point where you have to walk up and hit something with a big stick, then you have probably done something wrong. If a witch's allies are determined to pursue this course, then she will usually be content to stand back and bolster them or weaken their enemies with spells and hexes. Having said this, most witch spells are not particularly good at dealing direct damage, so some witches become surprisingly adept at using their ritual knives, walking staves and ceremonial spears for... less arcane purposes.

WITCH STATS

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Charisma or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	11 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

Witch Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 staff
Light or Simple	
1d6 shortsword	1d8 spear
Heavy or Martial	
1d8 (-2 atk) longsword	1d10 (-2 atk) greatsword*

Witch Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger	1d4 hand crossbow	—
Light or Simple		
1d6 javelin	1d6 (-1 atk) light crossbow*	1d6 (-2 atk) shortbow*
Heavy or Martial		
—	1d8 (-3 atk) heavy crossbow*	1d8 (-4 atk) longbow*

* A witch needs one free hand to cast spells (but not hexes). It's easy to get a hand free from a weapon you're good with, like a staff or a spear, for the time it takes to cast a spell; however, if you take a penalty for using a two-handed weapon, the penalty applies to your spells, as well.

BASIC ATTACKS

MELEE ATTACK

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

RANGED ATTACK

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

WITCH LEVEL PROGRESSION

Witch Level	Total Hit Points	Total Feats	Hexes	Spells					Level-Up	Ability Bonuses	Damage Bonus from Ability Score
				1 st level	3 rd level	5 th level	7 th level	9 th level			
Level 1	(6 + CON mod) x 3	1 adventurer	2, up to 1 st level	2	–	–	–	–		ability modifier	
Level 2	(6 + CON mod) x 4	2 adventurer	2, up to 1 st level	3	–	–	–	–		ability modifier	
Level 3	(6 + CON mod) x 5	3 adventurer	3, up to 3 rd level	1	2	–	–	–		ability modifier	
Level 4	(6 + CON mod) x 6	4 adventurer	3, up to 3 rd level	–	4	–	–	–	+1 to 3 Abilities	ability modifier	
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	3, up to 5 th level	–	3	2	–	–		2 x ability modifier	
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	4, up to 5 th level	–	–	5	–	–		2 x ability modifier	
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	4, up to 7 th level	–	–	3	3	–	+1 to 3 abilities	2 x ability modifier	
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	5, up to 7 th level	–	–	–	6	–		3 x ability modifier	
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	5, up to 9 th level	–	–	–	4	3		3 x ability modifier	
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 2 epic	6, up to 9 th level	–	–	–	–	7	+1 to 3 abilities	3 x ability modifier	

CLASS FEATURES

In combat, the witches of 13th Age have two different types of powers to choose from, as they advance in level: hexes and spells. Out of combat, they have access to ritual magic.

HEXES

A hex is a magical curse or blessing, often tied to the workings of Fate. Witches often use hexes to weaken and demoralize their opponents; however, a fair number of hexes can be used to bolster and inspire their allies. Hexes are triggered in a manner similar to flexible melee attacks but with two critical differences. First, a hex is triggered by a roll made by *someone else*, not the witch (usually, an attack roll or saving throw, but a few hexes use different rolls). Second, using a hex counts as a standard action, taken during the *next* turn the witch gets, after the triggering roll (no waiting around until a later turn, or you miss your chance). In practice, this means that the witch will keep an eye on everybody's rolls, between her turns, and then, on her own turn, cast a hex that can be triggered by one of those rolls (her choice as to which one, if several are good candidates for a hex). Naturally, the hex must be targeted on whoever made the triggering roll – which means that, without an appropriate Talent (see *Hex Master*, below), a witch cannot usually target herself with hexes. This also means that the witch is typically limited to one hex per turn, no matter how many eligible targets she has, although a handful of talents and spells allow you to fudge this, a little.

Although magical, hexes don't count as spells. Unlike spells, they don't force the witch to suffer opportunity attacks from engaged enemies, and they can't be cancelled by effects that can cancel spells (although, at the GM's discretion, they can sometimes be nullified by effects that cancel curses or blessings, as appropriate). Hexes that require an attack roll use Charisma.

Hexes are at-will powers and, thus, can be used repeatedly, subject to only two restrictions. First, an appropriate triggering roll must occur, as previously noted – no usable roll means no hex, this turn. And remember that the hex must be used as soon as possible, on the witch's first turn, after she witnesses the triggering roll. Second, no single creature, friend or foe, can be affected by the same witch with the same hex more than once per day. Once you have successfully cursed a particular foe with a particular hex, that foe can no longer be affected by you with that same hex until at least one day has passed. Same foe, different hex is fine. Different foe, same hex is fine. But not same foe, same hex. Again, this also applies to a specific beneficial hex affecting a specific ally (including the witch, herself, if she is somehow able to target herself).

As with talents, spells, powers and the like, hexes have a large number of feats that can be taken to tweak their effects. Note that Adventurer and Champion feats have been included even for hexes that cannot be taken at the Adventurer and Champion tiers, since this classification ties in with the number of feats of each type that can be taken, at any given level, and also affects the order in which the feats must be learned, i.e. Adventurer before Champion, Champion before Epic.

SPELLS

Witches use arcane spells that function like those of other spellcasting classes. Some spells are daily, some recharge, and others are at-will. Their spell-based attacks use Charisma. In general, witches tend to rely on subtle spells that enchant and delude foes, rather than flashy attack spells; however, they have a few of the latter, as well, mostly at higher level. Some spells are noted as being *curses*. This has no automatic mechanical effect but may become relevant, if some story event or phenomena interacts in an unusual way with curses and blessings (GM's discretion).

As usual, witch spells have a large number of feats that can be taken to tweak their effects. Note that Adventurer and Champion feats have been included even for spells that cannot be taken at the Adventurer and Champion tiers, since this classification ties in with the number of feats of each type that can be taken, at any given level, and also affects the order in which the feats must be learned, i.e. Adventurer before Champion, Champion before Epic.

Utility Spell

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level. When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below. The variety of *utility spells* you have to choose from increases as you give up higher-level spell slots. You cast all *utility spells* at the level of the spell slot you gave up for them. See pages 150 to 152, of *13th Age*, for the spells and feats that are available (this is exactly the same as the wizard spell-group of the same name).

RITUAL MAGIC

Witches can cast spells as rituals (see page 192 of *13th Age*).

Champion Feat: You can cast full rituals by using all your actions, each round, to focus on the ritual, for 1d3 + 1 rounds. As with standard rituals, your fast rituals are not meant to replace combat spells; they're a means of acquiring and improvising wondrous magical effects, rather than a means of inflicting damage and conditions.

CLASS TALENTS

Choose three of the following class talents. Note that quite a few of these do not play well with others, so be careful that you do not pick two that are mutually exclusive.

ARCANE STUDIES

You can't take this talent, if you have the Hex Master talent.

You can choose one spell from the wizard spell list, of your own level or lower, as an extra spell you know how to cast. You can even improve that spell by taking its feats, up to your tier, if it has any. This spell is a bonus spell, not included in your witch class count. Note that you need not use this talent to access the wizard's *utility spell*, since that is already available, through your class features, as noted above. Having said this, if you want to use your bonus spell to prepare *utility spell*, to save on witch spell slots, you may do so.

Adventurer Feat: You can use your Charisma as the ability score that provides the spell's attack and damage bonus (if any). Other ability score references remain unchanged. You also gain three cantrips of your choice from the wizard list; you can cast them like a wizard who lacks the *Cantrip Mastery* talent.

COVEN WITCH

You have a knack for performing ritual magic and receive a +2 bonus on any related skill rolls. If you assist someone else in performing ritual magic, you can apply this bonus to that person's skill rolls, instead. Note that this does not stack with itself, if you have several people who possess this talent all working together – the total bonus is still +2. Having said this, you are particularly adept at getting people to work together and at turning the resulting synergy into solid, useful results. Whenever you are involved in a group performing ritual magic,

either as the primary caster or just as an assistant, you set a minimum roll result, which is based on the number of people involved, up to a maximum of 7. When making any related rolls, a natural roll of 1 still counts as 1 – some bad stuff just can't be avoided. However, any other natural roll that is equal to or lower than your minimum, can be re-rolled, at your discretion. You have to keep the second result, even if it is lower. For example, if your group consists of five people, any natural result of 2 – 5 could be re-rolled. You would have to keep the second roll, though, even if it fell in the 2 – 5 range.

Adventurer Feat: When you work with other people who have this talent, your bonuses do stack, after a fashion. The bonus starts at +2, as usual, and is increased by +1 for each extra person, after the first, who possesses this talent, up to a maximum of +5. Furthermore, when working in a group, you can benefit from a total of up to 9 people, instead of 7.

EVIL EYE

You can't take this talent, if you have the Gentle Gaze talent.

You tend to cast harmful hexes quickly and easily. Once per battle, when a triggering roll would allow you to use a harmful hex against an enemy, you can do so, at the start of your next turn, as a quick action, instead of a standard action. You are still limited to casting one hex per turn, but you can now use your standard action to do something else. In addition, any time you try to frighten or intimidate someone, you receive a +1 bonus on any related Charisma-based skill rolls. You're just that creepy.

Adventurer Feat: Your one quick hex per battle does not count toward your limit of one hex per turn. In other words, you can cast a second hex, as a standard action, during the same turn that you cast your quick hex, as long as you have two different triggering rolls to work with.

Champion Feat: Your one quick hex per battle does not even use your quick action, on your next turn. In fact, the hex kicks in at the same time as the roll that triggers it – effectively, allowing you to cast it out of turn and instantaneously. If the hex somehow prevents your opponent's action from being completed (by killing him, for example), then that action automatically fails.

GENTLE GAZE

You can't take this talent, if you have the Evil Eye talent.

You tend to cast beneficial hexes quickly and easily. Once per battle, when a triggering roll would allow you to use a beneficial hex on an ally, you can do so, at the start of your next turn, as a quick action, instead of a standard action. You are still limited to casting one hex per turn, but you can now use your standard action to do something else. In addition, any time you try to comfort or persuade someone, you receive a +1 bonus on any related Charisma-based skill rolls. You're just that likeable.

Adventurer Feat: Your one quick hex per battle does not count toward your limit of one hex per turn. In other words, you can cast a second hex, as a standard action, during the same turn that you cast your quick hex, as long as you have two different triggering rolls to work with.

Champion Feat: Your one quick hex per battle does not even use your quick action, on your next turn. In fact, the hex kicks in at the same time as the roll that triggers it – effectively, letting you cast it out of turn and instantaneously. Furthermore, the roll that triggers the instantaneous hex receives a +2 bonus (which changes the total, as usual, *not* the natural roll). If this turns an otherwise unsuccessful roll into a successful one, then the triggering action succeeds, with your help.

HEX MASTER

You can't take this talent, if you have the Arcane Studies talent.

Increase the number of hexes you know by one. The bonus hex can be from your highest possible level.

Adventurer Feat: Once per battle, you can use a beneficial hex to help yourself. In this case, one of your own rolls, of the appropriate type, becomes the trigger, and the hex can be cast during your next turn, as a standard action. You still cannot affect yourself with the same hex more than once per day.

Champion Feat: When you use a beneficial hex on yourself, it also helps one nearby ally.

Mystic

You can't take this talent if you have the Occultist talent.

You are drawn, more than most witches, to an intuitive, natural practice of the craft. If you wish, you can add your +2 class bonus to Wisdom, instead of Charisma or Constitution, as long as you didn't use your +2 racial bonus to increase Wisdom. Also, choose two of the following three bonuses:

- A** Your witch hexes and magic are now based on your Wisdom, rather than your Charisma. Any time an element of the witch class refers to Charisma, you can replace that element with a reference to Wisdom.
- B** Take two additional points of backgrounds. You can use these additional points to raise a background that has something to do with dreams, fey, mythology, nature or religion, up to the usually impossible rating of +6.
- C** Take a single point of relationship with the Great Gold Wyrms, the Elf Queen, the High Druid, **or** the Priestess. Add the point to a relationship you already have, up to your normal maximum, or start a new one – positive, conflicted, or negative.

Occultist

You can't take this talent if you have the Mystic talent.

You are drawn, more than most witches, to a cerebral, studious practice of the craft. If you wish, you can add your +2 class bonus to Intelligence, instead of Charisma or Constitution, as long as you didn't use your +2 racial bonus to increase Intelligence. Also, choose two of the following three bonuses:

- A** Your witch hexes and magic are now based on your Intelligence, rather than your Charisma. Any time an element of the witch class refers to Charisma, you can replace that element with a reference to Intelligence.
- B** Take two additional points of backgrounds. You can use these additional points to raise a background that has something to do with alchemy, demons, history, magical lore, or runes, up to the usually impossible rating of +6.
- C** Take a single point of relationship with the Archmage, the Diabolist, the Lich King, **or** The Three. Add the point to a relationship you already have, up to your normal maximum, or start a new one – positive, conflicted, or negative.

PATH OF THE BLACK WITCH

You can't take this talent, if you have taken either of the other two "Path of..." witch talents.

Once per battle, when an opponent gets a natural 1 on an attack roll or saving throw, you can treat this as a triggering roll for any harmful hex that you possess, ignoring its usual triggering

condition. Furthermore, you can use the hex of your choice against that foe, even if you have already done so, that day. This special use of the hex simply doesn't count against the usual once-per-day restriction, in any way. Fate must be backing your play.

Adventurer Feat: Once per day, you can re-roll your relationship dice with the Diabolist, the Lich King or The Three.

Champion Feat: Once per day, you can affect a specific foe with a specific harmful hex, one extra time. In other words, even if you have affected that foe with the same hex, earlier today, you can do it again. Furthermore, any attack roll made for a repeated hex – allowed either by this feat or the talent's main ability – receives a +2 bonus, since you are already attuned to that opponent.

Epic Feat: You gain an additional relationship point with the Diabolist, the Lich King **or** The Three.

PATH OF THE GREY WITCH

You can't take this talent, if you have taken either of the other two "Path of..." witch talents.

Because of your affinity with nature, you gain two extra points that must be used to create or add to an appropriate background, e.g. reclusive hermit of the Lost Vale, witch of the Wild Wood, enthusiastic naturalist, Wolf clan shaman. If you are adding to an existing background, it still cannot exceed +5. In addition, your crit range when fighting beasts and plants expands by 1.

Adventurer Feat: Once per day, you can re-roll your relationship dice with the Elf Queen, the High Druid or the Prince of Shadows.

Champion Feat: Once per day, you can affect a specific target, friend or foe, with a specific hex, beneficial or harmful, one extra time. In other words, even if you have affected that target with the same hex, earlier today, you can do it again. Note that, unlike the Champion Feat attached to the other two "Path of..." talents, this one grants no extra bonus to the repeated hex. Your versatility is its own reward.

Epic Feat: You gain an additional relationship point with the Elf Queen, the High Druid **or** the Prince of Shadows.

PATH OF THE WHITE WITCH

You can't take this talent, if you have taken either of the other two "Path of..." witch talents.

Whenever you use a beneficial hex to aid an ally, the target also heals a number of lost hit points equal to your Charisma modifier (doubled at 5th level, tripled at 8th level). Furthermore, any beneficial hex you cast that affects an ally's saving throws, in any manner, grants an extra +1 bonus on the next save rolled (only), as long as it comes up before the beginning of your next turn.

Adventurer Feat: Once per day, you can re-roll your relationship dice with the Archmage, the Great Gold Wyrms or the Priestess.

Champion Feat: Once per day, you can affect a specific ally with a specific beneficial hex, one extra time. In other words, even if you have affected that ally with the same hex, earlier today, you can do it again. Furthermore, if the target of the repeated hex is currently being forced to make saves against a harmful save ends effect, the next such save receives a +1 bonus.

Epic Feat: You gain an additional relationship point with the Archmage, the Great Gold Wyrms **or** the Priestess.

SOOTHSAYER

You can read the fortune of another character, using cards, tea leaves, rune stones, entrails or whatever your particular method requires. This takes a few minutes and your full attention, so it is definitely not a combat option. Roll two “fortune dice” – a d6 and a d20. At some point during the day, when the subject is involved in battle and the escalation die's value *exactly* equals the d6 fortune roll, the subject can use the d20 fortune roll. He can either use it in place of one of his own attack, saving throw or skill rolls (before rolling a d20), or he can force an enemy to use it (again, before that enemy makes its normal d20 roll). In the latter case, the roll must somehow involve a direct interaction with the subject, which usually means an attack roll but could be a skill roll that is made to somehow cause mischief for the subject. In any event, the d20 fortune roll becomes the natural result of the replaced roll, in every respect. The fortune dice can only be used once, in this manner, and, if they are not used by the end of the day, they are simply wasted. There is no limit as to how many times you can use this talent, beyond the amount of time and number of subjects you have available; however, any given subject can have only one reading per day.

Adventurer Feat: The d20 fortune roll can be used whenever the escalation die equals or exceeds the d6 fortune roll (they do not have to be exactly equal). If the subject wishes, he can stall its use, adding a modifier, when the d20 fortune roll is finally used, equal to the difference between the escalation die value and the d6 fortune roll. Note that this is a bonus to the *total*, not a modification to the natural value. For example, if the d6 fortune roll is 2, and the d20 fortune roll is used when the escalation die hits 5, then a modifier of 3 applies to the final total. Obviously, the subject will want this modifier to be positive, if applied to his own roll, or negative, if applied to an enemy roll.

SPIRIT-SIGHT

You can see and hear spirits clearly, even if they are under some form of invisibility effect (although, in the latter case, they appear as little more than glowing mist). Spirits include all incorporeal undead but also all elemental and nature-related entities that lack a tangible form. Aside from the obvious benefit this talent provides in combat, it also allows you to communicate with ghosts and other spirits that are often difficult to interact with, assuming that they wish to communicate with you (fairly likely, given the novelty of the situation, from the spirit's point of view). Note that the usefulness of this talent – and, especially, its associated feats – is highly dependent on the presence and nature of spirits in your campaign, so you might want to check with your GM, about that, before deciding to become a medium.

Adventurer Feat: Spirits tend to be impressed that you can observe them. You receive a +2 bonus on any Charisma-based skill roll made to interact with them (usually, for diplomacy or intimidation). Furthermore, you can now get a general sense of any message a spirit is trying to convey, even if you cannot speak its language.

Champion Feat: The crit range of your spells and hexes expands by 2, when you target a spirit.

Epic Feat: When dealing with spirits, your Charisma-based skill roll bonus is now +3, and the crit range of your spells and hexes expands by another 1 (to +3).

WITCH'S FAMILIAR

This functions in exactly the same manner as the *Wizard's Familiar* talent (see page 149 of *13th Age*), with one flavor-related difference: if you wish, you can use your familiar as your focus for accessing spell lore, instead of studying a spellbook or some other inanimate source. Again, this is primarily a flavor thing, not a mechanical advantage or drawback – although a GM who is inclined to prevent a wizard from switching spells, when he does not have access to his spellbook, might place a similar restriction on a witch who manages to lose her familiar.

1st LEVEL HEXES

FATE RELENTS

Trigger: A nearby ally rolls a natural 5 or less on a save.

Effect: The triggering ally gains a +1 bonus on all saves, until the end of the battle.

Adventurer Feat: The bonus increases to +2 for death saves. In addition, once during the battle, the target can re-roll a single death save. He must keep the second result, even if it is lower.

Champion Feat: If the target is *staggered*, the bonus increases by 1, becoming +2 or +3, as appropriate.

Epic Feat: The ability to re-roll a single death save now applies to *any* one save. Furthermore, the re-roll gets an extra +2 bonus (bringing the total to +4 or +5, as appropriate, for that one roll).

FORTUNE FAVORS THE BOLD

Trigger: A nearby ally rolls a natural 16+ on an attack roll.

Effect: The triggering ally gains a +2 bonus to AC, until the end of the battle.

Adventurer Feat: The bonus also applies to PD.

Champion Feat: The bonus also applies to MD.

Epic Feat: The bonus increases to +3. If the target is *staggered*, the bonus becomes +4.

LINGERING DOUBT

Trigger: A nearby enemy rolls a natural odd miss, with anything other than a no-frills, basic attack.

Effect: The triggering enemy's confidence in its own abilities is momentarily shaken. Make the following attack against it.

Attack: Charisma + Level versus MD

Hit: The target is *hampered* (save ends, 11+).

Miss: Until the end of your next turn, attacks the target makes that are not no-frills, basic attacks suffer a –2 penalty.

Adventurer Feat: During any turn in which the target misses with an attack roll or fails a skill check, the save to negate the hit effect becomes hard (16+), instead of normal (11+). Immediately thereafter, it returns to normal. In addition, the duration of the miss effect is now easy save ends (6+).

Champion Feat: Any time the target fails the save against the hit effect, it suffers psychic damage equal to your level. The damage cannot reduce the target's hit points below 1. This only applies if the hex initially hit (it is not part of the miss effect).

Epic Feat: The psychic damage noted under the Champion feat is also caused by *any* failed attack roll or skill check, as long as the target is under the influence of the hex. Again, this only applies if the hex initially hit, and it cannot reduce the target's hit points below 1.

LURE OF THE GRAVE

Trigger: A nearby enemy's natural roll is equal to or less than the escalation die's value, when making an attack roll or saving throw.

Effect: The triggering enemy's life force is subtly disrupted, reducing its ability to shrug off injury and bringing it ever closer to death's door. Make the following attack against it.

Attack: Charisma + Level versus PD

Hit: The target is *vulnerable* to all attacks (save ends, 11+).

Miss: Until the end of your next turn, all of the target's defenses are reduced by 1.

Adventurer Feat: The save to negate the hit effect is now hard (16+). In addition, the duration of the miss effect is now easy save ends (6+).

Champion Feat: The hit effect now includes the miss effect, i.e. the target is *vulnerable* and has all defenses reduced by 1 (hard save ends, 16+). In addition, the save to negate the miss effect is now normal (11+).

Epic Feat: Anyone who scores a critical hit on the target can choose to do triple damage, instead of double damage; however, claiming this benefit reduces the difficulty of the next save made against the hex to easy (6+). This option only applies if the hex initially hit (it is not part of the miss effect).

SHATCHED GLORY

Trigger: A nearby enemy scores a critical hit on one of the witch's allies or on the witch, herself.

Effect: The next critical hit scored by the triggering enemy, during this battle, is treated as a miss, instead. Regardless of what the die actually rolls, treat it as a natural 1, in every respect, and the GM should feel free to describe some weird event that turns a potential deathblow into an odds-defying fumble. If the target possesses the ability to modify natural die rolls, the natural 1 can be altered, as usual, at least making the final result less embarrassing. And yes, the effect of this hex stacks with that of *Balancing the Scales*. Ouch.

Adventurer Feat: The trigger broadens, so that the hex can also be used on a nearby enemy who rolls a natural odd hit, with anything other than a no-frills, basic attack.

Champion Feat: If the hex's effect comes up during the battle, ruining one of the triggering enemy's crits, the target is momentarily thrown off its stride, for obvious reasons. Until the end of its next turn, it is *hindered*, and it also receives a -2 penalty on all attacks and defenses.

Epic Feat: Until the hex's effect comes up, during the battle, ruining one of the triggering enemy's crits, the target's crit range, for all attacks, expands by an amount equal to the current value of the escalation die. In effect, it becomes more and more likely, with each passing turn, that the hex will kick in, snatching defeat from the jaws of victory.

THE WHEEL TURNS

Trigger: A nearby enemy scores a critical hit on one of the witch's allies or on the witch, herself.

Effect: Whenever anyone attacks the triggering enemy, the crit range of the attack expands by an amount equal to the current value of the escalation die. This continues until the target makes a hard save (16+), a critical hit is scored on the target, or the battle ends, whichever comes first.

Adventurer Feat: The trigger broadens, so that the hex can also be used on a nearby enemy who reduces one of the witch's allies to less than 1 hit point.

Champion Feat: While this hex is in effect, the next critical hit scored against the target deals triple, instead of double, damage.

Epic Feat: There is no longer a save against this effect, nor is it limited to just this one battle. The target is cursed until someone scores a critical hit against it, in this or some future battle – or, of course, until it dies. Karma will not be denied. Note that this hex cannot stack with itself, so the target cannot be affected by it, again, until the first one has run its course.

1ST LEVEL SPELLS

BEFUDDLE

Ranged Spell

Recharge 11+ after battle

Target: One nearby enemy with 40 hp or fewer

Attack: Charisma + Level versus MD

Hit: The target is *confused* until the end of your next turn.

Natural Even Miss: The target is *dazed* until the end of your next turn.

3rd level spell Target with 64 hp or fewer.

5th level spell Target with 96 hp or fewer.

7th level spell Target with 160 hp or fewer.

9th level spell Target with 266 hp or fewer.

Adventurer Feat: The recharge check is now 6+.

Champion Feat: The target of the spell doesn't have to be nearby, just in line of sight.

Epic Feat: On a hit, the *confused* effect is now save ends (11+).

BEWITCH

Close-Quarters Spell

Recharge 16+ after battle

Target: One nearby creature with 40 hp or fewer.

Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.

Attack: Charisma + Level versus MD

Hit: The target is fascinated and wants nothing more than to gaze upon you, soaking in your words and presence. It will stand about, doing nothing of consequence, for as long as you do, up to a maximum of about five minutes. If you leave, or if the target senses hostility, directed toward it or one of its allies, the effect ends immediately. While enchanted in this manner, the target receives a -4 penalty on any rolls made to perceive its surroundings but a +4 bonus on any rolls made to perceive anything to do with you (so, you'd best leave any underhanded dealings to your less glamorous allies).

Miss: No effect. The spell is not detectable by most others, unless you miss by 4+ or roll a natural 1, in which case the target and its allies know what you tried to do and will usually be angry about it.

3rd level spell Target with 64 hp or fewer.

5th level spell Target with 96 hp or fewer.

7th level spell Target with 160 hp or fewer.

9th level spell Target with 266 hp or fewer.

Adventurer Feat: The recharge check is now 11+.

Champion Feat: If the target is attacked, while under the hit effect, it is *confused*, until the end of its next turn.

Epic Feat: The 5-minute duration no longer applies. The effect lasts indefinitely, until you leave, the target senses hostility, or one of you falls unconscious. Note that causing the target to suffer harm from starvation, thirst, or an extended stay in a damaging environment definitely counts as an act of hostility.

DISORIENT

Ranged Spell (Curse)

Recharge 11+ after battle

Target: One nearby enemy

Attack: Charisma + Level versus PD

Hit: When attempting to disengage, the target must make a hard save (16+), instead of a normal save. Anyone attempting to disengage from the target can do so with an easy save (6+), instead of a normal save, as long as no other enemies are involved. The benefit does not apply, when someone needs to disengage from other enemies, at the same time; however, in this case, the target does not count as one of the enemies and, thus, does not apply the usual -1 penalty to the disengage roll. Finally, the target can no longer automatically intercept enemies but must make a normal save (11+) to do so. Save ends, for all effects (11+).

Miss: As for *hit*, but the effect automatically fades at the end of your next turn.

3rd level spell The target of the spell doesn't have to be nearby, just in line of sight.

5th level spell The target receives a -1 penalty when making attacks of opportunity, and anyone making an attack of opportunity against the target receives a +1 bonus.

7th level spell The attack now targets the lowest of the enemy's MD or PD.

9th level spell The modifiers that apply to attacks of opportunity (5th level benefit) are now +/-2.

Adventurer Feat: The recharge check is now 6+.

Champion Feat: The target must now make a hard save (16+) to intercept enemies, rather than a normal save. Furthermore, if the target rolls a natural 5 or less on such an attempt, the foe that it fails to intercept can make a free basic melee against it, while running past.

Epic Feat: On a hit, the effect is now hard save ends (16+).

MOMENT OF SILENCE

Ranged Spell

Recharge 11+ after battle

Target: One nearby ally

Effect: A *dazed* effect on the target automatically ends (including an effect that doesn't require a save).

3rd level spell Also works against *weakened*.

5th level spell Also works against *confused*.

7th level spell Target up to two nearby allies.

9th level spell Target up to 1d4+1 allies, including yourself.

Adventurer Feat: Also works against *fear*.

Champion Feat: If (and only if) the spell removes a negative condition from an ally, that ally can immediately take his rally action, as a free action. If it's his second or subsequent rally, he still needs to roll a save to get it to work.

Epic Feat: For the remainder of the battle, the ally receives a bonus on saving throws against any of the conditions this spell targets (based on its level). This bonus is equal to your Charisma modifier (minimum +1).

SOOTHING TOUCH

Close-Quarters Spell

Recharge 16+ after battle

Target: You or one ally you are next to

Effect: The target can heal, using a recovery.

3rd level spell The target can also immediately roll a save against each save ends effect that afflicts him.

5th level spell If the target of the spell is an ally with less than 1 hit point, that ally receives a number of bonus d6, on his recovery roll, equal to your Charisma modifier (minimum 1d6).

7th level spell The target can now spend two recoveries, instead of one, if he wishes.

9th level spell If the target takes advantage of the 3rd level effect to make any saves, the first such save receives a +5 bonus.

Adventurer Feat: The target adds +1d4 healing per point on the escalation die.

Champion Feat: The recharge check is now 11+.

Epic Feat: The extra healing is now +1d6 per point on the escalation die, and any 1s on these dice are re-rolled (but only once, so if a die comes up 1 a second time, it counts).

VEX

Ranged Spell (Curse)

Recharge 16+ after battle

Target: One nearby enemy

Attack: Charisma + Level versus MD

Hit: Choose *one*: attack rolls, skill checks, or saving throws.

Whenever the target makes a roll of the chosen type, it must roll two dice and take the lower result. This counts as its natural roll, in every respect. An easy save (6+) ends this affect, but even this roll is affected by the curse, if you chose saving throws.

Miss: As for hit, but the effect automatically ends at the beginning of your next turn. Note that a miss does not benefit from the 5th and 9th level improvements and, thus, never affects more than one type of roll.

3rd level spell The target of the spell doesn't have to be nearby, just in line of sight.

5th level spell On a hit, choose *two* options, instead of one: the target's rolls of both types are affected.

7th level spell The attack now targets the lowest of the enemy's MD or PD.

9th level spell On a hit, the target's rolls of *all three* types are affected (you don't need to choose one or two).

Adventurer Feat: The recharge check is now 11+.

Champion Feat: Once per battle, when the target gets less than a natural 6 on a roll affected by the spell, you can turn that result into a natural 1. Improvise a further curse that shows how the target's attempt backfires horribly. See *Curse of Chaos*, on page 72 of *13th Age*, for curse-related tips and restrictions.

Epic Feat: On a hit, the curse is now save ends (11+).

WINTER'S CARESS

Close-Quarters Spell

Recharge 16+ after battle

Target: One enemy engaged with you

Attack: Charisma + Level versus PD

Hit: 2d6 + Charisma cold damage. On a natural even roll, you can make this attack, again, on your next turn, without recasting the spell. You can benefit from this repeatedly, as long as you keep making even rolls; however, if your turn ever goes by without you making this attack, the effect ends, once and for all.

Miss: Cold damage equal to your level. On a natural even roll, you can repeat this attack, as noted above.

3rd level spell 4d6 + Charisma cold damage.

5th level spell 5d8 + Charisma cold damage.

7th level spell 8d8 + Charisma cold damage.

9th level spell 10d10 + Charisma cold damage.

Adventurer Feat: When your *winter's caress* attack roll is a natural even hit, if the target is *staggered* after taking the damage, it is also *dazed* until the end of your next turn.

Champion Feat: The recharge check is now 11+.

Epic Feat: The adventurer feat condition is now *weakened*, instead of *dazed*, and its duration is now easy save ends (6+).

3RD LEVEL HEXES

BALANCING THE SCALES

Trigger: A nearby enemy rolls a natural odd hit, with anything other than a no-frills, basic attack.

Effect: The next time the triggering enemy gets a natural 1 on an attack roll, it somehow manages to strike itself or one of its allies, instead of its opponent (which also means that it does no miss damage to that opponent). The attack deals normal damage, with all of its unusual side effects, if any. The GM chooses whether the victim is the triggering enemy, itself, or a logical ally, given the expected range of the attack; however, having a hexed non-mook strike a mook, instead of itself, would probably be cheap enough to warrant razzing from the players.

Adventurer Feat: If the victim of the accidental hit is the triggering enemy, itself, then it becomes hesitant to use its full power, for a moment. Until the end of its next turn, it is *hindered* and also receives a -2 penalty on all attack rolls. On the other hand, if the victim of the accidental hit is an ally of the triggering enemy, it is momentarily caught off-guard, as you might expect. Until the end of its next turn, it is considered to be confused, with the triggering enemy that struck it being its preferred target.

Champion Feat: The hex's effect broadens. It still causes an accidental hit on a natural 1, but it now also does so on any natural attack roll that is less than the current value of the escalation die.

Epic Feat: The accidental hit is automatically considered to be a crit, taking the phrase "dying of embarrassment" to a whole new level.

DEADMAN'S GAZE

Trigger: A nearby enemy rolls any natural odd result (success or failure), when making a ranged attack or vision-related skill check.

Effect: The triggering enemy's eyes cloud over, eerily, impairing its vision. Make the following attack against it.

Attack: Charisma + Level versus PD

Hit: The target is *dazed* (save ends, 11+). The usual -4 penalty also applies to vision-related skill checks.

Miss: The target is dazzled and suffers a -2 penalty on attack rolls and vision-related skill checks, until the end of your next turn.

Adventurer Feat: The miss duration is also save ends (11+).

Champion Feat: If the target has 100 hit points or less, it must make *two* successful saves, instead of one, to remove the *dazed* condition (but not the dazzled condition). These successes need not be consecutive.

Epic Feat: As long as the target is *dazed*, it can only attack opponents with whom it is engaged, i.e. it loses all ability to affect things at a range beyond a few feet. Furthermore, its AC and PD receive a -2 penalty.

LADY LUCK SMILES

Trigger: A nearby ally fails a saving throw, with a naturally even roll, for a save ends effect.

Effect: The triggering ally can immediately roll a save against *every* save ends effect that currently afflicts him.

Adventurer Feat: Each save gains a +1 bonus.

Champion Feat: The bonus increases to +2.

Epic Feat: The bonus is equal to the value of the escalation die, for the first save rolled (minimum +3). For any other saves, it remains at +2.

SUCCESS BREEDS SUCCESS

Trigger: A nearby ally's attack hits, with a natural even roll.

Effect: The triggering ally gains temporary hit points equal to the current value of the escalation die plus your Charisma modifier. At 5th level, double your Charisma modifier, for this purpose; at 8th level, triple it.

Adventurer Feat: If the target is *staggered*, double the temporary hit points.

Champion Feat: If the target's current hit point total is equal to or less than twice the number on the escalation die, he can choose to use the points for healing, instead of gaining temporary hit points. This does not use a recovery.

Epic Feat: The target can choose to share the hit points with you or one other nearby ally. Each character claims half of the hit points, dropping fractions. The option to gain temporary hit points or to heal, as granted by the Champion Feat, is made for each character, individually – they don't need to choose the same option.

TOIL AND TROUBLE

Trigger: Nearby enemy's attack misses, with a natural odd roll.

Effect: The triggering enemy is assailed by uncertainty and visions of failure, which torment it and cause it to second-guess its own actions. Make the following attack against it.

Attack: Charisma + Level versus MD

Hit: Psychic damage rolled on a number of d6 equal to the escalation die's value, e.g. 4d6, if the escalation die is sitting at 4. This damage cannot reduce the target's hit points below 1. In addition, until the end of your next turn, if the target misses with one of its attacks, it takes half the damage that attack would have dealt, rounding down (but suffers no non-damaging special effects).

Miss: Psychic damage equal to either your level or twice the escalation die's current value, whichever is lower. Again, this damage cannot reduce the target's hit points below 1.

Adventurer Feat: On a hit, the effect that causes the target to damage itself, when it misses, is now save ends (11+).

Champion Feat: On a miss, the psychic damage is increased by your Charisma modifier. On a hit, this bonus is doubled – or tripled, if you are 8th level or higher – and it also applies to any damage that the target does to itself.

Epic Feat: On a hit, the target is susceptible to ongoing damage, as long as the hex persists. Any such damage is increased by half again, dropping fractions, regardless of its original source.

3RD LEVEL SPELLS

ENTHRALLING WHISPERS

Close-Quarters Spell

Daily

Target: 1d3 + 1 nearby enemies, in a group, *each* with 100 hp or fewer

Attack: Charisma + Level versus MD

Hit: The target is *stunned* (save ends, 11+). If the target is attacked in any manner (hit or miss), it instantly overcomes this condition. Furthermore, you must use a standard action, during each of your turns, to maintain this effect, speaking soothing words. Once you stop doing this, each target *automatically* makes its save, at the end of its next turn.

Miss: The target is *dazed* until the end of your next turn. If the target is attacked in any manner (hit or miss), it instantly overcomes this condition.

5th level spell Targets with 150 hp or fewer.

7th level spell Targets with 225 hp or fewer.

9th level spell Targets with 400 hp or fewer.

Adventurer Feat: Up to 2d6 nearby enemies, in a group, can now be affected. Alternatively, you can deliberately focus on a single target, in which case you get a +2 bonus on the attack roll.

Champion Feat: The spell is now recharge 16+ after battle.

Epic Feat: On a hit, the *stunned* condition is now hard save ends (16+). As usual, attacking the target ends the effect instantly.

FALSE LIFE

Close-Quarters Spell

Daily

Target: You

Effect: You gain 2d10 + 25 temporary hit points. In addition, as long as you have at least 1 temporary hit point remaining, you gain resist negative energy 10+.

5th level spell Temporary hp = 3d10 + 37; resist = 12+.

7th level spell Temporary hp = 4d10 + 50; resist = 14+.

9th level spell Temporary hp = 5d10 + 62; resist = 16+.

Adventurer Feat: You can now cast the spell on a willing ally that you are next to, instead of on yourself.

Champion Feat: Unintelligent undead, such as skeletons and zombies, perceive the target to be like themselves. They will not attack the target, unless attacked first, as long as at least 1 temporary hit point remains.

Epic Feat: The spell is now recharge 16+ after battle.

GLORIOUS FATE

Close-Quarters Spell

Daily

Target: Up to 3 nearby allies (not including you)

Effect: Each affected ally can add the escalation die's value to damage rolls and skill checks, as well as to attack rolls. If an ally is suffering from a condition, such as *fear*, that prevents him from adding the escalation die to attack rolls, then he is prevented from adding it to other rolls, as well. This effect lasts until the end of your next turn.

5th level spell Add the escalation die to death saves, as well.

7th level spell Add the escalation die to all saves, as well.

9th level spell Add the escalation die to any and all d20 rolls.

Adventurer Feat: The target is *all visible allies* (including you).

Champion Feat: If the effect fades before the escalation die reaches 6 *and* before the combat ends, you have a chance of recharging the spell, after the battle. The recharge number is equal to 11 + whatever number the escalation die shows, when the effect ends (14+, for example, if the escalation die shows 3).

Epic Feat: The effect no longer automatically fades, one turn after the spell is cast. Instead, at the end of your next turn after casting the spell, and each of your turns, thereafter, roll a d6. If the result is equal to or less than the value on the escalation die, the effect ends. It automatically ends when the battle is over.

RESTLESS SLUMBER

Ranged Spell (Curse)

Recharge 16+ after battle

Target: One nearby enemy with 100 hp or fewer

Attack: Charisma + Level versus MD

Hit: The target falls unconscious (hard save ends, 16+; it also ends if the target takes 10+ damage).

Miss: The target is *dazed* until the end of your next turn.

5th level spell Target with 150 hp or fewer.

7th level spell Target with 225 hp or fewer.

9th level spell Target with 400 hp or fewer.

Adventurer Feat: You can target multiple enemies; however, you must split up the allowable hit points between them (for example, at 5th level, you could affect two 75 hp enemies). You must target nearby enemies with the current lowest hit points first, and you don't get to choose the exact targets (except in the case of ties). If adding a creature would exceed the spell's hit point maximum, that enemy can't be a target.

Champion Feat: On a hit, during the first turn after the target awakens, it is *confused*.

Epic Feat: During every turn that it sleeps, the target suffers horrific nightmares and takes psychic damage equal to your level. This damage never causes the target to awaken, but it cannot reduce the victim to less than 1 hit point.

SERPENT'S KISS

Close-Quarters Spell (Curse)

Daily

Target: One enemy engaged with you

Attack: Charisma + Level versus PD

Hit: 20 + Charisma ongoing poison damage. On a natural even roll, you can make this attack, again, on your next turn, without re-casting the spell. You can benefit from this repeatedly, as long as you keep making even rolls; however, if your turn ever goes by without you making this attack, the effect ends, once and for all. Repeated hits on the same target do not cause the ongoing poison damage to stack (only use the highest value, at any given time); however, a target can be poisoned, again, after successfully saving against a prior poisoning.

Miss: 10 ongoing poison damage. On a natural even roll, you can repeat this attack, as noted above.

5th level spell 30 + Charisma ongoing poison damage; 15 ongoing on a miss.

7th level spell 45 + Charisma ongoing poison damage; 20 ongoing on a miss.

9th level spell 60 + Charisma ongoing poison damage; 30 ongoing on a miss.

Adventurer Feat: On a hit, the poisoned target suffers a -1 penalty on attack rolls and defenses. This counts as a lesser form of the *weakened* condition, for purposes of stacking, immunities, and so forth, and it lasts until the target saves against the ongoing damage.

Champion Feat: The spell is now recharge 16+ after battle, instead of daily.

Epic Feat: On a hit, the target must make two successful saves, instead of one, to end the ongoing damage, although these successes need not be consecutive. The first successful save reduces the ongoing damage by 10; the second successful save ends the effect completely.

SHADOW MARTYR

Close-Quarters Spell

Daily

Target: You

Effect: You conjure an illusionary double that remains close to you, mirroring your actions. Any time you are attacked, a natural odd hit strikes the image, instead, causing it to vanish. It reappears at the start of your next turn. The spell lasts until either the battle ends or three images have been destroyed, whichever comes first.

5th level spell Up to four images.

7th level spell Up to five images.

9th level spell Unlimited images (the spell only ends when the battle does).

Adventurer Feat: While an image is present, it interferes with any attacker's aim, granting you a +1 bonus on AC and PD.

Champion Feat: The spell is now recharge 16+ after battle, instead of daily. During a battle in which no images are destroyed, the recharge is 11+, instead.

Epic Feat: The AC/PD bonus, from the Adventurer feat, increases to +2. Furthermore, you can end the spell instantly to turn a critical hit against you into a normal hit. This counts as destroying an image, for purposes of the Champion feat.

5TH LEVEL HEXES

AS LUCK WOULD HAVE IT

Trigger: A nearby ally fails an attack roll, saving throw or skill check, with a natural even roll.

Effect: Note the difference between the number the triggering ally needed and the total that he actually rolled. The next time the ally needs to make the same sort of roll, during the same battle (or same five-minute interval, out of battle), he receives a bonus on that roll equal to the difference. For example, an ally makes an attack against an AC of 19 but rolls a total of 12, so he blows it by 7. Under the effects of this hex, the next time he makes an attack roll, during the same battle, he receives a karmic bonus of +7.

Adventurer Feat: The bonus applies to the next roll of the same type that the ally makes, even if it occurs in a different battle or beyond the usual five-minute limit; however, it must be used before the next full rest, or it is lost.

Champion Feat: The bonus can be used on the next d20 roll the ally makes, even if it is not of the same type; however, if the roll is of a different type, the bonus is halved, dropping fractions. Note that this is optional: the ally can choose to keep the bonus, at its full value, to use on a later roll of the same type, if he wishes. Either way, the decision to use or retain the bonus must be made before the die is rolled.

Epic Feat: If the ally wishes, the bonus can be applied to the *natural* roll, rather than to the total, increasing the chance of getting a crit and possibly triggering other results that come from natural rolls; however, the bonus is then halved, dropping fractions (or quartered, if this is combined with the benefit of the Champion feat). A natural roll of greater than 20 is treated as 20. The decision to take advantage of this option must be made before the die is rolled.

CHAIN OF CHAOS

Trigger: Nearby enemy's attack misses, with a natural odd roll.

Effect: A subtle mental nudge throws the triggering enemy off-balance and causes it to lose track of the tactical situation. Make the following attack against it.

Attack: Charisma + Level versus MD

Hit: The target is *confused* (save ends, 11+).

Miss: The target is *dazed*, until the end of your next turn.

Adventurer Feat: If you wish, a miss can cause the target to become *hindered*, instead of *dazed*, which also has a small chance of extending the duration of the effect, since it then becomes easy save ends (6+).

Champion Feat: If the target has 100 hit points or less, it must make two successful saves, instead of one, to remove the *confused* condition. These successes need not be consecutive.

Epic Feat: If the confused target successfully damages one of its own allies, that ally becomes a legitimate target for this hex. In effect, there is now a second trigger: a nearby enemy is damaged by anyone who is already suffering from the effects of this hex.

FEVER DREAM

Trigger: A nearby enemy rolls a natural odd result (success or failure) on any saving throw.

Effect: The triggering enemy's strength drains away, its muscles begin to ache, and it starts to feel vaguely nauseous. Make the following attack against it.

Attack: Charisma + Level versus PD

Hit: The target is *weakened* (save ends, 11+).

Miss: Until the end of your next turn, the target's attacks each cause 1 less point of damage. If you are at least 8th level, they cause 2 less points of damage, instead (but cannot drop the total below 0, of course).

Adventurer Feat: While the target is *weakened*, its PD is also reduced by 2. This also applies to any resistance the target possesses; e.g. Resist Fire 16+ becomes Resist Fire 14+.

Champion Feat: While *weakened*, the target cannot benefit from crits. Any critical hit the target scores is treated as a normal hit, instead.

Epic Feat: The effect becomes contagious, but only to your enemies. If the *weakened* target touches one of your other enemies (to heal it, for example) or engages the same opponent as one of your other enemies, the second enemy becomes a legitimate target for this hex. In effect, there is now a second trigger: a nearby enemy comes into close proximity with anyone who is already suffering from the effects of this hex.

VISION OF DOOM

Trigger: A nearby enemy, with current hit points no greater than twice your own, rolls a natural odd miss, when attacking you, or a natural odd failure, when making a save against one of your hexes or spells.

Effect: The triggering enemy is shaken by a sense that its doom is at hand. Make the following attack against it.

Attack: Charisma + Level versus MD, with a +2 bonus if the target is *staggered*

Hit: The target is *weakened* until the end of its next turn. On its next turn, if it is unengaged, it does not attack and moves away from you at top speed. If it is engaged, the target attempts to disengage, as its first action, and moves away if it succeeds. If it fails, it moves away as its second action (drawing opportunity attacks). In either case, it will not attack unless it has no options for escape. After the end of its next turn, it more or less snaps out of it and can behave as it wishes; however, it receives a -1 penalty on attacks made against you (save ends, 11+).

Miss: The target is momentarily unsettled and inclined to fight more defensively. During its next turn, it receives a -2 on attack rolls and will not use any ability that would lower its defenses, in any manner.

Adventurer Feat: On a hit, the fear effect is now easy save ends (6+). The target is *weakened* and behaves as described above on each of its turns, until it makes the save. After that, it can act as it wishes but suffers a -2 penalty (instead of -1) on attacks rolls that target you, until it makes a second save (11+).

Champion Feat: The target's hit points can now be up to triple your own, and the save to throw off the initial fear effect is now normal (11+), instead of easy.

Epic Feat: On a hit, any time you, personally, damage the frightened target, with any type of attack, it takes extra psychic damage equal to your level plus your Charisma modifier. This benefit only lasts until the target makes its first save and is no longer suffering from the initial fear effect.

5TH LEVEL SPELLS

FEEBLE MIND

Ranged Spell (Curse)

Daily

Target: One nearby enemy

Attack: Charisma + Level versus MD

Hit: 2d4 x 10 + Charisma psychic damage, and the target must roll 1d10, at the start of each of its turns, to see what cursed effect it suffers from, during that turn (easy save ends, 6+):
1 = no effect; 2 – 4 = *dazed*; 5 – 7 = *hampered*;
8 – 9 = *stunned*; 10+ = *confused*.

Miss: Psychic damage equal to your level, and the target is *hampered* until the end of your next turn.

7th level spell On a hit, the psychic damage is 3d4 x 10 + Cha, and the curse is save ends (11+). On a miss, add your Cha modifier to the psychic damage.

9th level spell On a hit, the psychic damage is 4d4 x 10 + Cha, the curse is save ends (11+), and the target adds +1 to each d10 effect roll. On a miss, add 2x your Cha modifier to the psychic damage.

Adventurer Feat: The target of the spell doesn't have to be nearby, just in line of sight. In addition, this can now be cast as a close-quarters spell, if you wish.

Champion Feat: The spell is now recharge 16+ after battle, instead of daily. If the psychic damage kills the target, rendering the curse moot, the recharge is 11+.

Epic Feat: Increase the number of targets to 1d3 nearby enemies, in a group.

LIGHTNING ARC

Close-Quarters Spell

Daily

Target: One nearby enemy

Attack: Charisma + Level versus PD. If the target is wearing metal armor or is composed of metal, +2 to the attack roll.

Hit: 10d10 + Charisma lightning damage, and the target is *dazed* until the end of your next turn. If there is a second enemy next to the target, make this free attack against that enemy:

Attack: Charisma + Level versus PD. If the target is wearing metal armor or is composed of metal, +2 to the attack roll.

Hit: 5d10 + Charisma lightning damage, and the target is *dazed* until the end of your next turn.

Miss: Half damage.

Miss: Half damage.

7th level spell 2d8 x 10 + Cha lightning damage; secondary attack 2d8 x 5 + Cha lightning damage.

9th level spell 3d8 x 10 + Cha lightning damage; secondary attack 3d8 x 5 + Cha lightning damage.

Adventurer Feat: If the secondary attack hits, make another free attack against an enemy that is next to the target of that attack. This can even be the original target, of the primary attack, but only if no other eligible target is available. The attack roll and hit/miss effects are as per the secondary attack. Even if this third attack hits, the arc ends (don't make a fourth attack).

Champion Feat: The spell is recharge 16+ after battle, instead of daily. If the primary attack misses, the recharge is 11+.

Epic Feat: A natural even hit also deals 10 ongoing lightning damage, for the primary attack, or 5 ongoing lightning damage, for a secondary attack. Until the target saves against this ongoing damage, it is also *dazed*.

VAMPIRIC TOUCH

Close-Quarters Spell

Daily

Target: One enemy engaged with you

Attack: Charisma + Level versus PD

Hit: 3d10 + Charisma negative energy damage, and you gain temporary hit points equal to the damage caused. On a natural even roll, you can make this attack, again, on your next turn, without re-casting the spell. You can benefit from this repeatedly, as long as you keep making even rolls; however, if your turn ever goes by without you making this attack, the effect ends, once and for all. Regardless of how many times you hit with this attack, your temporary hit points, at any given moment, cannot exceed a maximum of 30.

Miss: Negative energy damage equal to your level, and you gain temporary hit points equal to one-half the damage caused, dropping fractions. On a natural even roll, you can repeat this attack, as noted above.

7th level spell 5d10 + Charisma negative energy damage; maximum 50 temporary hit points.

9th level spell 7d10 + Charisma negative energy damage; maximum 70 temporary hit points.

Adventurer Feat: When your vampiric touch attack roll is a natural even hit, if the target is *staggered* after taking the damage, it is also *vulnerable* (easy save ends, 6+).

Champion Feat: The spell is now recharge 16+ after battle, instead of daily.

Epic Feat: The save to overcome the *vulnerable* condition, from the Adventurer feat boost, is now normal (11+), instead of easy. In addition, for as long as the target remains *vulnerable*, it cannot gain the full benefits of any healing effects. Halve any hp the target recovers, from any source, dropping fractions.

WINGS OF SHADOW

Close-Quarters Spell

Daily

Target: You

Effect: You can fly until the end of the battle (or for five minutes). Your speed does not increase appreciably, but you can move in three-dimensions. Among other things, this means that you can fly over creatures with which you are not engaged, without being intercepted or taking opportunity attacks from them. The usual engagement and disengagement rules apply, when you make melee attacks against enemies on the ground. When you make a melee attack against another flying creature, however, instead of engaging that target, you can choose to swoop past and remain unengaged, suffering a -2 attack penalty.

7th level spell You can now cast the spell on a willing ally that you are next to, instead of on yourself.

9th level spell When you cast the spell, you can choose *one* of the following boosts: the effect lasts for an hour **or** you can target 1d4 + 1 nearby creatures, for the normal duration.

Adventurer Feat: While flying, you gain a +5 bonus to disengage checks. This is reduced to +2, if the enemy you are trying to disengage from can also fly.

Champion Feat: Out of combat, the spell's duration is tripled, i.e. to fifteen minutes or three hours, as appropriate. Furthermore, your speed is increased, so that you can now travel five miles, in fifteen minutes, or sixty miles, in three hours.

Epic Feat: The spell is now recharge 16+ after battle, instead of daily. If it is cast as a 9th level spell, without claiming *either* of the benefits noted above, the recharge is 11+.

WITHERING

Ranged Spell (Curse)

Daily

Target: One nearby enemy

Attack: Charisma + Level versus PD

Hit: 2d4 x 10 + Charisma damage, and the target is *weakened* (easy save ends, 6+).

Miss: Damage equal to your level, and the target suffers a -2 penalty on all attacks and defenses, until the end of your next turn.

7th level spell On a hit, the damage is 3d4 x 10 + Charisma, and the curse is save ends (11+). On a miss, the damage is equal to your level + your Charisma modifier, and the attack/defense penalty is -3.

9th level spell On a hit, the damage is 4d4 x 10 + Charisma, the curse is save ends (11+), and, while the target is *weakened*, it also lowers any damage that it causes by 1 point. On a miss, the damage is equal to your level + double your Charisma modifier, and the target is *weakened* until the end of your next turn (this replaces the attack/defense penalty).

Adventurer Feat: The target of the spell doesn't have to be nearby, just in line of sight. In addition, this can now be cast as a close-quarters spell, if you wish.

Champion Feat: The spell is now recharge 16+ after battle, instead of daily. If the damage kills the target, rendering the curse moot, the recharge is 11+.

Epic Feat: On a hit, the target is now *stunned*, until the end of your next turn, and receives no save against the effect, during that time. After that, it is *weakened* and begins making saves, as usual.

7TH LEVEL HEXES

DOMINO EFFECT

Trigger: A nearby ally gets a natural 20 on an attack roll.

Effect: The triggering ally can immediately make a basic attack, as a free action.

Adventurer Feat: The free basic attack's roll gets a bonus equal to your Charisma modifier.

Champion Feat: If the free basic attack also hits with a natural 20, then the triggering ally can choose another nearby ally (even you). That person can also immediately make a basic attack, as a free action. This pattern continues until someone rolls something other than a natural 20 or until all nearby allies have had one extra attack (no one person can get more than one free attack).

Epic Feat: The hex now triggers on a natural 19 or 20. And, yes, this also applies to the benefit provided by the Champion feat.

SHATTERED SHIELD

Trigger: A nearby enemy is harmed by an attack to which it is normally resistant.

Effect: The triggering enemy's resistance is temporarily breached. Make the following attack against it.

Attack: Charisma + Level versus PD

Hit: The target's resistance to the energy type in question drops by 10 (hard save ends, 16+). For example, Resist Fire 16+ would become Resist Fire 6+.

Miss: The target's resistance to the energy type in question drops by 5 (easy save ends, 6+). For example, Resist Fire 16+ would become Resist Fire 11+.

Adventurer Feat: On a hit, the resistance is negated completely, until the target makes its save. Furthermore, if the resistance is normally 11+ or less (so the -10 penalty would have effectively negated it, anyway), the target actually becomes *vulnerable* to the energy type in question.

Champion Feat: You form a weird sort of mystical connection with the target, gaining the resistance that it loses. For example, if its Resist Fire 16+ is negated, by a hit, you gain Resist Fire 16+. If its Resist Fire 16+ is reduced to Resist Fire 11+, by a miss, you gain Resist Fire 5+. When the target recovers its resistance, you lose it. This does not stack with any resistance you already possess but, if better, can temporarily replace it.

Epic Feat: The target must make two successful saves, instead of one, to regain its resistance (with either a hit or a miss). These successes need not be consecutive. Furthermore, by using a standard action, you can transfer any resistance you have gained (from your Champion feat) to a nearby ally or reclaim it, for yourself, if you transferred it, earlier.

SPITE'S REPLY

Trigger: A nearby enemy hits you, with a natural odd roll.

Effect: So strong is your will and your desire for revenge that the triggering enemy partakes in some of the pain it caused you. Make the following attack against it.

Attack: Charisma + Level versus *lowest* of PD or MD

Hit: The target takes damage equal to half the damage it caused you, with the triggering attack, dropping fractions. This damage is of the same type and cannot be blocked by any form of resistance. Furthermore, if the triggering attack causes ongoing damage or any other save ends effect, the target suffers fully from that effect whenever you do (on your turn, at exactly the same time). It gets no saves of its own but is completely at the mercy of your success or failure.

Miss: Psychic damage equal to your level, which cannot reduce the target's hit points below 1. And, yes, this could theoretically cause more immediate damage than a hit, although that is unlikely (and would have no ongoing effects, in any event).

Adventurer Feat: On a hit, the target now takes damage equal to the *full* damage it caused you, with the triggering attack.

Champion Feat: On a hit, you can choose to strengthen the mystical connection between you and the target. If you do, you become *vulnerable* to each other's attacks for the remainder of the battle. Note that this only affects the two of you, not any allies on either side.

Epic Feat: As usual, on a hit, if the triggering attack causes any save ends effect, the target suffers as you do, until you save against that effect. After that, however, the target must now start making its own saves, on its own turn, to end the effect, on itself – this is not automatic, when you succeed. Thus, the target will always be affected for at least one turn longer than you (more, if it keeps failing saves).

7TH LEVEL SPELLS

BINDING THORNS

Ranged Spell (Curse)

Daily

Target: One nearby enemy

Attack: Charisma + Level versus PD

Hit: 15 + Charisma ongoing damage, and the target is both *dazed* and *stuck* (save ends all effects, 11+).

Miss: The target is *stuck* and suffers a -2 penalty on all attack rolls (easy save ends all effects, 6+).

9th level spell On a hit, the target must now make *two* successful saves, instead of one, although these successes need not be consecutive. The first successful save ends the ongoing damage and removes the *dazed* condition; the second successful save removes the *stuck* condition, ending the effect completely.

Adventurer Feat: The target of the spell doesn't have to be nearby, just in line of sight. In addition, this can now be cast as a close-quarters spell, if you wish.

Champion Feat: On a hit, every time the target fails a save against this spell, the number required for future saves made against it increases by +1. This caps at the equivalent of a hard save, 16+, after five failures.

Epic Feat: Increase the number of targets to 1d3 nearby enemies, in a group.

CLOAK OF SHADOWS

Close-Quarters Spell

Daily

Target: You

Effect: You receive a +3 bonus on AC and PD. Any time an enemy successfully hits you with a melee attack that targets AC or PD, the attacker suffers 3d6 + Charisma negative energy damage, but the bonus drops by 1. Once the bonus hits +0, the effect ends. Outside of battle, the bonus automatically drops by 1 per minute.

9th level spell The AC/PD bonus increases to +4, which indirectly increases the duration of the spell, as well. In addition, the negative energy damage increases to 4d6 + Charisma.

Adventurer Feat: While under this effect, the first time you are *staggered*, the bonus increases by +1.

Champion Feat: Once, while under this effect, you can choose to give up some of your life force to strengthen the defense. Lose 3d6 hit points (4d6 hit points, for the 9th level version) and increase the bonus by +1.

Epic Feat: You can now cast the spell on a willing ally that you can see, instead of on yourself.

FORTUNE'S FAVOR

Close-Quarters Spell

Daily

Target: Up to 4 visible allies (not including you)

Effect: Each affected ally receives one “fortune die” – a special d20. Until the end of the battle, whenever a character with a fortune die has to make *any* kind of d20 roll, he can choose to roll both a normal die and his fortune die, keeping whichever one he wishes. The result on the chosen die becomes his natural roll, in every respect. Once rolled, a fortune die is expended, whether or not its result is the one that is used. *Exception:* If the normal die and the fortune die roll *exactly* the same number, the fortune die can be retained (treat it as if the ally had never chosen to use it).

9th level spell The target is now up to 5 visible allies (one of which can be you).

Adventurer Feat: If the fortune die rolls a natural number that is less than or equal to the escalation die's current value, it is not expended but can be retained, to be used for a later roll, during the same battle.

Champion Feat: When an ally with a fortune die uses a standard action to rally, he can choose to give up the fortune die, without using it. If he does so, he can re-roll up to three of his recovery dice, used in the rally, although he must keep the second result, in each case, even if it is lower.

Epic Feat: The spell is now recharge 16+ after battle, instead of daily.

NIGHTMARE STALKER

Ranged Spell (Curse)

Daily

Target: One nearby enemy

Attack: Charisma + Level versus MD

Hit: The target believes that it is being attacked by a nightmarish abomination, which is an amalgam of all of its worst fears, doubts and memories (save ends, 11+). No one else can see this horror. At the beginning of each of the target's turns, it is “attacked” by the nightmare. The target is free to attack the nightmare but cannot harm it, and there is no chance of disengaging, even via teleportation, since the foe is entirely in the victim's head. Note that none of this takes any effort on your part, after the spell is cast, but the GM should feel free to keep you involved, by letting you roll each nightmare attack, against the target, as follows:

Attack: Charisma + Level versus MD

Hit: 8d10 psychic damage, and the target is *vulnerable* to all attacks, until the beginning of its next turn. Note that your Charisma modifier does not add to this damage.

Miss: 4d10 psychic damage, and the target is distracted, until the beginning of its next turn, suffering a –1 penalty on attack rolls.

Miss: Psychic damage equal to your level, and the target is *vulnerable* until the end of your next turn.

9th level spell The nightmare attacks with uncanny accuracy, benefiting from an extra +2 bonus on its attack rolls. In addition, its damage increases to 10d10, on a hit, or 5d10, on a miss.

Adventurer Feat: If the initial attack roll misses, so that the nightmare never manifests, you can attempt to recharge the spell, after battle, on an 11+.

Champion Feat: Each time the nightmare attacks the target and hits, the number required to save against the spell increases by +1. This caps at the equivalent of a hard save, 16+, after five successful hits.

Epic Feat: Each time the nightmare scores a hit, the target is *dazed*, as well as *vulnerable*, until the beginning of its next turn.

9TH LEVEL HEXES

BOND OF ANGUISH

Trigger: A nearby enemy rolls a natural odd hit, when attacking you, or gets a natural result *exactly* equal to the escalation die's value, on *any* d20 roll.

Effect: You form a psychic bond with the triggering enemy, causing it to suffer whenever you are hurt. Make the following attack against it.

Attack: Charisma + Level versus *lowest* of PD or MD

Hit: Whenever you suffer hit point loss, for any reason, the target takes psychic damage equal to one-half of that amount, dropping fractions (save ends, 11+).

Miss: As per a Hit, except that the effect lasts only until the end of your next turn.

Adventurer Feat: On a hit, the psychic damage sustained by the target is now equal to the *full* damage you take (i.e. it is not halved).

Champion Feat: The save to negate the hit effect is now hard (16+). In addition, the duration of the miss effect is now easy save ends (6+).

Epic Feat: On a hit, you literally share damage with the target, thereafter. Any hit point damage you take is halved (rounding up), with the other half (rounding down), going to the target. The target's damage is no longer automatically psychic but is of the same type you take, ignoring any resistances. Note that, as with most feats, this one is optional – you can choose to ignore it and give up the protection, to cause full damage to the target, if you like (although this decision must be made as soon as the hit is scored with the hex).

I AM LEGEND

Trigger: A nearby ally gets a natural 19+ on an attack roll.

Effect: The triggering ally can expend a recovery to regain a daily power or spell (race- or class-based).

Adventurer Feat: The hex can now be triggered by an attack roll, saving throw or skill check, and it need not occur during combat. The GM should feel free to veto the use of this hex, when it comes to unnecessary rolls (in particular, skill checks), made just for this purpose. Nice try, but Fate doesn't roll that way.

Champion Feat: The hex can now trigger on natural 18+.

Epic Feat: If the triggering roll is a natural 20, the ally can expend two recoveries to regain two daily powers or spells; however, at least one of these must be of a level lower than the maximum the ally can access (any ability that has no effective level is also fine).

9TH LEVEL SPELLS

CUT THE THREAD

Ranged Spell (Curse)

Daily

Target: One nearby enemy

Attack: Charisma + Level versus PD

Hit: 8d10 x the current value of the escalation die, and the target is *vulnerable* (hard save ends, 16+). Note that your Charisma modifier does not add to this damage. In addition, if the target drops below 1 hp from this attack, or drops below 1 hp before it saves against the *vulnerable* effect of this attack, it simply ceases to exist, vanishing completely. Any save ends or other such non-instantaneous effects that the target originally created, on other combatants or on the environment, also end, in that moment. On the negative side, any treasure that it may have been carrying vanishes with it.

Miss: 4d10 x the current value of the escalation die, and the target is *vulnerable* until the end of your next turn.

Adventurer Feat: If the spell misses, it becomes recharge 16+ after battle, instead of daily.

Champion Feat: The target of the spell doesn't have to be nearby, just in line of sight.

Epic Feat: While the target is *vulnerable*, the crit range of any attack made against it expands by 3, instead of 2, once the value on the escalation die is 4+.

EYEBITE

Close-Quarters Spell

Daily

Target: You

Effect: Once per turn, you can meet the gaze of an enemy, targeting it with a detrimental hex, as a quick action. You can use the remainder of your turn normally, even to cast another hex, if a different eligible target is available. Note that you must still meet the triggering conditions for the "quicken" hex. This effect lasts until the battle ends, you drop below 1 hit point, or you roll a natural 1 on any attack roll, saving throw or skill check (indicating that Fate has withdrawn its favor) – whichever comes first.

Adventurer Feat: For the duration of the spell, on any given turn, you can pass on your "quicken" hex option and use your quick action to focus your attention on an enemy that you have already hexed. Until the beginning of your next turn, that enemy receives a -3 penalty on any saving throws it must make against your hexes.

Champion Feat: You can now use your "quicken" hexes to benefit allies, rather than just hinder enemies (triggering conditions still apply, of course).

Epic Feat: For the duration of the spell, every one of your hexes now has an extra triggering condition: *a nearby enemy gets a natural roll equal to or less than the current escalation die value, when making any d20 roll.*

SHARED FATE

Ranged Spell (Curse)

Daily

Target: One nearby enemy

Attack: Charisma + Level versus MD

Hit: Choose one nearby ally (which can be you). Once during the battle, if that ally's hit points drop below 1, for any reason, the target instantly takes damage equal to half of its normal hit points (which will probably kill it, if it is *staggered*).

Miss: No effect on the target, but you can attempt to recharge the spell, after battle, on an 11+.

Adventurer Feat: The target of the spell doesn't have to be nearby, just in line of sight. In addition, this can now be cast as a close-quarters spell, if you wish.

Champion Feat: On a miss, the recharge is now 6+.

Epic Feat: On a hit, the target also begins to suffer from any detrimental save ends effects that currently afflict the chosen ally. Instead of rolling saves against any such effects, on its own turn, the target simply uses the same results that the ally just got, on his last turn (that is, the target automatically succeeds, just after the ally does, but automatically fails until then).