

Witch Profession

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The label “Witch” is applied by common folk to almost anything from midwife to herbalist to real magic user. Only the last of this is represented here; the others would rather fit the game mechanic of a training package.

Witches are solely women, working the mystical art to help the people around them with cures, advice and guidance, but also to strike fear and uncertainty in those opposing them. They are usually very connected to nature, some even having a cat or a toad as a familiar.

Favored Categories

General	5	Mystical Arts	5
Influence	4	Outdoor	4
Subterfuge	2		

Key Stats

Reasoning, Insight & Presence.

Professional Abilities

Witches may learn any spell from the Witch sphere (their spell casting is based on self-discipline and presence). All Witches have the ability to Sense Magic.

Witch sphere (alphabetical)

Animal Forms, Bless, Calm, Control Animal, Cure Disease, Drain Life, Dreams, Guidance, Harm, Herbal Enhancements, Intuitions, Holy Symbol (witch-version), Lifegiving, Lifekeeping, Major Healing, Nature’s Strength, Nature’s Tongues, Neutralize Poison, Restoration, Summon Animal

note that the spell list should be adjusted once the HARP magic supplement is published