



# THE WITCHER®

— ROLE-PLAYING GAME —

Name	
Race	
Gender	
Profession	
Age	

INTELLIGENCE	
Awareness	
Business	
Deduction	
Education	
Common Speech	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	
Streetwise	
Tactics	
Teaching	
Wild. Survival	

BODY	
Physique	
Endurance	

DEXTERITY	
Archery	
Athletics	
Crossbow	
Sleight of Hand	
Stealth	

CRAFT	
Alchemy	
Crafting	
Disguise	
First Aid	
Forgery	
Pick Lock	
Trap Crafting	

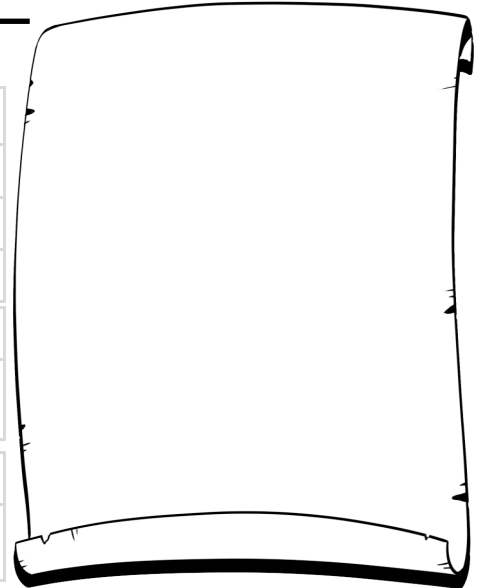
Defining Skill	

REFLEX	
Brawling	
Dodge/Escape	
Melee	
Riding	
Sailing	
Small Blades	
Staff/Spear	
Swordsmanship	
Social Etiquette	

WILL	
Courage	
Hex Weaving	
Intimidation	
Spell Casting	
Resist Magic	
Resist Coercion	
Ritual Crafting	

EMPATHY	
Charisma	
Deceit	
Fine Arts	
Gambling	
Grooming & Style	
Human Perception	
Leadership	
Persuasion	
Performance	
Seduction	

STUN	
RUN	
LEAP	
REC	
HP	
STA	



SP	
Damage	

SP	
Damage	

SP	
Damage	

SP	
Damage	

SP	
Damage	

SP	
Damage	

SP	
Damage	

Punch

Kick

PRIMARY WEAPON		RANGED WEAPON	
Weapon Accy.		Weapon Accy.	
Damage & Type		Damage & Type	
Reliability		Reliability	
Hands		Range	
Effect		Effect	
Concealability		Concealability	
Enhancement		Enhancement	
Weight		Weight	

## BACKUP WEAPONS

Name	WA	DMG	REL	HAND	RNG	Effect	Conc.	EN	Weight

## EQUIPMENT

Name	Description	Weight	Name	Description	Weight

<b>Crowns</b>	<b>Encumbrance</b>	<b>IP Points</b>	<b>Reputation</b>
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<b>Homeland</b>	<b>Early Life</b>
<b>Clothing</b>	
<b>Personality</b>	
<b>Hair Style</b>	
<b>Affectations</b>	
<b>Valued Person</b>	
<b>Values</b>	
<b>Feeling for People</b>	

## LIFE EVENTS

Age	Description	Age	Description






<b>Social Standing</b>	<b>Professional Abilities</b>
<b>Perks</b>	







### ATTACK ACTIONS

	Melee - Fast or Strong	<b>Fast:</b> x2 atks <b>Strong:</b> -3 to hit, x2 dmg (lethal)
	Punch - Fast or Strong	<b>Fast:</b> x2 atks <b>Strong:</b> -3 to hit, x2 dmg (non-lethal)
	Kick - Fast or Strong	<b>Fast:</b> x2 atks <b>Strong:</b> -3 to hit, x2 dmg (non-lethal)
	Push Kick	1/2 dmg, push target body/3 meters
	Disarm - Brawling	Brawl vs Dodge; knock d6/2m. <b>or</b> Try to grab weapon @-3 to hit w/Athletics
	Disarm - Weapon	Wpn vs Defense; knock d6meters
	Pommel Strike	Dmg/2 non-lethal
	Charge	Run + Strong attack @-3; if blocked, make Phy vs Phy roll; on a fail, target is prone
	Grapple	Brawl to Grapple; -2 to all physical checks
	Pin to the floor	Cannot move; Dodge check to try and escape
	Choke	Apply Suffocating condition
	Throw	Target is prone; dmg = punch, stun check @ -1
	Trip	Wpn/Brawl vs Defense; on a fail, target is prone
	Feint	1st fast attack: Deceit vs Awa; 2nd @ +3 to hit
	Ranged - Bow	<b>Fast:</b> x1 atks <b>Strong:</b> -3 to hit, x2 dmg (lethal)
	Ranged - Crossbow	x1 attack per round, 1 round to reload
	Magic	# of spells depends on spell casting time
	Shield Bash	Melee attack; small shield dmg = punch (lethal) medium = punch+2lbs, large = punch + 4lbs








### DEFENSIVE ACTIONS

	Dodge	Move out of the way; Dodge vs Attack
	Reposition	Athletics vs Attack; success move 1/2 SPD
	Block - Body	Brawling vs Attack
	Parry	check @-3; opp is staggered; parry thrown wpn @-5
	Block - Wpn or shield	Wpn/Melee vs attack; items blocking get 1 dmg Shields can block arrows/bolts

### FULL ROUND ACTIONS

	Run	Speed x 3
	Active Dodge	-2 to all attacks; additional defense cost no STA
	Aim	+1 to attack per round of aim (max +3)
	Recovery Action	Increase STA by REC score

### OTHER ACTIONS

	Melee Attacks	REF + Wpn Skill + Mod + Id10
	Ranged Attacks	DEX + Wpn Skill + Rng Mod + Id10
	Magic Attacks	WIL + Spell Casting + Id10
	Use Skill	Normal Skill check; 1 action
	Pick up/Draw Wpn	Pick up dropped weapon; draw a weapon; 1 action
	Extra Action	Limited to 1 offensive extra action Cost -3 Sta, check at -3; Extra defense costs -1 STA
	Joint Action (2 weapons)	2 rolls @-3. Target needs 2 weapons to block/parry or 1 weapon block/parry + dodge/reposition (2nd attack)