

Witch/Wizard

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	4	1	Familiar, Mana User +10 Mana, Spell Book
02	1	0	3	4	1	Magical Attack
03	2	1	3	5	2	
04	2	1	4	5	2	Bonus Feat
05	3	1	4	6	2	
06	4	2	5	6	3	
07	5	2	5	7	3	
08	6/1	2	6	7	3	Bonus Feat
09	6/1	3	6	8	4	
10	7/2	3	7	8	4	Cast spells thru Familiar
11	8/3	3	7	9	4	
12	9/4	4	8	9	5	Bonus Feat
13	9/4	4	8	10	5	
14	10/5	4	9	10	5	
15	11/6/1	5	9	11	6	
16	12/7/2	5	10	11	6	Bonus Feat
17	12/7/2	5	10	12	6	
18	13/8/3	6	11	12	7	
19	14/9/4	6	11	13	7	
20	15/10/5	6	12	13	7	Bonus Feat

Magic users that work as a team with their Familiar and study spells individually in place of studying them in general. They also gain means of attacking using raw magical power at their disposal.

Mana User – At first level and every level after that the Witch Wizard class gets +10 mana every level.

Spell book – The Witch/Wizard casts spells from a book, each spell is gained by scrolls or learning from other casters and their spell book. Unlike Sorcerers the witch wizard learns based on individual spells a division of magic. While a Sorcerer cast without one instantly, a Witch must spend 1 round to search for a spell that is not their prepared spell (A prepared spell is one they have set to cast that moment at any time a Witch player can state to switch out which spell they have prepared). A Witch can learn spells and cast them on the fly but to cast those at double cost of mana. Additionally a Witch's spell book is considered a book of scrolls for other players. Thus if a non-witch casts the spell the spell in the book is destroyed.

Familiar – A witch/Wizard gains a familiar that grants them a bonus to a skill based on the choice, the familiar has the ability to communicate with their owner. They also can perform a second attack for their owner based on the witch/wizards attack. When a player loses a Familiar they cannot gain new spells to their spell book till they gain a new one. All Familiars have 10 HP and their saves match their owner, and their PS is +2 that of their owner.

Familiar Type	Skill Bonus	Attack	Damage	Critical	Range	Type
Toad	10 Jump	Tongue lash	1d2	x2	10' reach	bashing
Raven	10 Appraise	Peck	1d3	19-20/x2	N/A	piercing
Rat	10 Survival	Bite	1d4	x2	N/A	slashing
Snake	10 Medicine	Bite	1d4	x2	N/A	slashing
Owl	10 Taunt	Peck	1d3	19-20/x2	N/A	piercing
Cat	10 Intimidate	Claws	1d4	x2	N/A	Slashing
Ferret	10 Bluff	Bite	1d4	x2	N/A	slashing
Monkey	10 Climb	Bite	1d4	x2	N/A	slashing
Lemur	10 Acrobatics	Bite	1d4	x2	N/A	slashing
Bat	10 Notice	Bite	1d4	x2	N/A	slashing
Mink	10 Seduction	Bite	1d4	x2	N/A	slashing
Pig	10 Gather Info	Bite	1d4	x2	N/A	slashing
Otter	10 Swim	Bite	1d4	x2	N/A	slashing
Swan	10 Navigate	Peck	1d3	19-20/x2	N/A	piercing
Squirrel	10 Streetwise	Bite	1d4	x2	N/A	Slashing
Dog	10 Diplomacy	Bite	1d4	x2	N/A	Slashing
Rabbit	10 Escape Artist	Bite	1d4	x2	N/A	Slashing
Lizard	10 Stealth	Bite	1d2	x2	10' reach	bashing

Other more advance familiars can be gained by taking some monster types and granting a skill bonus based on the creatures highest rated skill.

Magical attack - player uses mana to make a ray attack doing damage magical damage based on the amount of mana used the player can add a total of their level in Witch/Wizard in mana per attack

Bonus Feat – Witch/Wizards can gain a Bonus Meta Magic Feat to boost their spells for free, starting at level 4 and every 4th level thereafter, the choices are Spell Focus, Greater Spell Focus, Widen Spell, Empower Spell, Heighten Spell, Maximize Spell, Quicken Spell, Homing Spell, Signature Spell, Magic Boost. The choices still need to meet and requirements that they have. They can also choose advanced familiar as a feat choice as well.

Cast Spells thru Familiar – At level ten the witch wizard can have spells be casted through their familiar

Weapon Proficiencies:

Simple Weapons

Armor Proficiencies:

Light Armor

Hit Die: 1d8

Skills: (points per level 40 + INT MOD) Acrobatics, Bluff, Concentration, Craft, Disguise, Gather Info, Knowledge Astrology, Knowledge Occult, Medical, Notice, Profession, Perform, Search, Stealth, Streetwise, Taunt, Use Rope, Use Magic Device