

✦ THE WITCHER CLASS ✦

*“There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no chaos, there is harmony.”*

-Odar Urr, Master Witcher

The Witchers recruit human children into their ranks by adopting orphans, receiving unwanted children, and through an old practice known only as “The Law of Surprise”, in which a Witcher collects on a life debt sworn to them by a hapless soul – the traditional words are “that which you already have but do not know”, which refers to their unborn child. In rare cases, unscrupulous or desperate Witchers have kidnapped children.

Upon joining the Witchers, a child faces three trials which mutate their body and mind. First, during “The Choice” they consume a diet of mushrooms, mosses, and herbs and endure grueling physical training – this is cleansing for the mutations to come. They also begin their study of monsters, herbalism, and sword-fighting at this time. Those who fail this trial (and don’t die from organ failure) usually leave the Witchers with some form of madness, such as excessively aggressive tendencies.

Second, the young would-be Witchers are subjected to the “Trial of Grasses” involving consumption of alchemical compounds that alter the nervous system and boost reflexes. It is a painful process that only half the children survive. One of the effects of this trial is to remove memories of the child’s life before becoming a Witcher.

Third, the “Trial of Dreams” involves mutation of the eyes, bone marrow, and hormones, allowing for improved night-vision, but it also resulted in infertility. Supposedly this trial would finish removing the prospective Witcher of emotions, though that remains debatable. In rare cases when a child’s mutation seems incomplete, a fourth trial is given, the “Trial of the Mountains” which serves primarily to test whether the new Witcher’s memories have truly been removed.

When the apprentice completes these trials they become a full-fledged Witcher and set forth from the stronghold to begin their monster-hunting career.



CREATING A WITCHER

Race: Only humans and half-elves have the physiology needed to become Witchers.

Ability Adjustment: +1 to your Strength, Dexterity, or Wisdom Score. You need Strength or Dexterity for weapon use and Wisdom when using Witcher Signs and investigating monsters.

Starting Hit Points: 10 + your Constitution modifier.

Hit Dice: 1d10 per Witcher level.

Additional Hit Points: 1d10 + your Constitution modifier per Witcher level.

Armor and Shield Proficiencies: Light and medium armor. Witchers of the School of the Griffin also gain shield proficiency.

Weapon Proficiencies: All simple and martial weapons.

You can make a Witcher quickly by following these suggestions.

Background: Bounty Hunter

Feats: 1 – Herbalism, 3 – Track, 6 – Herbalism, 9 – Weapon Mastery

Equipment: Studded leather, long sword, silver long sword, witcher's medallion, adventurer's kit, and 31 gp

THE WITCHER

Level	Attack Bonus	Spellcasting Bonus	Class Features
1	+1	+1	Mutant, Monster Lore, The Medallion, Expertise (1d6), Witcher School
2	+1	+1	Witcher Signs
3	+2	+1	-
4	+2	+1	Witcher School
5	+2	+2	Deadly Strike (roll twice), Expertise (2d6)
6	+2	+2	The Mutation Continues
7	+2	+2	Witcher School
8	+3	+2	Witcher Signs
9	+3	+2	Expertise (3d6)
10	+3	+2	Deadly Strike (roll three times)
11	+3	+2	Bestiary
12	+3	+2	The Mutation Continues
13	+4	+2	Expertise (4d6)
14	+4	+2	Witcher Signs
15	+4	+3	Deadly Strike (roll four times)
16	+4	+3	-
17	+4	+3	Expertise (5d6)
18	+5	+3	The Mutation Continues
19	+5	+3	-
20	+5	+3	Deadly Strike (roll five times), Witcher Signs

CLASS FEATURES

LEVEL 1: MUTANT

Thanks to an altered metabolism after successfully undergoing the Trials, Witches are **immune to disease**, gain **low-light vision**, have extended lifespans (upwards of 100 years), and their bodies can process potions which would be toxic to most humans. However, as a side effect of this mutation Witches are rendered infertile and they assume a freakish appearance with predatorial eyes, strange colored veins, sharp canine teeth, or other mutations. Among people who are prejudiced against mutants, Witches suffer **disadvantage on Charisma checks**. Finally, this transformation causes Witches to **lose all racial ability bonuses** as they shed their humanity.

LEVEL 1: MONSTER LORE

Witches study monsters' physiology, track and sign, behavior, and legends to aid them in their work. The Witcher has **advantage on Intelligence checks to recall lore about monsters**.

LEVEL 1: THE MEDALLION

Upon completing their training, each Witcher is given a silver medallion fashioned in the likeness of their school's totem animal (reduce starting gold by 5). This medallion is only useful to Witches, and it grants the Witcher **advantage on Wisdom checks made as an action to sense monsters within 25 feet** and the ability to **use Wisdom checks as an action to sense the presence of magic within 25 feet** (like *detect magic* but without the ability to identify the school of magic).

Note that some shapeshifting monsters can mask their presence from Witches and that dimeritium armor/jewelry masks the presence of magic for anyone wearing it.

LEVEL 1: EXPERTISE

The Witcher gains **expertise dice** like a fighter in D&D NEXT.

LEVEL 1: WITCHER SCHOOL

The Witcher schools are but a passing shadow of their former glory, and each has suffered grave setbacks over the years. Still, four schools have emerged from the ashes: Cat, Griffin, Viper, and Wolf. A small coterie of Witches loyal to each school struggles to keep its teachings alive. At 1st level choose the school your Witcher trained with. On one hand, this determines the types of sword-fighting options available for him or her to use expertise dice; additional options become available at 4th and 7th level. On the other hand, it suggests a certain worldview and philosophy for role-playing your Witcher. Witcher schools are described at the end of this class.

In addition, all Witches have a weapon of their choosing silvered free-of-charge for hunting monsters when they depart their school.

LEVEL 2: WITCHER SIGNS

Witchers wield a quick minor magic developed for hunting monsters called Signs. There are five known Signs, based on the classical alchemic elements. At 1st level, the Witcher chooses one Sign they can cast; additional Signs are gained at 8th, 14th, and 20th level. Casting a Sign is an action that requires a free hand. Each Sign has an at-will effect and a combat application that costs the Witcher a hit die, and if the Witcher has no hit dice remaining he or she cannot use Signs. When a Sign is cast it is expended, and can be regained either by taking a short or long rest, or by using an action to regain use of that Sign (like expertise dice). Signs can also be empowered by sacrificing the use of other Signs, producing a more powerful effect; empowering a Sign does not cost extra hit dice.

The saving throw Difficult against the Signs is 10 + your Wisdom modifier + the spellcasting bonus for your level.

AARD

Aard harnesses the power of elemental air into a blast of psychokinetic force emanating from the Witcher's outstretched hand.

At-Will Effect: You conjure a minor breeze which might rustle some bushes or lift a small untended object up into the air for a moment.

1 HD Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. On a failed save, a creature is pushed 15 feet away from you and has disadvantage on all attack rolls and ability checks. In addition, unsecured objects that weigh less than 50 pounds are also pushed away and unsecured fragile objects may be broken.

When Empowered: When you sacrifice 1 extra Sign, creatures that fail their saving throw also drop anything they're holding and are knocked down. When you sacrifice 2 extra Signs, creatures that fail their saving throw are stunned until the end of their next turn.

Axii

Axii draws on elemental water and its mutable nature to influence the mind of a weak-willed being.

At-Will Effect: You make yourself appear more menacing than usual in the minds of onlookers. Your eyes flash, your canines sharpen, your face draped in shadow. You gain a +1 bonus on Charisma checks for the next minute.

1 HD Effect: Choose a living humanoid within 25 feet of you. They must make a Wisdom saving throw. If you and your companions are currently fighting it, the humanoid has advantage. If the humanoid fails the saving throw, it is charmed by you for 5 minutes or until you or your companions do anything harmful to it. A creature charmed by this Sign remembers being charmed, though the casting of this Sign is undetectable to the untrained eye.

When Empowered: When you sacrifice 1 extra Sign, a creature that fails its saving throw does not remember being charmed. When you sacrifice 2 extra Signs, even trained onlookers and magical spells cannot detect the charm.

IGNI

Igni channels elemental fire into a blast of searing heat.

At-Will Effect: You light or snuff out a candle, a torch, or a small campfire within 25 feet.

1 HD Effect: Each creature in a 15-foot cone originating from you must make a Dexterity saving throw. On a failed save a creature takes 3d8 fire damage, and half as much damage on a successful one. In addition, the fire ignites any flammable objects in the area that are not worn or carried.

When Empowered: When you sacrifice 1 extra Sign, the flames deal +1d8 damage. When you sacrifice 2 extra Signs, the flames deal +2d8 damage.

QUEN

Quen is the expression of elemental earth, grounding your life force to the earth and erecting a magical shield around you.

At-Will Effect: You perform a dowsing with a natural object (a stick or rock) to determine a cardinal direction you name.

1 HD Effect: You surround yourself with a force shield that lasts for 5 minutes or until it is broken. During that time you gain +1 AC and 5 temporary hit points.

When Empowered: When you sacrifice 1 extra Sign, the shield provides 10 temporary hit points and lasts 10 minutes or until broken. When you sacrifice 2 extra Signs, the shield provides 15 temporary hit points and lasts 15 minutes or until broken.

YRDEN

Yrden draws power from the fifth element (Aether), creating a magical trap on the ground to snare your unwary enemies.

At-Will Effect: Chose an object within 10 feet of you. You can decipher a discrete magical inscription on that object that would otherwise be unintelligible, including a spell, a line of mystical script, the name of a specific magic glyph or symbol, etc. Deciphering this writing does not normally invoke the magic contained in it.

1 HD Effect: Place a magical ward on a square adjacent to you that lasts for 5 minutes or until it is triggered. The next creature hostile to you that enters that square triggers the trap, and must make a Constitution saving throw. On a failed save the creature takes 3d6 lightning damage and is restrained until the end of its next turn. On a successful save the creature takes half damage.

When Empowered: When you sacrifice 1 extra Sign, the ward deals +1d6 damage or lasts for 1 hour. When you sacrifice 2 extra Signs, the ward deals +2d6 damage and the creature is stunned instead of restrained.

LEVEL 5: DEADLY STRIKE

The Witcher gains the ability to perform a **deadly strike** like a fighter in D&D Next.

LEVEL 6: THE MUTATION CONTINUES

While conventional teachings hold that the transformation into a Witcher is an over and done event, experienced Witchers learn that mutation is an ongoing process. Some would even say it is an accelerated evolutionary process! Choose one of the following mutations at 6th level, and again at 12th and 18th levels.

ACCELERATED HEALING

The Witcher heals lethal wounds seemingly overnight, but must consume twice as much food as normal. Regardless of the recovery rules your group uses, this mutation allows you to spend Hit Dice to heal during a short rest without any treatment.

BLOODHOUND SCEPT

You have developed an acute sense of smell which grants you advantage on all Wisdom checks involving picking up odors.

NERVES OF STEEL

You cannot be frightened, and you have advantage on Wisdom saves against fear-based spells and effects.

OWL EYES

You gain darkvision.

TRANCE

You no longer need to sleep. Instead, you meditate deeply for 4 hours a day (the Common word for such meditation is “trance”). While meditating, you can dream after a fashion and don’t suffer the sleep penalty to Wisdom checks made to Listen or Spot. After resting in this way, you gain the same benefit a human does from 8 hours of sleep.

WOLF EARS

You have developed keen hearing which grants you advantage on all Wisdom checks to Listen.

LEVEL II: BESTIARY

Over the years, the Witcher gathers notes about the monsters he or she has faced, compiling them in traveling journal or even a vast library. During a long rest with access to this bestiary, the Witcher can review a certain type of monster and until his or her next long rest the Witcher gains a special benefit when facing a monster of that type. Choose one from below or consult with your DM.

DOMINATORS (DEVILS, NYMPHS, VAMPIRES, ETC.)

Once per day, when you hit a monster that can charm creatures, any creatures currently under its control are freed.

FLYERS (GARGOYLES, HARPIES, MANICORES, ETC.)

Once per day, when you hit a flying monster it falls prone on the ground and cannot fly until the end of its next turn.

GAZERS (BASILISKS, MEDUSA, UMBER HULKS, ETC.)

Once per day, when a monster makes a gaze attack against you or an ally, as a reaction you can change the target of the gaze attack to the monster or an enemy within 25 feet of you.

INCORPORALES (GHOSTS, SPECTERS, WRAITHS, ETC.)

Once per day, when you hit an incorporeal monster, you deal full damage and the monster cannot phase until the end of its next turn.

INVULNERABLES (GARGOYLES, WIGHTS, ETC.)

Once per day, when you hit a monster with resistance to nonmagical weapons, you allow your allies to strike it as if their weapons were silver or magical until the start of your next turn.

POISONERS (INSECTOIDS, SPIDERS, ETC.)

Once per day, when you hit a monster that can deal poison damage, you prevent it from dealing poison damage until it takes a short rest.

REGENERATORS (TROLLS, VAMPIRES, ETC.)

Once per day, when you hit a regenerating monster, it loses the ability to regenerate until it takes a short rest.

SHAPE-CHANGERS (HAGS, DOPPELGANGERS, LYCANTHROPES, ETC.)

Once per day, when you hit a shape-changing monster, you force it to revert to its true form until the end of its next turn.

SWARMS (DIRE RATS, GIANT CENTIPEDES, STIRGES, ETC.)

Once per day, when you hit a swarm with a melee attack you deal full damage, not half damage.

WATCHERS (OOZES, ROPERS, TREATS, ETC.)

Once per day, when you hit a monster with all-around vision, blindsight, or tremorsense, you negate its sensory ability until the end of its next turn.

THE WITCHER'S CODE

Folk often believe all Witchers obey an ancient code of honor, obligating them to take any monster contract that comes their way. Fact is, there is no one Code which unites all Witchers, and often there is inter-school tension over the philosophical tenets of being a Witcher. Whether an individual Witcher strives to follow a Code of personal honor and professional conduct is up to the player. Precepts of a Witcher's personal Code may include:

- **The Contract:** Upon establishing a contract to hunt a monster, the Witcher should make a good faith effort to rid the land of the monster. If the Witcher fails, payments received should be returned to their patron. Likewise, a Witcher should observe professional courtesy and never poach a fellow Witcher's contract.
- **Law of Surprise:** Witchers reserve the right to ask for a child to train as a Witcher in payment for a life debt.
- **Knowing Man from Monster:** The line between monsters and men can be thin indeed, and the Witcher must discern what separates the two.
- **Free of Emotion:** The Witcher should strive to remain free of emotion and to keep an open mind; often the most obvious answer is least true.
- **Sanctity of Life:** Humans, elves, and dwarves are not the enemy, and the Witcher should avoid taking a life in all but extreme situations. Likewise, the best way to deal with a monster may not lie in sword or spell.
- **Nonhumans:** Some Witchers sympathize with the plight of nonhumans, seeing themselves in Elven and Dwarven eyes.
- **Dragons:** Witchers don't normally hunt dragons out of respect for (and perhaps healthy fear of) this sentient Elder Race.
- **Avoid Politics:** Witchers try not to get too involved in politics. It usually ends badly and complicates their monster-hunting.

WITCHER SCHOOLS

SCHOOL OF THE CAT

Nestled in the heart of Nilfgaard, on a cliff next to a stone lake in Ebbing, the ruins of Stygga Citadel serve as home for the School of the Cat. Witchers of the school are known for their duplicity, and their fighting style reflected this; feints, lures, and dirty tricks were a regular part of their repertoire.



The School of the Cat betrayed the School of the Wolf by allying with the power-hungry mage Vilgefortz, leading to the massacre of Kaer Morhen and taking of hostages. Geralt and his companions assaulted Stygga to rescue Yennefer and Ciri, and though there were heavy losses on both sides, Geralt prevailed. In the wake of this conflict the Lodge of Sorceresses destroyed Stygga Citadel with magic so the only legend surviving the events would best serve the Lodge. Whether or not Treyse, the leader of the school, died in the fighting was never confirmed, though the few remaining Witchers who inhabit Stygga Citadel have not seen him since.

At 1st level master two School of the Cat teachings of your choice:

DEEP WOUND

As per the D&D NEXT rules.

DIRT IN THE EYES

When an adjacent enemy you can see makes a saving throw, as a reaction you can spend an expertise die, roll it, and impose a penalty on their saving throw equal to the number rolled.

PIMBLE DODGE

As per the D&D NEXT rules.

SUBVERT ADVANTAGE

If you hit an enemy with advantage against you or an ally, you can spend an expertise die, roll it, and impose a penalty equal to the number rolled on one of that enemy's ability checks of your choice until the start of your next turn.

At 4th level master one School of the Cat teaching of your choice:

FEINT

When you hit an enemy granting combat advantage, you can spend an expertise die, roll it, and impose a penalty to that enemy's AC equal to the number rolled until the start of your next turn.

GLANCING BLOW

As per the D&D NEXT rules.

LURE

When you hit an enemy or an enemy misses you, you can disengage if you're adjacent, and spend an expertise die. Roll it, and move either just the enemy or you and the enemy 5 feet * the number rolled in the same direction.

At 7th level master one School of the Cat teaching of your choice:

CAT'S DEATH

When an enemy hits you, you can spend an expertise die to fall prone and play dead/unconscious; most enemies will seek out other targets or disengage then. Roll the die. You can maintain your ruse for a number of rounds equal to the number rolled.

LIGHTNING REFLEXES

As per the D&D NEXT rules.

VITALS STRIKE

When you hit an enemy that is bloodied (half HP) or you score a critical hit, you can spend an expertise die, roll it, and impose a penalty on the enemy's attacks equal to the number rolled until the start of your next turn.

SCHOOL OF THE GRIFFIN

Perched in the caves of the Amell Mountains, the secret stronghold of the School of the Griffin overlooks Riverdell and Loc Monduirn; the school was dedicated to preserving Witcher traditions. Claiming the oldest pedigree of Witcher teachings, the school trained Witchers in traditional sword-and-board fighting, how to command soldiers in battle, and strategic positioning.



The school was raided by Nilfgaardian soldiers who erroneously believed the Witchers possessed griffin mounts. The fighting was so terrible that old Witcher Saldigott made the decision to trigger an ancient trap in the caves, burying several wounded Witchers and an entire banner of Nilfgaardians. Only a few Witchers remain with Saldigott in the school's ruined cave stronghold.

Special: Witchers of this school gain shield proficiency. However, they *must* observe the Witcher's Code.

At 1st level master two School of the Griffin teachings of your choice:

BLOCK MISSILES

As per the D&D NEXT rules.

DEEP WOUND

As per the D&D NEXT rules.

SLAM

As per the D&D NEXT rules.

STRIKE COMMAND

As per the D&D NEXT rules.

WARPIG SHOUT

As per the D&D NEXT rules.

At 4th level master one School of the Griffin teaching of your choice:

ATTACK ORDERS

As per the D&D NEXT rules.

RISKY FOOTWORK

When you trigger an environmental hazard or trap, you can spend an expertise die. Roll the die, and add the number rolled to your AC against the hazard/traps's attack or to an ability check to avoid the hazard/trap.

SHIELD SWIPE

As per the D&D NEXT rules.

At 7th level master one School of the Griffin teaching of your choice:

BOLSTER ALLIES

As per the D&D NEXT rules.

GRIFFIN'S HONOR

When an enemy attacks you or an ally, as a reaction you can spend an expertise die, roll it, and grant yourself and allies who can see and hear you a bonus to one ability check of your choice equal to the number rolled until the start of your next turn.

SHIELDED RESURGENCE

When an attack requiring a saving throw targets you while you wield a shield, you can spend an expertise die, roll it, and add the number rolled to your saving throw. The attack must feasibly be deflectable with a shield.

SCHOOL OF THE VIPER

Situated in a mountain stronghold overlooking the Alba River in Nilfgaard, the School of the Viper was dedicated to tracking the Wild Hunt. Their fighting style emphasized dual-weapon fighting, swift evasion, rapid assault, and seamlessly blending offense and defense.



However, a mysterious calamity befell the school and the stronghold was destroyed; from the ashes Letho the Kingslayer forged an alliance with the Nilfgaardian Emperor to rebuild the School of the Viper in exchange for assassinating the northern kings. With Letho and his assassins dead, however, the Emperor reneged on his agreement and the few remaining Vipers live as outcasts scattered across Nilfgaard and beyond.

At 1st level master two School of the Viper teachings of your choice:

COILED

After you roll initiative, you can spend an expertise die, roll it, and add the number rolled to your initiative.

DEEP WOUND

As per the D&D NEXT rules.

PIMBLE DODGE

As per the D&D NEXT rules.

OFFHAND RIPOSTE

When a creature makes a melee attack against you while you have a melee weapon in your offhand, you can use your reaction to spend an expertise die to make an attack with your offhand weapon. If your offhand attack hits, roll your expertise die, and add the number rolled to the damage of your offhand attack.

At 4th level master one School of the Viper teaching of your choice:

CLOSE THE GAP

When an enemy moves away from you, as a reaction you can spend an expertise die, roll it, and immediately move up to 5 feet * the number rolled toward that enemy.

GLANCING BLOW

As per the D&D NEXT rules.

OFFHAND SWIPE

When you are wielding a melee weapon in your offhand and would miss with an opportunity attack, you can spend an expertise die to make another attack with your offhand weapon. Roll the expertise die and add the number rolled as a bonus to your offhand opportunity attack roll.

At 7th level master one School of the Viper teaching of your choice:

VIPER'S ESCAPE

When an enemy moves adjacent to you, as a reaction you can spend an expertise die, roll it, and immediately move up to 5 feet * the number rolled away from that enemy.

LIGHTNING REFLEXES

As per the D&D NEXT rules.

OFFHAND READINESS

When an attack that requires a saving throw hits you while the enemy is adjacent and while you wield a melee weapon in your offhand, as a reaction you can spend an expertise die to make an offhand attack against the creature delivering that spell or effect. If you hit, roll the expertise die and add the number rolled as a bonus to that saving throw.

SCHOOL OF THE WOLF

Based in the old keep Kaer Morhen in the mountains of Kaedwen, the School of the Wolf is known for tutoring Geralt of Rivia, the White Wolf. Witchers of the school practiced a fighting style based on synchronized pack tactics, knowing their enemy, outlasting their enemy, and focusing on weak points.



However, Kaer Morhen was overrun by human fanatics when the School of the Cat betrayed the Wolves to the sorcerer Vilgefortz and Witcher-slayer Leo Bonhart, and most of the Witchers were killed. Today, only a handful of Wolves occupy the keep, overseen by their leader Vesemir.

At 1st level master two School of the Wolf teachings of your choice:

DEEP WOUND

As per the D&D NEXT rules.

PARRY

As per the D&D NEXT rules.

READIED ACTION

When you ready an action in combat, you can spend an expertise die, roll it, and add the number rolled as a bonus to your attack roll or ability check.

STUDY FOE

When you spend an action sizing up an enemy, you can spend an expertise die, roll it, and add the number rolled to an Intelligence or Wisdom check you make to observe or recall something about that enemy.

At 4th level master one School of the Wolf teaching of your choice:

CAREFUL ATTACK

As per the D&D NEXT rules.

GRIT

When you take damage, as a reaction you can spend an expertise die, roll it, and reduce the damage by an amount equal to the number rolled.

PACK ATTACK

When you hit an enemy you flank, you can spend an expertise die, roll it, and grant each ally (maximum equal to expertise die roll) who hits the enemy before the start of your next turn the number rolled as bonus damage.

At 7th level master one School of the Wolf teaching of your choice:

GREAT FORTITUDE

As per the D&D NEXT rules.

VITALS STRIKE

When you hit an enemy that is bloodied (half HP) or you score a critical hit, you can spend an expertise die, roll it, and impose a penalty on the enemy's attacks equal to the number rolled until the start of your next turn.

WOLVES' PLOY

When an enemy misses you with a melee attack, you can spend an expertise die as a reaction to make a Grapple or Knock Down attack against them. If you hit, roll the expertise die and add the number rolled as a bonus on your Strength check.

DESIGNING THE WITCHER CLASS

I designed the Witcher based on a mix of the books, graphic novels, and video games. It is based on D&D NEXT's fighter. Here's how I balanced it with the fighter class feature by class feature.

Witcher

Free silver sword (+)

Monster Lore (+)

Witcher School (++++)

Expertise (1d6) (+)

The Medallion (++)

Witcher Signs (++++)

The Mutation Continues (+)

Bestiary (+)

Mutant

- circumstantial disadvantage CHA (-)
- lose racial ability bonuses (-)
- immune to disease (+)
- low-light vision (+)
- long life (=)
- sterile (=)

Fighter

Heavy armor proficiency (+)

Martial Feat (+)

Death Dealer (+)

Superior Defense (+)

Unerring Attacker (+)

Unstoppable (+)

Expertise (2d6) (++)

Martial Feat (+)

4 Combat Surges (++++)

Multiattack (+)

Martial Feat (+)