

## Social Standings

Standing	Effect
Equal	No Penalties.
Tolerated	-1 to Seduction, Charisma, Persuasion, and Leadership.
Feared	-1 to Charisma. +1 to Intimidation.
Hated	-2 to Seduction, Charisma, Persuasion, and Leadership.

## Bonus Melee Damage & Unarmed

Body	Melee Bonus	Punch	Kick
1-2	-4	1d6-4	1d6
3-4	-2	1d6-2	1d6+2
5-6	+0	1d6	1d6+4
7-8	+2	1d6+2	1d6+6
9-10	+4	1d6+4	1d6+8
11-12	+6	1d6+6	1d6+10
13	+8	1d6+8	1d6+12

## Weapon Effects

Name	Effect
Concealment	This weapon can be easily hidden. You gain a +2 when concealing this weapon.
Bleeding (x)	This weapon has a chance to cause <b>bleeding</b> if it deals damage to a target. The bleeding chance is written in the parentheses. See pg.161 for Bleeding Effects.
Armor Piercing	The weapon negates the damage resistance of any armor. Improved Armor Piercing weapons also halve the SP value of the armor they hit.
Stun (x)	When this weapon hits an opponent in the head or torso the target must make a Stun save minus the value shown in the parentheses.
Meteorite	This weapon does full damage against monsters that are vulnerable to meteorite and has 5 points of extra reliability.
Long Reach	This weapon can be used against enemies that are up to 2m away.
Focus (x)	When casting magic with this weapon, subtract its Focus value from the STA cost.
Greater Focus	When casting through this weapon, your spell DCs are considered 2 points higher.
Grappling	This weapon can be used to grapple and to trip opponents within range.
Slow Reload	This weapon takes 1 action to reload.
Non-Lethal	This weapon can be used for non-lethal damage without penalty.
Balanced	When a critical wound is scored with this weapon, roll 2d6+2 for the critical. If the attack was aimed, roll 1d6+1 instead of 1d6 to determine the severity of the critical.
Ablating	This weapon does 1d6/2 damage to the stopping power of armor if it penetrates.



## Effect Table

Name	Effect
Fire	You are now engulfed in flames. Every turn you take 5 points of damage to every body location. Armor soaks the damage, but fire does 1 point of damage to armor and weapons every turn. To put out the fire you must take a turn to either pour water on yourself or stop, drop, and roll.
Stun	You are stunned, your head reeling and vision swimming. You can't take any actions while stunned and anyone attacking you only has to beat DC:10 to hit you. To end this effect you must make a Stun save. This roll takes your whole turn. If you are struck while stunned, you snap out of it immediately.
Poison	Poison or venom courses through your body, doing 3 points of damage every turn that armor does not negate. To shake off the poison, you must make a DC:15 Endurance check, which takes one action.
Bleed	Your wound opens a vein, causing horrible bleeding. You take 2 points of damage each turn until the bleeding is stopped. You can end the bleeding by either casting a Healing spell on it or making a successful First Aid check at a DC:15, which takes one action.
Freeze	You're not literally frozen in a block of ice, but your whole body is stiff and an icy glaze has formed on your clothes. Until you break the ice you have a -3 to your SPD and a -1 to Reflex. You can break free with a DC:16 Physique check, which takes one action.
Stagger	You are thrown off balance and take a -2 to your attack and defense. At the beginning of your next turn, you recover your balance and this penalty ends.
Intoxication	You're stumbling drunk. Your REF, DEX, and INT are at a -2 and you are at a -3 for Verbal Combat. There's a 25% chance you won't clearly remember everything you did while you were intoxicated.
Hallucination	You are seeing visions and images that aren't really there. The GM has free rein to make any false sensory experience they want appear to you. It takes a DC:15 Deduction check to recognize each false image.
Nausea	Your stomach is churning and you have to concentrate not to vomit. Every 3 rounds you must roll under your BODY or spend the round vomiting or dry-heaving.
Suffocation	Your access to air has been cut off and you are choking to death. Every round you take 3 damage, which armor does not negate. Depending on your situation, there are different ways to end this suffocation. Restoring your air supply (surfacing from water, escaping a chokehold, etc.) ends this effect.
Blinded	Your eyes have been blocked or damaged. Until you take a turn to clear your eyes, you are at a -3 to all Attack and Defense and a -5 to sight-based Awareness.

## Actions

In one round, you have enough time to move a distance equal to your SPD in meters and perform one action. Speaking is never considered an action except during Verbal Combat.

Actions
<p><b>Attack</b> You can make an attack (see <b>In-Depth Combat</b>).</p>
<p><b>Initiate Verbal Combat</b> You can begin <b>Verbal Combat</b> with an opponent (see Verbal Combat).</p>
<p><b>Cast Magic</b> Depending on the casting time, you can cast or begin casting any form of magic (see <b>Magic Resolution</b>).</p>
<p><b>Use a Skill to do Something</b> You can use a skill (see <b>Skill Resolution</b>).</p>
<p><b>Pick Up/Draw an Item or Weapon</b> You can pick up or draw a weapon or item.</p>

## Full Round Actions

<p><b>Run</b> You can move up to your (SPDx3) by taking your whole turn to run.</p>
<p><b>Actively Dodge</b> By taking your turn to actively dodge, you impose a -2 penalty on anyone trying to strike you in melee range for that round.</p>
<p><b>Aim</b> By taking a full turn to aim, you can raise your ranged attack by +1. You can aim for up to three turns in a row, giving you a +3 to your attack.</p>
<p><b>Take a Recovery Action</b> By taking your turn to catch your breath, you can gain back an amount of STA equal to your REC stat.</p>

## Fast Draw

By declaring a **Fast Draw** at the start of the round, you raise your initiative by +3 for that round by taking a -3 to your attack. However, you *must* make an attack and you cannot benefit from aiming or any other aim-related ability. If your weapon is not drawn, you may draw it as part of this action.

## Extra Attacks & Defense

You can spend three points of STA to take one extra action (at a -3) at any point during your turn. Similarly, if you are forced to take more than one defensive action during a round (repositioning, blocking, etc.), each action costs one STA. However, if you chose to use your action to actively dodge, you do not suffer STA drain for defending.

## Difficulty Checks

Difficulty	Example
Easy (10)	Breaking down a rotten door
Average (14)	Sneaking past a town guard
Challenging (18)	Picking a well-made lock
Difficult (20)	Hitting a chain with a throwing axe at 10m
Nearly Impossible (30)	Forcing open a fortress gate barehanded

## Example Modifiers

Situation	Modifier
Don't have the right parts	+2
Don't have the right tools	+3
Distracting environment	+3
Under attack	+5
Drunk	+3
Sleep-deprived	+3
Hostile environment	+4

## Light Level Modifiers

Light Level	Modifier
Glaring Light	+2
Daylight	0
Dim Light	+2
Darkness	+5

## Ranges & Target DC

Ranges	Target DC	Mod
<p><b>Point Blank</b> The weapon is within half a meter or physically touching the target.</p>	10	+5
<p><b>Close</b> 1/4 the listed range of the weapon</p>	15	+0
<p><b>Medium</b> 1/2 the listed range of the weapon</p>	20	-2
<p><b>Long</b> The listed range of the weapon</p>	25	-4
<p><b>Extreme</b> 2x the listed range of the weapon</p>	30	-6

## Human Damage Location

Location	Roll	Penalty	DMG
Head	1	-6	x3
Torso	2-4	-1	x1
R. Arm	5	-3	x1/2
L. Arm	6	-3	x1/2
R. Leg	7-8	-2	x1/2
L. Leg	9-10	-2	x1/2

## Common Cover Table

Cover	SP
Stone wall	30
Large tree	30
Brick wall	25
Wooden wall	10
Heavy wooden door	15
Steel door	20
Cart	10
Tent	5
Thatch roof	7
Wooden barrel	10
Brambles	7

## Falling

When you fall from a height, you divide the number of meters you fall by two and roll that many d6s to determine damage. Falling damage is done to the torso and it can be soaked by armor. If you collide with anything, that thing also takes the damage you suffer.

You fall at a rate of approximately 30 meters per round. If you are near a ledge or something similar that can be grabbed, you can make an Athletics check (at a DC decided by the GM) to grab the edge. If you succeed, you take damage to your arm equivalent to how far you have fallen.





## Stabilizing Criticals

Critical Level	DC
Simple	12
Complex	14
Difficult	16
Deadly	18

## Healing Over Time

Characters begin healing Health Points naturally over time if someone makes either a Healing Hands or a First Aid roll for them. They regain a number of HP equal to their REC stat per day of rest. While resting, you must not do anything too strenuous. If you spend a lot of time running around, doing work, or fighting, you only heal half of your Recovery per day. If healed with a Healing Hands check, you gain an extra 3 HP per day. Critical wounds heal differently.

## Healing Critical Wounds

Critical wounds require time and medical attention. A doctor can heal a critical wound by taking a number of rounds (specified by the **Healing Hands** table) and then making a Healing Hands roll that beats the DC specified for the severity of the wound. A mage must use the Healing spell a number of times (specified by the **Healing Spell** table) to heal a critical wound. The mage's Healing spell does not regenerate Health Points and their Spell Casting roll must beat the DC listed for the severity of critical wound to count toward the number of uses.

## Critical Wounds Table

Beat Defense By...	Critical Level	Bonus DMG
7	Simple	3
10	Complex	5
13	Difficult	8
15	Deadly	10

## Death Saves

When you have been knocked below zero Health Points you are put into Death State. In Death State, all your stats (both primary & derived) fall to 1/3 normal and you must make a Death save at the same value as your unmodified Stun save. If you fail this save, you die and no amount of magic can bring you back. If you succeed, you survive for that round.

Each round you must make another Death save at a cumulative -1. On a successful roll, you survive. On a failure, you die. A tough player can survive for quite a while, but eventually you're gonna cash out. Every time you are injured in Death State, you must make another Death save at a cumulative -1.

## Stabilization

To stop someone from dying, you must stabilize them. To stabilize a character, make a First Aid roll at a DC equal to how far the character is below zero Health Points. If you fail, the patient continues to die, but if you succeed, they are brought back to one Health Point and leave Death State.

## Vigor

Your Vigor represents how much chaos you can channel safely. If the total Stamina Cost of all the magic you cast in one round is greater than this value, you take 5 damage for every point by which it exceeds your Vigor Threshold and suffer Elemental Fumble Effects.

## Magic Fumble Table

Roll Type	Result
Will (Magic)	<p><b>1-6:</b> Magic sparks and crackles and you take 1 point of damage for every point by which you fumbled, but the spell still goes off.</p> <p><b>7-9:</b> The magic that is already partially through you ignites inside you. Not only does the spell fail but you suffer an <b>elemental fumble effect</b> as noted below.</p> <p><b>&gt;9:</b> Your magic explodes with a catastrophic effect. Not only do you suffer an <b>elemental fumble effect</b> but any focusing item you are carrying explodes as if it were a bomb (doing 1d10 damage) with a two-meter radius.</p>

## Elemental Fumble Effects

Element	Effect
Mixed	Magic sparks out of your body. You not only take 1 point of damage for every point by which you fumbled but also suffer one of the effects below, chosen randomly by the GM.
Earth	The earth around you rocks. You take 1 point of damage for every point by which you fumbled and are also <b>stunned</b> .
Air	The air rushes around you. You take 1 point of damage for every point by which you fumbled and are thrown back two meters.
Fire	Your body bursts into flames. You take 1 point of damage for every point by which you fumbled and are also set on <b>fire</b> .
Water	Frost crackles and hardens around your body. You take 1 point of damage for every point by which you fumbled and are also <b>frozen</b> .

## Healing Hands or Healing Spells

Critical Level	Rounds/ Spell Uses	Roll DC Skill/Spell
Simple	2 Rounds 4 Uses	12/14
Complex	4 Rounds 6 Uses	14/16
Difficult	6 Rounds 8 Uses	16/18
Deadly	8 Rounds 10 Uses	18/20

## Learning Magic

Magic Level	I.P. Required	Time To Learn	Learning DC	Learning Checks
Novice Low	10	4 Days	14	2
Journeyman Medium	20	1 Week	18	4
Master High	30	3 Weeks	22	6
Arch Priest	40	5 Weeks	24	8

## Fixing Broken Weapons & Armor

When a weapon or armor is broken, the weapon or armor ceases to function. Any weapon or armor can be fixed with a Crafting roll. The process of fixing a weapon or armor is simple and similar to crafting a weapon or armor of the same type. You must:

- Salvage:** You don't necessarily need all of the pieces but you need to have the base weapon or armor.
- Obtain the Materials:** To fix a weapon or armor, gather 1 unit of each material listed in the original diagram.
- Tools:** Repairing a weapon or armor requires all the same tools needed to make it initially.
- Roll:** When fixing a weapon or armor, you must make a Crafting roll at a DC equal to the crafting DC of the item minus five. Every rune/glyph/enhancement raises the DC by two.

## Encounters

When setting up an encounter in the Witcher TRPG, always remember: More is better. Rarely will you ever be attacked by one monster. Usually they swarm. If you're lucky, you'll only be attacked by three monsters, but most times it's five or six. So here's an equation to remember when sending enemies (monster, humanoid, or otherwise) after your players:

$$\text{Number of Monsters} = \text{Players} + 2$$

For every **medium** monster you put into your encounter take out three **easy** monsters.

Unless your players are proven bad-asses, don't put a **hard** monster in with any other monsters. A party of five or fewer can take *one* **hard** monster.

You can scale monster encounters more using the **complex** or **difficult** monsters from each threat category.

## Curses: Penance & Suffering

No two curses are lifted the same way. Three people afflicted with lycanthropy may find three entirely separate ways to lift their curses. When someone gets cursed in your game, take a moment to figure out how they're going to undo the curse. You don't have to tell them but *you* should know, just in case they stumble upon it.

## I.P. Rewards

I.P.	Achievement
1	Participated often
2	Participated effectively
3	Used skills effectively
4	Did something impressive
5	Did something out of the box
6	Did something incredibly clever
7	Was critical to the party's success
8	Saved the entire party
9	Did something that blew the GM's mind

## Currency

1 Redanian Crown is equal to

1 Temerian Oren
1/3 Nilfgaardian Floren
3 Kaedweni Ducats
1/4 Koviri Bizant
1/2 Hengefor Lintar

## Selling Goods

The prices listed here represent the inflated wartime price of goods. These are the price at which you'll purchase items. If you want to sell goods on the market, the base price you can get for them is half the listed price. This can be haggled up by using the Business skill against the merchant's Resist Coercion (or a DC set by the GM).

Success	Percentage of Market
At DC	100%
4 Above	125%
6 Above	150%
8 Above	175%
10 Above	200%

## Lodging

Quality	Cost
Straw On the Floor (Per Night)	2
Sketchy Inn Room (Per Night)	4
Cheap Inn Room (Per Night)	8
Average Inn Room (Per Night)	16
Quality Inn Room (Per Night)	36
High-Class Inn Room (Per Night)	72
Stabling (Per Night)	2

## Food & Drink

Name	Weight	Cost
A Simple Meal	1	10
A Good Meal	2.5	30
A Feast	5	100
Beer	1	5
Spirits	1	10
Wine	1	8

## Services

Name	Cost
Bath, Cold	8
Bath, Hot	16
Carriage Ride	85
Chronicler	25
Craftsman (Per Piece)	35
Doctor (Per Patient)	50
Entertainment (Per Hour)	10
Fence	1/4 of the "Take"
Hiring (Per Day)	15
Investigator	45
Laundry	8
Lawyer	50
Messenger	10
Prostitute (Per Hour)	12
Rented Horse (Per Day)	50
Sea Voyage	85
Toll Gate	10

THE WITCHER® is a registered trademark of CD PROJEKT S.A. THE WITCHER game © CD PROJEKT S. A. All rights reserved. THE WITCHER game is based on the prose of Andrzej Sapkowski. PRINTED IN GERMANY

