

WITCH GIRLS Adventures

STAR CREATION GUIDE





Magic is real...

It is in the wind and rain. It is in Stone and Fire. And occasionally in soul of people.

Lilith was the first. But women blessed by magic have since the dawn of time been a source of fear. However, despite that fear, some have sought her power. For insight, knowledge and healing

Still fear is a powerful thing and among humans, it is a driving force for many atrocities. Most of which they soon regret.

Her name is spoken with reverence throughout history. Priestesses, Oracles, Goddesses and Queens. Circe, Medea, Yemaya, The Blue Corn Woman and Amaterasu

Her name is vilified and feared throughout time. Wise Woman, Shaman, Momba... Witch.

Once a protector and mother of civilization she was soon hunted by the untrusting, the ignorant, and the arrogant. And though she may think she's alone, there were always others.

And together they showed the mortals they never were the masters of their world. They learned eventually that power comes in all shapes and sizes.

*So be nice ...
... or be a toad.*

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AFTER ALL THE TENTS ARE SET UP (AND THEN TAKEN DOWN WHEN EVERYONE DECIDES TO MOVE IN WITH LUCINDA)

OK GIRLS, TWISTER IS GOING TO INTRODUCE US TO THE HERD. JUST STAND STILL AND DON'T DO ANYTHING TOO SUDDEN.

UNICORNS CAN BE A BIT SKITTISH OR SO I HEAR.

I JUST HOPE THEY DON'T GO ALL NUTS AND STICK US WITH THOSE HORNS.



UNICORNS DO USE THEIR HORNS TO DEFEND THEMSELVES AS WELL AS THEIR HOOVES. BUT LIKE MS. MCCORMICK SAID AMBER WE SHOULD BE FINE AS LONG AS WE DON'T STARTLE THEM.



SON OF PEGASUS WHY ARE YOU HERE IN OUR VALLEY WITH THE DAUGHTERS OF LILITH?

WELL MA'AM, MY PARTNER AND I ARE HERE TO TEACH THE YOUNG'NS ALL ABOUT YOU AND YOUR KIN.



TWISTER WILL GET THEM ON OUR SIDE. HE'S A REAL CHARMER WITH THE LADY HORSES. .

SO YOU ACTUALLY UNDERSTAND WHAT THEIR SAYING?

ME AND MS. MCCORMICK ARE BOTH RUSTIC-WITCHES UNDERSTANDING THE LANGUAGES OF ANIMALS AND NATURE IS KIND OF OUR THING. IT'S NOT THAT HARD LILLIAN IF YOU KNOW HOW TO LISTEN.



IT'S WEIRD

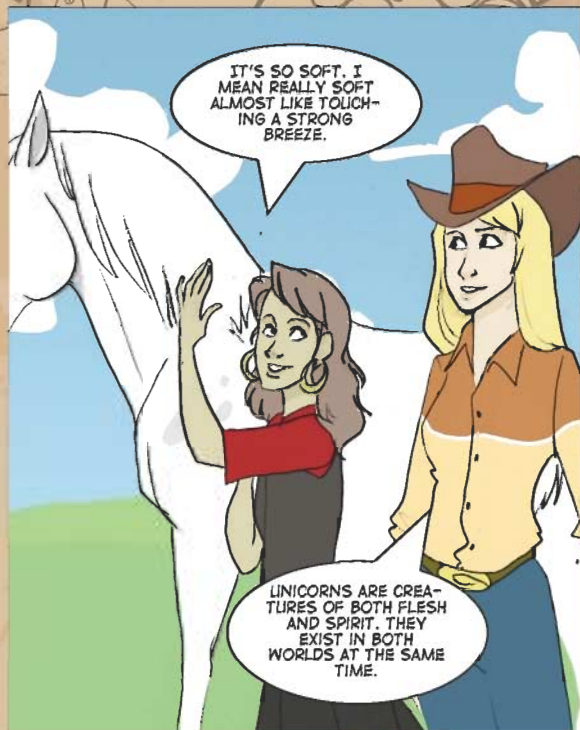
SAYS THE WITCH-GIRL THAT TALKS TO CREEPY GHOSTS AND SMELLY OL' ZOMBIES.



VERY WELL IF YOU SPEAK THE TRUTH BROTHER OF THE WINDS THEN YOU AND YOUR HERD ARE WELCOME HERE.

BROTHER OF THE WINDS, THAT'S A MIGHT FANCY FOR ME. MY FRIENDS JUST CALL ME TWISTER.

AND I'M ARIEL; I LEAD THE UNICORNS OF THE GREAT VERDANT VALLEY.







SORRY MS. MCCORMICK BUT WE'RE WITCHES TOO AND IT'S OUR RESPONSIBILITY TO KEEP THE UNICORNS SAFE.

NICE SPEECH AMBER. BUT IT DOESN'T MAKE THOSE GUYS LOOK ANY LESS SCARY.



STUPID WITCHINGS. I'LL GRIND YOUR BONES TO MAKE MY BREAD!

A BLACK-WOODS TROLL. DID YOU KNOW THEY ARE COMMONLY FOUND UNDER BRIDGES??

WELL THAT'S NICE TO KNOW BRANIAC. NOW IS THERE SOMETHING USEFUL YOU CAN TELL ME ABOUT MR. UGLY??



TROLLS ARE FAST HEALERS, EXTREMELY RESISTANT, BRAWNY AND HAVE ENHANCED OLFACTORY SENSES TO MAKE UP FOR POOR EYESIGHT.

GOT IT, TOUGH STRONG WITH GOOD NOSES. YOU TAKE CARE OF THE NOSE I'LL HANDLE STRONG AND TOUGH.



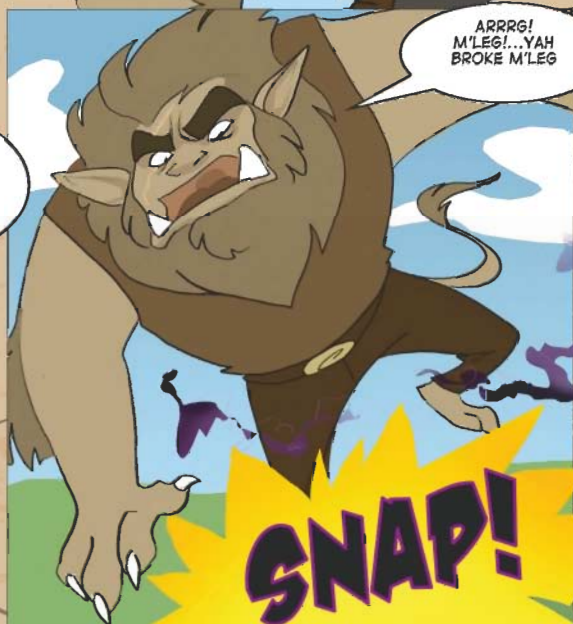
BILE AND OFFAL, DUNG AND STENCH. CLOUD OF VILENESS I CAST TILL YOU RETCH!

COUGH, COUGH, YOU THINK A NASTY LITTLE CLOUD IS GOING TO KEEP RAZER FROM USING YOUR SKILL AS A SOUP BOWL?



WHAT ARE YOU YAMMERING ABOUT COUGH? YOUR LITTLE MAGIC JUST MADE ME TICKLE.

BONES OF CLAY, BONES I CURSE, MAY THEY SHATTER AND BREAK AS YOU HEAR THIS VERSE.



ARRRG! M'LEG!...YAH BROKE M'LEG

SNAP!











THAT GIRL IS JUST SCARY....

EVIL?

YOU SAY SCARY, I SAY EVIL. AND TRUST ME I KNOW EVIL.

BUT... UNICORNS ARE NOTORIOUS GOOD JUDGES OF CHARACTERS AND WOULD NEVER ASSOCIATE WITH ANYONE WHO WAS ALL



I WOULD LIKE TO THANK YOU DAUGHTER'S OF LILITH FOR YOUR HELP. YOU HAVE SAVED MY HERD AND FOR THAT I'M ETERNALLY

AND I'M SURE WOULD HAVE DOE THE SAME FOR US.

IT WAS OUR PLEASURE.



YA'LL WERE WONDERFUL. I'LL MAKE SURE ALL OF YOU GET EXTRA CREDIT WHEN YOU GET BACK TO SCHOOL..

ONLY YOU WOULD SEE EXTRA CREDIT AS A CHANCE TO SLACK LILLIAN.

COOL.. NOW I CAN SLACK OFF IN MATH A LITTLE MORE THIS SEMESTER.



COME ON LETS GET BACK TO OUR CAMP. ARIEL AND HERD CAN GRAZE NEAR BY TO-NIGHT INCASE THERE ARE MORE TROUBLE



SO MONICA YOU ACTUALLY THINK THAT DEEP, DEEP INSIDE I HAVE...AND THOUGH I LOATH THE USE OF THE WORD, "GOOD " IN ME?

OF COURSE. PERSONALLY I THINK ALL OF YOUR "OBEY THE PRINCESS" AND "I WILL DESTROY YOU AND ALL YOU HOLD DEAR" STUFF IS JUST YOU TRYING TO GET ATTENTION. BUT WE'RE YOUR FRIENDS YOU DON'T NEED TO ACT THAT WAY AROUND US.



ATTENTION? I SEE... CHANGE.

RIBBIT

The End



In your hand, you hold the Guide to creating a playable character (we call them Stars) for the Witch Girls Adventures table-top role-playing game. In this game you create and play an 11 or 12 year old Witch who is attending a School of Magic.

The information and rules in this Guide will help you create your one of a kind customizable character.

Part 1: Cliques

A Clique represents your Star's (the player's character) basic background in the Witch Girls™ world. It tells you where the Star comes from as well as the most commonly held beliefs of those from her social group. It also gives you the basic dice and points you will need to build your character. The stats include:

Magic Attribute: The Star's starting Magic Attribute Die Type.

Other Attributes: Die Types to be placed as you see fit in your remaining Attributes (Body, Mind, Senses, Will, and Social).

Education: Skill Ranks to be placed among your choice of available Skills to show the Star's aptitudes (no more than 6 Ranks can be placed in any one Skill).

Magic: Magic Ranks to be placed among your choice of available Magic types. (No more than 3 Ranks can be placed in one Magic Type).

Bonus: Bonuses granted by being a member of a unique clique.



INSIDER

She is the Witch that walks between the Magical and Mortal world. She can exist in both societies and tries to spend an equal amount of time in the Magic and Mortal world.

Magic Attribute: D8

Other Attributes: D4, D6, D6, D8, D8

Education: Mundane 10 and Magic 10

Magic Ranks: 8

Bonus: 1 free Mundane Skill and 1 of the following Skills at +1 (Mysticism, Focus or Magical Etiquette)

GOTHIQUE

After finding out about her legacy, this Witch embraced the more cliché aspects of Magic. She doesn't so much follow the real culture of the Magical world, but rather recreate what popular culture says the magical world is like.

Magic Attribute: D8

Other Attributes: D4, D6, D6, D8, D8

Education: Mundane 10 and Magic 10

Magic Ranks: 7

Bonus: 1 Free Magic Rank in one of the following Magic types: Curse or Necromancy



Outsider

The most common kind of beginning Witch is the Outsider. She has just discovered the Magical world. Outsiders feel more comfortable in the Mundane world. To the average Outsider the magical world is an alien and dangerous place. Some manage to find it one full of wonder and fantasy, and those normally get along better with their new challenges.

Magic Attribute: D8

Other Attributes: D6, D6, D6, D8, D8

Education: Mundane 12 and Magic 8

Magic Ranks: 7

Bonus: 2 Free Mundane Skills at Rank 1

RUSTIC

Rustics come from isolated places, such as small country towns, tribal settings or isolated villages. Rustics are used to a simpler life and most Rustics exhibit a connection to the world of nature, and sometimes even the spiritual worlds.

Magic Attribute: D8

Other Attributes: D4, D6, D6, D8, D8

Education: Mundane 8 and Magic 8

Magic: 8

Bonus: Free Magic Rank in one of the following Magic types: Divination or Elementalism



Sorceress

This Clique has spent most of their time in the Magical world. Mundane rules and laws seem alien or silly to them, as does most human technology, laws, customs and actions.

Magic Attribute: D10

Other Attributes: D4, D4, D6, D6, D8

Education: Mundane 8 and Magic 12

Magic Ranks: 8

Bonus: Free Magic Rank in one of the following Magic types: Alteration or Conjunction

Part 2: Attributes

Attributes represent different aspects of the Star's physical, mental, and social abilities. Here are the main ones:

Body: Overall physical fitness of a Star

Mind: How smart a Star is

Senses: How well the Star perceives her surroundings

Will: The Star's ability to keep in control and stay cool

Social: How well the Star gets along with others

Magic: The raw magical potential of the Star

Your Magic Attribute is decided for you. The Other Attributes section shows your available Die Types for the rest. Keep in mind the larger the Die Type, the better the Attribute. A D6 is about average.

So now, divide your other Die Types among your Body, Mind, Senses, Will and Social as you see fit

We're almost done with Attributes. All that's left is calculating secondary Attributes. Now don't worry, this is easy. First, let's discuss what they are

Life Points: This represents your Star's current health. When the Star takes damage she loses Life Points.

Reflex: This number shows how hard your Star is to hit with Mundane (generally non-magical) attacks.

Resist Magic: How well your Star resists harmful Spells.

Zap Points: The Star's available magical power. Every time a Spell is cast by a Star, Zap Points are lost. But don't worry, they return after awhile.

Here's how to calculate your Secondary Attributes:

Life Points: Your Body Die Type number (if it's a D4 then consider it a "4"). Double it (if it's a D4, then it would be $4+4=8$). That number is your Star's Life Points.

Reflex: Star's Body Die Type number + 3

Resist Magic: Star's Magic Die Type number + 3

Zap Points: Star's your Magic Die Type number doubled.

Part 3: Education

All Characters have both a Mundane and Magical education. The extent of that education as well as aptitudes in various Skills is determined by a Star's education. Using Skill Ranks, Stars purchase aptitude (written as + (the rank purchased)) in various Skills. Each Skill is based on an Attribute. So, when you use that Skill, you roll the Die Type that matches the Attribute that relates to the Skill, then add the Skill Rank. So, if the character has a Body of D6 and purchases 3 Ranks in a Body Skill, that Skill's total Rank is listed as D6+3. Skills are also divided into Mundane and Magical.

Mundane skills: Skills from Mortal Society

Acrobatics (body), Acting (social), Art (mind), Athletics (body), Basics (mind), Computers (mind), Driving (body), Fib (social), Fighting (body), First Aid (mind), Fix: Electronics (mind), Fix: Mechanical (mind), Games (mind), Gossip (social), Gourmet (mind), Hear (senses), Hiding (senses), Instrument (mind), Leader (social), Look (senses), Mundane Etiquette (social), Mythology (mind), Plucky (will), Pop Culture (mind), Scare (social), Science (mind), Singing (social), Sports (body), Track (senses), Urchin (body)

Magic skills: Skills from Magical Society

Broom Riding (body), Casting (magic), Cryptozoology (mind), Enchantment (magic), Focus (will), Herbalism (mind), Magical Etiquette (mind), Mysticism (mind), Potions (magic), Spell Breaker (magic)

Remember: in order to cast Spells, the Star needs a Casting Skill of at least 1. For optimal Spell Casting a 4-6 is best.





Part 4: Traits

Traits are talents and advantages unique to each Star. Each one provides advantages to specific rolls or abilities. Talents are mundane things characters are good at or emotional quirks that provide some bonuses. Talents tend to give players some idea who their Star is, since each one grants the Star a distinctive quality. Heritages are physical, social or magical advantages. They tend to provide several bonuses and may even raise an Attribute. Heritages also give a disadvantage to the Star.

Every player has 2 Talents and 1 Heritage.

Talents

(For more detailed descriptions please consult the *Witch Girls Adventure* main Rulebook.)

Beautiful: +1 to Social Die (written as Die Type +1)

Brainiac: +1 to Mind Die (written as Die Type +1)

Brave: +2 to any Roll to avoid being afraid and +2 to Resist Magic against fear inducing Spells.

Busy Body: +1 to Sense Die (written as Die Type +1)

Calm: +1 to all Mundane Skill Rolls, if a Roll would be helped by being calm.

Creepy: +1 to Scare and to Rolls when being scary.

Devious: +1 to Rolls that involve controlling or manipulating others, including Spells.

Drama-Queen: +1 to Rolls to when at the center of attention.

Eccentric: +1 to Rolls when being true to the eccentricity or defending the Star's eccentricity. Please choose an eccentric belief for the star. Examples include: belief she is from another time, that monsters only she can see exists or all Witches are really aliens.

Entertainer: +1 to any type of performance Roll or to any Social Roll while entertaining.

Flier: +1 to Rolls for any Flying Skill and to cast any Spell to cause flight. Also, +1 to Reflex while in flight.

Friendly: If she does nothing else in a scene, the Star can inspire a single person, giving them +1 to a single Roll.

Geek: +1 to Rolls when dealing with things associated with the geek culture, like Computers or Science.

Goody-Goody: +1 to Casting Rolls when the Spells are helpful or beneficial to others.

Green Thumb: +1 To Herbalist Skill Rolls and First Aid Rolls, for using plants as medicine.

Jack: +1 to your Body Die, written as Die Type +1.

Lackey: +1 to Rolls when serving a Queen Bee or someone in charge.

Meek: When alone and no one is looking, the Meek Star gains +1 to all Mundane Skill Rolls.

Mysterious: The Mysterious Witch gains +1 to rolls that involve moving silently, keeping secrets or just being spooky.

Queen-Bee: +1 to Rolls when in a leadership position or when surrounded by willing lackeys with the Lackey Trait.

Rich: The Star has a starting Allowance of 6.

Ruffian: Ruffians gain +1 to Rolls involving being street-smart and roguish, or for performing petty acts of crime. This includes the Urchin Skill.

Rural: The Star gains +1 to all Rolls when in a rural or wild area.

Snob: The Snob gains +1 to Rolls involving high society, various etiquettes and looking down on others. This includes any Skills that use Social as its Attribute.

Temper: When insulted or hurt, the Witch has to make a Hard Difficulty Will Roll. If she fails, she lashes out at the cause of her annoyance. She gains +1 to all Rolls to punish said annoyances for that scene.

Tough: The Witch gains +2 to Life Points.

Trickster: +1 to all Rolls when playing pranks or in any other way causing trouble.

Unshakeable: +1 to your Will Die, written as Die Type +1.

Urban: +1 to all Rolls when in a city environment.

Warrior: +1 to hand-to-hand Damage +1 to Rolls in non-magical Combat.

Wicked: +1 to Casting when using Magic to harm others or just being mean. (A character cannot have Wicked and Goody-Goody so HA!)

Zap-Happy: The Zap Happy Witch gains +1 to Casting for Spells not cast in a Combat Scene.

Heritages

(For more detailed descriptions please consult the Witch Girls Adventure main Rulebook.)

Attuned: The Witch is more attuned to her own and others Magic (+5 Zap Points, +2 Resist Magic, -2 Life Points, -2 Reflexes)

Evil Eye: The Star projects Magic through her eyes at all times and must wear special glasses.
(The Witch has no need for gestures, incantations or a Wand. The Witch gains +1 to her Sense Attribute. Zap Points recover at half the normal rate.)

Hags-Syndrome: The Star has green skin and crimson eyes.
(+1 to Casting, Potion and Enchantment Rolls. -2 to Social Rolls when dealing with others in any manner other than being scary.)

Half Fairy: The Star is half fairy.
(Can grow wings to fly and shrink to 5 inches in height. Decrease Will Die Type by 1.)

Half Fey: The Star has the blood of the great elves in her veins.
(Free Rank in Illusion Magic. Once per day, can alter her shape to look like any person for up to 1 hour. Magic is vulnerable to Iron and Steel.)

Half Immortal: The Star has the blood of the physically superior Immortals in her veins.
(Increase Body Die Type by 1. Recover 1 Life Point per hour. Decrease Social Die Type by 1.)

Hex Breaker: The Star has an innate understanding on how to break Spells.
(Gains Spell Breaker Skill at Rank 2 for free, or +2 to the Spell Breaker Skill if she already has it. +2 to resist Curse Magic. -1 to available Magic Ranks so the Star can take a Rank of Magic Knowledge.)

Hexxer: The Star has a natural aptitude in Curse Magic.
(Free Rank in Curse Magic and +1 one to Casting when casting Curse Spells. -2 to Casting when casting non-Curse Spells.)

Hypnotic: The Star has a natural aptitude in Mentalism Magic.
(Free Rank in Mentalism Magic and +1 to Casting when casting Mentalism Spells. -2 to Casting when casting non-Mentalism Spells.)

Legacy: The Star either has fame or infamy in the magical community by means of family ties or situations.
(+2 to Social Rolls in magical community. -1 to the cost of things purchased in magical community. Minuses to various Rolls when not living up to Legacy, as per the Director.)

Meditative: The Star can reach higher planes of consciousness through meditation.
(Increase Will Die Type by 1. Gain Focus Skill at Rank 1 for free, or +1 to Focus Skill if the Star already has it. -1 to available Magic Ranks to choose starting Magic Knowledge.)

Mystic Void: The Witch's very presence saps magical energy.
(+2 to Resist Magic. Others are +2 to Resist the Star's Spells.)

Oracle: The Witch knows a lot about the magical world.
(+2 all Rolls dealing with knowledge about magical people, places and things. The Oracle starts the game with 1 Rank in her choice of one of the following skills. Cryptozoology, Mysticism, Herbalism, or Magical Etiquette. Instead of taking a free Skill, she can add +1 Rank to any of the above Skills she already has. Oracles are -2 to all Mundane Skills.)

Persephone: The Star has a natural aptitude for Necromancy.
(Free Rank in Necromancy Magic and +1 one to Casting when casting Necromancy spells. -2 to Casting when casting non-Necromancy Spells.)

Prodigy: The Star's magical talent manifested early in life.
(+4 Magic Skill points. -1 Body Die Type. Character is 7-10 years old.)

Protective: The Star has a Protective Spell cast on them by a powerful Witch.
(+1 to Resist Magic and Reflexes. Ignores 1 Damage Point to any-non magical Roll that an overprotective parent would consider dangerous.)

Shamaness: The Star has a natural aptitude in Elementalism Magic, the Magic of nature.
(Free Rank in Elementalism Magic and +1 one to Casting when casting Elementalism Spells. -2 to Casting when casting non-Elementalism Spells.)

The Sight: The Star has a natural aptitude in Divination Magic.
(Free Rank in Divination Magic and +1 to Reflexes. -2 to Casting when casting non-Divination Spells.)

Transmuter: The Star is an expert at Alteration Magic.
(Free Rank in Alteration Magic and +1 one to Casting when casting Alteration spells. -2 to Casting when casting non-Alteration Spells.)



Twenty-First-Century Digital Witch: The Star has a natural aptitude in Cybermancy Magic.
(Free Rank in Cybermancy and +1 Rank in the mundane Skill: Computer. -2 to Casting when casting non-Cybermancy Spells.)

Warder: The Star has a natural aptitude in Protective Magic.
(Free Rank in Protective Magic and +1 one to Casting when casting Protection Spells. Can spend 1 Zap Point to ignore 1 Damage Point. -2 to Casting when casting non-Protective Spells.)

Warper: The Star has a natural aptitude in Time and Space Magic.
(Free Rank in Time and Space Magic and +1 to Casting when casting Time and Space Spells. -2 to Casting when casting non-Time and Space Spells.)

Zappy Fingers: The Star has a natural aptitude in Offense Magic.
(Free Rank in Offense Magic and her Offense Magic is -1 to resist. -2 to Casting when casting non-Offense Spells.)



Part 5: Magic

Magic represents knowledge of Spells in the various types of Magic. The more Ranks a Star has in a Magic type, the more can be done. In order to Cast a Spell involving a specific Magic type, the Star has to have at least 1 Rank in it. The Clique is what determines how many Ranks are available for the Magic types, usually 7-9 Ranks total for starting Stars. No one Magic type can exceed a 3 normally. Heritages bonuses may be used to raise a single Magic Rank to a 4 for a starting Star. For example, a Shamaness Heritage character may have an Elementalism Rank of a 4.

The Magic Types you may choose from are as follows:

Alteration: Changing one thing into another.

Conjuration: Creating an animal, vegetable, mineral or item from nothing. This type also covers summoning creatures.

Curse: Allows a Witch to cause harm by converting the Witch's negative thoughts into reality.

Cybermancy: Mystical control and understanding of the computer and digital world.

Divination: The mystical extension of the senses including the detection and viewing of the past, present and future.

Elementalism: Manipulation and control of nature including the weather, elements and plants.

Healing: Applying Magic to restoring health and heartiness to herself and others.

Mentalism: Increasing mental powers by Magic. This type includes telepathy and telekinesis as well as memory and academic understanding.

Necromancy: Communicating and controlling spirits and the dead. Offense: Using Magic stun, stop and damage targets.

Protection: Using Magic to prevent damage and harm, of both mundane and magical types.

Time and Space: Manipulation of the fundamental forces of Time and Space.

Spells

Stars create Spells based on their Magic Type. Each Magic Type's powerfulness increases with Rank. Examples of what each Magic Type at each Rank is allowed are listed in the main Witch Girls Adventure Rule Book. A sample list is also provided near the end of the "Quick Character Creation Guide" you are now reading.

Keep in mind the Spells listed are just examples. Stars should feel free to create Spells using those we have listed as guides to what can be done at each Magic Rank.

Signature Spell

A Witch can choose one Spell from one of their highest ranked Magic Types as a Signature Spell. This gives this Spell only +1 to Casting Skill Rank and leaves the Target at -1 Resist Magic.

Broom Riding and Spells

Characters who took the Skill Broom Riding do not automatically gain the ability to fly on the broom. They need a Spell to make their broom into a useable flying vehicle. There are two Magic Types that allow this. One is Elementalism (2) and the other Mentalism (2).

Wands and Spells

In most cases, wands channel mystical energy far more efficiently than a hand or finger. Stars need wands to cast Spells if the overall Magic Type Rank is less than 3.



Part 6: Equipment and Allowance

Witches have access to both magical and mortal equipment. The Director will have a complete listing of equipment. All equipment in game is purchased with Allowance Points. This represents the weekly stipend given by a parent or guardian to the Star.

Most Stars start the game with an Allowance of 3. Talents like Rich and Titled can raise this number but that isn't the norm. Characters also start the game with extra Allowance that has to be used by game start to purchase starting equipment.

The starting equipment allowance is usually 30 (3 X 10) Allowance Points. Stars with Allowances above 3 can figure out their starting equipment allowance by multiplying their Allowance by 10. So if she is Rich (Allowance 6), her starting equipment allowance would be 60.

Listed below are a few items and their Allowance cost that new Stars may find of interest.

Pets

All pets are a magical version of a normal animal. A Witch's pet is smarter than their animal counterpart. They can speak the Witch's native language and the language common to all animals. They can also communicate with the Witch telepathically up to 100miles. Magical pets also have their own Zap Points that the Witch may borrow to cast Spells as well as special abilities unique to the pet.

Pets are divided into basic categories based on their type and special ability.



Bird

Birds have become more common as pets, thanks to a movie about a boy wizard. (Who ever heard of a boy wizard?) Birds include: ravens, crows and owls. The greatest ability of birds is their ability to fly but birds also tend to be wise if not know it alls. **Abilities:** Magical birds can fly up to 40mph. They also grant their owner +1 to mundane Skill Rolls if their owner is within 10ft.

Cost: 6



Canines

Canines include: dogs, wolves, coyotes and jackals. Fearless, selfless and loyal, they make up for their lack of magic with their steadfast protection of their owner.

Abilities: Claws and Teeth attacks at +2 Damage. Canines senses are extremely acute and they gain +1 to all Senses based Rolls as do their owner if they are within 10ft.

Cost: 7



Cat

Cats are one of the most innately magical creatures around. Always opinionated and always vain cats don't see themselves as pet but rather the owner as the pet. Cats are very independent and self sufficient.

Abilities: Claws attacks at +1 Damage. A Witch can teach their cat 1 Spell she knows. The cat can cast this Spell using its own Zap Points.

Cost: 8



Reptile

Reptiles include medium-sized lizards and snakes. Reptiles make great Witches' pets as they tend to only eat once a week and don't make much in the way of messes. Reptiles tend to be very honest and a Witch who doesn't like honesty shouldn't have one.

Abilities: Reptiles are tough and gain +1 to Life Points. Their owner can share that +1 bonus if she's within 10ft of her pet.

Cost: 5

Clothing and Accessories

Witches have their own sense of style. It's rare to find a Witch who dresses in a manner that would be considered trendy. In fact, most dress in whatever style they feel best expresses their attitude. Some choose styles decades or centuries old, others in styles that they call neo-gothic, wicked-wyld, b-movie sci-fi or anime cliché.



Bigger-bag

This accessory can be a purse, backpack, messenger bag or book bag. On the outside, it looks perfectly normal. However, on the inside you'll see the bag is a lot bigger.

Abilities: The inside of the Bigger-bag is actually 10ftX10ft. It can hold anything that can fit in the opening. Things like foodstuffs or drinks never spoil and always stay at a perfect temperature.

Creatures placed inside need not eat or drink to survive. The Witch can always pull whatever she's looking for out of the bag without looking inside.

Cost: 7



Cape of Winds

For Witches who wish to fly without riding on something, the black Cape of Winds allows a Witch to fly and hover. A Witch may fly at up to 100ft at up to 400 mph without Spells protecting her from the rigors of flight.

Abilities: Allows the Witch to fly at 100mph and up to 200ft in the air.

Cost: 10



Graceful Shoes

These shoes can be in any style, but they'll always have a brass buckle.

Abilities: The Magic in the shoe makes the Witch more graceful, adding +1 to Rolls involving Agility like jumping, acrobatics and dancing. It also grants +1 Reflexes.

Cost: 10



Invisibility Cloak

Though it looks like a normal cloak of any style or color, this cloak has a secret.

Abilities: When the hood on the cloak is raised over the head the wearer, she vanishes as if under an Invisibility Spell. The Invisibility can be turned off by taking off the hood or removing the cloak.

Cost: 13



Polarized Glasses

These stylish dark glasses can be any style.

Abilities: The Polarized Glasses are designed to contain the power of the Witch with the Evil Eye. The shades also protect the wearers from the gaze powers of creatures like Gorgons and Eye Killers.

Cost: 5



School Uniform

This uniform can be for any of the world's magical schools. The uniform always stays clean and pressed. It adapts to the weather outside by changing into an appropriate version of itself for the weather as specified by the school dress code. The uniform always keeps the wearer warm in the winter and cool in summer and is impervious to rain or snow.

Abilities: See Description
Cost: 5

Jewelry

Witches use a variety of magical jewelry to grant them special abilities. A Star can only use two pieces of magical jewelry at a time.



Aegis Ring

The ring provides limited physical protection to the person wearing it.

Cost: 10



Babble Ring

The Witch can speak and understand the language of anyone she talks to.

Cost: 5



Spell Ring

This Ring can store one Spell the owner casts into it. The Spell can be released at any Target within the Spell's normal range.

Cost: 11



Spy Ring

The Ring allows the wearer to hear sounds and see within 10ft of where the removable eyelike gem is left.

Cost: 10

Miscellanea

Not all Witch equipment fits snugly into categories. This section covers a few of the basics for a young Witch. Most are very inexpensive and add some insight into the Star that owns the device.



Celestial Cell

Though it looks like a typical sleek flip-style mortal cell phone the Celestial Cell is far more.

Abilities: The Celestial Cell can connect to any cell phone in any services anywhere on Earth and in some pocket dimensions for normal phone calls or text message. Once a day, the Witch can change the Celestial Cell's color. The battery lasts 48 hours and can recharge with 1 Zap Point. The phone also holds up to 1000 mp3's.

Cost: 5



Ghost Top Computer

Magical computers are a growing trend and the number one brand is Ghost Top.

Abilities: The computer itself is invisible with a transparent screen. When the Witch types, the keys she's touching light up. The Ghost Top can magically connect to any computer accessory within 20ft or the internet anywhere.

Cost: 15



Mind-Mints look like small white candy tablets and taste of mint. The small pack comes with 10 mints.

The Mints only affect mortals.

Abilities: When eaten, the mortal Target must make a Hard Difficulty Will Roll or forever forget anything magical they've seen in the last 24 hours. Their mind replaces the memory with something more normal.

Cost: 5



Mini-Mirror

This device looks like a compact mirror in every way except that instead of makeup, the bottom half has 10 small buttons.

Abilities: The owner can dial up people she knows and watch them through the mirror, as long as the Target is free from Scry wards. The Mini-Mirror can hold up to 10 codes representing saved Targets. The display is in full color and the device has stereo sound. The Mini-Mirror also doubles as a cell phone.

Cost: 10

Potions

Potions can take the place of medicine, poisons, hygiene products and more. Combining mystical herbs with the magic of the Brewer (what potion makers are called), they can be quite powerful and almost always useful.

Most potions are made to be drunk alone or mixed with a normal beverage. In most cases, when mixed with a normal beverage the potion loses any taste.

(Each potion listed comes with 2 doses.)



Alms of Aphrodite

This sea foam green colored potion smells of the sea is salty to the taste and sounds like crashing waves.

Abilities: This potion grants the drinker total physical perfection. Her Social Die goes up by 1 and if she doesn't have it, she gains the Beautiful talent. The potion lasts 1 hour.

Cost: 6



Changing Blood

A blue potion that swirls on its own. One of the actual ingredients is the donated blood of Fey.

Abilities: This potion grants the drinker the shape of one human or humanoid of the drinkers choosing. It alters height, weight and voice but doesn't change attributes.

Cost: 5



Nightingale

This clear potion sold in a crystal bottle is known for its restorative abilities.

Abilities: Heals 4 Life Points of damage and cures all magically induced mental afflictions.

Cost: 5



Toil Potion

This bubbly orange potion is a Wicked Witch's best friend. The smell is reminiscent of old leather.

Abilities: The person drinking this must make a Hard Difficulty Magic Attribute Roll or be at -2 to all Rolls because of their new bad luck. To make matters worse, the person drinking it has really bad gas and constantly smells of rotten eggs.

Cost: 5

Mind-Mint

Transports

"Have Broom, Will Travel" is the calling card of many a Witch. To a Witch, a broom is more than just a tool for flight, but an extension of her body and her individuality. Some modern Witches use other types of transport besides brooms, and the new trend is spreading through the Witch community.

The Transport list below includes not just their speed, but also how many passengers and any special abilities. If a character has the Fly Spell, she may add the Spell's speed and bonuses to those of the transport, as long as the Spell is active.



Black Racer

This broom is made for stealth and speed. Fast and quiet, the Black Racer is made of black wood with black straw.

Maximum Speed: 250mph

Maximum Height: 2000ft

Passengers: 1

Abilities: -5 to any roll involving seeing or detecting in flight.

Cost: 17



Silver Streak

The Silver Streak is the broom for Witches who like the finer things in life. Made with a silver shaft and bleached white straw, it is the epitome of flying elegance.

Maximum Speed: 200mph

Maximum Height: 2000ft

Passengers: 1

Abilities: +2 to Broom Riding Rolls for controlling the broom in flight.

Cost: 17



Magic Carpet

These carpets are 8ft long x 4 ft wide and are hand woven in a variety of styles.

Maximum Speed: 150mph

Maximum Height: 1000ft

Passengers: 4

Cost: 15



Standard Broom

This hand made broom is wood and straw and is designed to be steady and tough. The shaft of the broom comes in a variety of colors.

Maximum Speed: 100mph

Maximum Height: 1000ft

Passengers: 1

Cost: 10

Vespa-Flyer

A Vespa is an Italian made motor scooter common in Europe. For years, Witches have been modifying the mortal machines to use as both ground transport and flying machines.

Maximum Speed: 200mph air, 80mph on the ground



Maximum Height: 2000ft

Passengers: 2

Abilities: The Vespa-Flyer looks just like a mortal Vespa but never needs fuel.

Cost: 20

Wands

Every starting Witch will want a Wand. If a Witch's Magic has 2 or less Ranks, that Magic type requires a Wand to work. Wands also subtract 1 Zap Point from a Spell's total Zap Point cost. However, all Spells must have a Zap Point cost of at least 1.

For 1 Zap Point, all Wands can Cast a simple levitation spell, levitating up to 10lbs within the Caster's line of sight



Rustic Wand

This is the most basic type of Wand. Commonly used by Rustic Witches, this simple wooden wand looks like little more than a well polished small tree branch.

Abilities: Rustic Witches gain +1 to Casting Rolls when casting on mundane plants and animals while using this wand.

Cost: 3



Standard Wand

The basic is the one most likely to be used by a Witch. This polished uniform wooden wand over time becomes a part of the Witch, granting her extra power when using it.

Abilities: The Wand's owner gains +1 to Casting when using this Wand.

Cost: 6



Magician's Wand

A black wood Wand with silver cap wand that adds a bit of flare to a Witch's Spell.

Abilities: The Wand can levitate 20lbs instead of 10lbs. The Wand also has a better chance of making mundanes viewing the Witch think her Spells are tricks instead of real magic

Cost: 6



Star Wand

The gold and silver star Wand is designed for the Casting of good Spells.

Abilities: +1 to Casting good and helpful Spells.

Cost: 7



Part 7: Background

Now all that's left is figuring out a name, appearance and background story for the Star. To help with this, we've come up with a few questions



should guide you towards creating your own unique Star.

Star Questionnaire

- What's the Star's name?
- Where does the Star come from? (City, State, Country)
- Who are the Star's parents?
- Does the Star have brothers and sisters?
- What are the Star's hobbies?
- Who are the Star's friends?
- How does the Star feel about being a Witch?
- How does the Star feel about the magical world?
- What is the Star's greatest secret?

Part 8: Playing the Game

You should now have a basic Star ready to play. For more detail and character creation choices, check out the *Witch Girls Adventure Rule Book*. There you'll find not only more choices, but also information on the people, places and creatures of the *Witch Girls* world.

The rules you find there will also allow you to advance your character, increasing her skills and powers beyond what they are now. It's a book that can provide a lot of things yet isn't the most important thing needed to play. That would be your imagination.

So dust it off and with our help visit a world just to the side of ours where magic is real.

For those of you looking for the game basics, here's what you need to know.

Q: What is the Director?

The Director is the person in charge of running the game. They set up the basic story line, play the part of the people the Stars meet (Cast Characters) and referee the game. It's the job of the Director to not only make sure the game runs smoothly but also to make sure everyone has fun.

For more information on Directors and their jobs, check out the "Witch Girls Adventure" Rule book.



Q: D8, D4, D6? You keep mentioning them. What are they?

Those are Dice. The number represents the amount of sides of a die (dice). You can find these specialized dice online or at any specialty game or comic shop.

Q: How do I make a Skill Roll?

Roll the Attribute Dice for that Skill, and then add in the Skill Rank. The roll total needs to meet or exceed either the Difficulty set by the Director, or, if the Roll is contested, a number based on another Character's Rolls.

Q: How do I do a mundane attack?

If you don't have the Fighting Skill, roll your Body Die. Your Roll needs to be equal to or exceeding the Target's Reflex. If you have the Fighting Skill, make a Fighting Skill Roll instead of a Body Roll.

Q: How do I cast a Spell?

A: Make a Casting Skill Roll. If your Target doesn't have a Resist Magic Attribute (like most inanimate objects) or the Target is yourself or there isn't a Target, you just need to roll an 8 or higher.

If the Target has a Resist Magic Attribute, you must meet or beat that number when you make the Roll.

Keep in mind the rules above are just the basics. For the full experience, check out the official "Witch Girls Adventure" RPG book.



Quick Start Appendix 1 Basic Spell List

As stated earlier, this basic Spell list is a guide of examples for what a Character can accomplish based on their Magic Ranks.

Players and Directors should work together to create new and original Spells unique to a Star. Stars should keep track of favorite Spells and may even wish to write their own incantations.

Listing Spells

Each Spell listed comes with the following information:

Name: The Name of the Spell. Feel free to rename the Spell based on the personal tastes of the Star or the Player.

Rank: The Rank in the specific Magic Type needed to cast the Spell.

Zap Points: How many Zap Points are needed to cast the Spell, which is usually the same as the Rank.

Description: What the Spell does.

Damage, Duration and Range:

Each spell has a specific Damage, Duration and Range based on its Rank. For example, all Rank 1 Spells last pretty much the same amount of time.

Note: Spells that do Damage will specify that they are a Damaging Spell.

The actual rule book covers this in detail, but the rule of thumb is as follows:

Damage	Duration	Range (Maximum)
Rank 1: D6	Rank 1: 1 Hour	Rank 1: 10ft
Rank 2: D8	Rank 2: 2 Hours	Rank 2: 20ft
Rank 3: D10	Rank 3: 4 Hours	Rank 3: 40ft
Rank 4: D12	Rank 4: 10 Hours	Rank 4: 100ft

ALTERATION

Animalize Animal

Rank: 1

Zap Points: 1

Turns one non-magical animal into another, such as a dog into a horse.

Disguise

Rank: 1

Zap Points: 1

Alters the casting Witch's appearance and clothing to look like another person. The Caster's voice also changes, but all Attributes remain the same.

Gift Exchange

Rank: 1

Zap Points: 1

Turns one normal non-magical item into another of the same or less size and worth, like a cell phone into a candy bar. The Witch can alter items up to a size equal to her Alteration Magic Rank x 500lbs.

Disguise (Other)

Rank: 2

Zap Points: 2

Same as Disguise but can be used on another willing or unwilling person. If the Target is unwilling, the Casting Roll must meet or exceed the Target's Resist Magic.

Shrink

Rank: 2

Zap Points: 2

Shrinks a Target person or thing down to half its starting height per Al-



teration Magic Rank. For example at Alteration Magic Rank 2 a 6ft man can be shrunk down to 1.5ft (18 inches). The maximum size of an item that can be shrunk is Alteration Magic Rank X 500lbs.

Animalize Person

Rank: 3

Zap Points: 3

The Witch can turn herself or another into a normal non-magical animal. If the Target is unwilling, her Casting Roll must meet or exceed the Target's Resist Magic. In this form, the Witch or her willing Target still acts and thinks as a person and has access to their true Mind, Will, Social and Magic Attributes, but the Body Die and abilities of the animal. Unwilling Targets have all the Attributes and abilities of the animal they become. They also act and think as if they really were their new animal form.

CONJURATION

Snack

Rank: 1

Zap Points: 1

Creates 1lb per Conjunction Magic Rank of fresh fruit, candy, pastry, simple sandwiches or other type of snacks at the Witch's request.

Trinket

Rank: 1

Zap Points: 1

Conjures up to one single non-living, non-edible, non-magical item weighing less than 1lb per Conjunction Magic Rank and costing no more than 2 Allowance. The item cannot be complex mechanically or electronically. Trinket also allows the Witch the ability to create multiples of the same items up to the weight limit. Examples are some rope, a scarf, or lots of marbles.

Cloud Conjure

Rank: 2

Zap Points: 2

This Spell conjures enough thick choking smoke from the Witch's finger to fill a room 10ft X her Conjunction Magic Rank. For example, with a

Conjuration Magic Rank of , she can fill a room 40ft wide. The smoke may be any color and smell like anything. The casting Witch is immune to the effects of the smoke. Anything caught in the smoke is -4 to Sight Senses Rolls or Look Skill Rolls. Clouds designed to stink also causes a -2 to Smell Senses Rolls and -1 to all other Rolls.



Gift Wrap

Rank: 2

Zap Points: 2

Conjures up any sort of binding around a single Target no larger than 10ft by 10ft. This binding holds the Target in place and keeps their arms and legs from moving. The binding can be anything, such as rope, gift wrapping, magical silly string, chains or bubble gum. No matter what the item looks like it has 2 Life Points for each Conjuration Magic Rank of the Witch that must be destroyed or broken before the Target is free. Characters can also try to make a Hard Body or Athletics Roll to break free.

Instant Animal

Rank: 3

Zap Points: 3

This Spell creates a single animal that understands and does what the creating Witch asks as long as the command is simple like attack, guard or follow. The animal created can be no larger than an elephant but may be a larger version of a smaller animal, say an elephant sized mouse.

CURSES

Gibberish

Rank: 1

Zap Points: 1

Causes the Target to speak in gibberish (nonsensical words). No one can understand the Target. Gibberish may also be cast on non-living things that project voices like radios, headphones or speakers making all voices that come out produce only gibberish.

Jinx

Rank: 1

Zap Points: 1

Grants a Target bad luck. If the Spell works, the Target is plagued with bad luck and nothing works out right for them. All Rolls are -1 per Curse Magic Rank of the casting Witch. If the result of a Roll is 0 or less, the Jinx causes an event that makes the Target take 1 point of Damage that

cannot be avoided in any way.

Step on a Crack

Rank: 2

Zap Points: 2

This Spell is cast on 2 Targets at the same time. If it works on both Targets, any damage or harmful effects taken or felt by one is taken or felt by the other.

Gremlin

Rank: 2

Zap Points: 2

This Spell targets a single machine or electrical device. The Target takes Damage as per the Witch's Curses Magic Rank.

Hex

Rank: 3

Zap Points: 3

The Witch chooses a Target of a person or object. The Target becomes weaker as below:

All Attributes of the Target drops by 1 Die Type. All Skill Rolls are at -1. If aimed at a living Target, the Target becomes less articulate and more disheveled. All equipment they are wearing has a 1 in 4 chance (roll 1 on D4) of not working. A non-living Target's Life Points drop by half. Mechanical and non-mechanical devices have a 1 in 4 chance of working in a comical or strange way or not in all every time they are activated.

CYBERMANCY

Email

Rank: 1

Zap Points: 1

The Witch can place any Spell she knows as an attachment to an email. The Spell activates and goes off, targeting either the opener of the attachment or the computer itself.

Mouse

Rank: 1

Zap Points: 1

The Witch may control at range a computer, a device connected to a computer or an advanced electronic device such as a cell phone or a digital camera.

Modem

Rank: 2

Zap Points: 2

The Witch may download herself, what she's wearing and up to 10lbs of extra equipment to a computer to travel between computers. Travel through computer connections is not an exact sorcery. No matter the distance traveled, whether 5 ft or 500 miles, it takes 1 minute. If the line is



cut before the Witch can exit, she returns to her starting point if possible, or otherwise jumps out of the closest working computer.

WYSIWG

Rank: 2

Zap Points: 2

The Witch can instantly create computer files and simple programs. She can create graphics, games, music files and more based on her thoughts, memories and imagination.

Digitize

Rank: 3

Zap Points: 3

The Witch can turn a single person or object weighing up to 500lbs per Cybermancy Magic Rank into a file stored on a computer, flash drive, DVD or CD. Until the file is activated or deleted, the person or object remains in this electronic state.

DIVINATION

Danger-Danger

Rank: 1

Zap Points: 1

This Spell can only be cast on the casting Witch. The Witch is alerted to danger and feels uneasy around people or places that can or are planning on causing her harm. For the duration, she gains +1 Reflex per Divination Magic Rank.

Lie Detector

Rank: 1

Zap Points: 1

When cast on a Target, the Witch hears a bell ringing every time the Target lies. Only the Witch can hear the bell.

Find

Rank: 2

Zap Points: 2

This Spell creates a harmless light of energy that flies toward whatever the Witch is trying to Find. The Witch must have a good idea of what she is looking for, and the light goes directly towards it. The vaguer the Target is, the less precise the result of the Spell is.

Scry

Rank: 2

Zap Points: 2

Using a mirror or a pool of water, the Witch can spy on a person, room or item. She can see and hear an area up to 10ft around the Target. There is no range limit on this Spell but a Scry Ward Spell (Divination Rank 2) can prevent a Scry from working.

See Past

Rank: 3

Zap Points: 3

The Witch can look at the past of a person, object or 10ft area immediately around the Witch, for 1 week ago per Divination Magic Rank. The Witch sees in her mind, crystal ball, mirror or pool of water the general events or a specific event of what she is looking for as described by the Director. The Director can choose how complete the vision is.

ELEMENTALISM

Drizzle Cloud

Rank: 1

Zap Points: 1

This Spell calls for a small (3-5ft wide) cloud of drizzly rain that either follows a Target or remains stationary, according to the Witch. The Cloud can also be told to perform certain tasks, such as watering her

garden or filling up a bucket.

Sunlight

Rank: 1

Zap Points: 1

This Spell creates either a steady light up to the equivalent of a 100wat bulb or a flash of light. The light is real pure sunlight. If the flash is at a Target, they need to make a Hard Body Roll or be blinded for 1 minute.

Green Thumb

Rank: 2

Zap Points: 2

The Witch can alter the rate of growth of plants. A seed can grow to adulthood or reduce a full grown plant to a seed in seconds. A plant's size can be doubled or reduced per Elementalism Rank.

Fire Bug

Rank: 2

Zap Points: 2

The Witch can control existing fires within the Spell's range, increasing their strength or causing them to go out instantly.

Tremor

Rank: 3

Zap Points: 3

This Spell creates a small earthquake that does Damage to earth and stone floors, walls and other objects with in Spell range per the Elementalism Magic Rank. The Spell may also be targeted at a smaller point or at a specific item or place where a person is standing. Those in range of or targeted by Tremor must make a Hard Body Roll or lose their footing and fall down.

HEALING

Band Aid

Rank: 1

Zap Points: 1

Heals 2 points of Damage on a living Target.



Fix

Rank: 1

Zap Points: 1

Repairs non-mechanical, non-electric inanimate objects and restores 2 Life Points to non-living Targets.

Balance

Rank: 2

Zap Points: 2

The Witch restores mental balance to a Target from mystical magical attacks, removes fear and even breaks magical control.

Heal Magic

Rank: 2

Zap Points: 2

This Spell heals D8 + the Healing Magic Rank of the casting Witch. Heal Magic heals damage caused by Spells and Supernatural attacks.

Heal Mundane

Rank: 3

Zap Points: 3

This Spell heals D8 + the Healing Magic Rank of the casting Witch. Heal Mundane heals non-magical, non-Supernatural damage.

ILLUSION

Ventriloquism

Rank: 1

Zap Points: 1

The Target can project their voice within Range of the Spell.

Itch

Rank: 1

Zap Points: 1

The living Target begins to itch. The itching is so bad the Target is -1 to all Rolls.

Disillusion

Rank: 2

Zap Points: 2

Disillusion destroys a Target Illusion Spell

Knocker

Rank: 2

Zap Points: 2

Creates a sound or realistic voice in the Spell's range for up to the Spell's duration. Can be cast on a Target or in an area. At casting, the Witch determines if the sound goes off ones, or loops.

Glamour can be of something moving but cannot move past its maximum area.

MENTALISM

Brain Fart

Rank: 1

Zap Points: 1

Target is dazed, forgetting even the most basics of skills. The Target's next Skill Roll is -1 per Mentalism Magic Rank of the casting Witch. The Spell activates once, then the Target returns to normal.

Levitate

Rank: 1

Zap Points: 1

The Witch may move items at range without touching them. She can levitate up to 50lbs per Mentalism Magic Rank.

Forget

Rank: 2

Zap Points: 2

The Witch may remove 1 piece of short term memory from the Target. The memory can be no older than a week.

Cupid's Arrow

Rank: 2

Zap Points: 2

The Target of the Spell either falls in love with the first living thing they see or a specific person picked by the Witch. The Target of the Spell sees nothing wrong with their new love, no matter the situation.

Telepathy

Rank: 3

Zap Points: 3

The Witch can read the mind of a target person, animal or monster. The Witch may read current thoughts, or make separate Casting Rolls to sift through the Target's mind for specific information.

NECROMANCY

Dead Like Me

Rank: 1

Zap Points: 1

Caster or willing Target of the Spell appear dead to touch, magic and machines.

Corpse Chat

Rank: 1

Zap Points: 1

The Witch can speak and see the dead for the Spell's duration.

Call Ghost

Rank: 2

Zap Points: 2

If she knows the ghost's name, the Witch can call a ghost to her from the spirit world. The ghost will do as the Witch wishes for the duration of the Spell.

Fester

Rank: 2

Zap Points: 2

This Spell allows the Witch to cast a black bolt of energy that rots and decomposes the Target for standard Damage for the Necromancy Magic Rank.



Glamour

Rank: 3

Zap Points: 3

Creates a realistic visual image up to 4ft tall and wide per Illusion Magic Rank. The Illusion can be of one thing or of several things. The

Inhabit the Dead

Rank: 3

Zap Points: 3

The Witch turns into mist and flows into a dead body. While in the body, the Witch can animate it and use whatever senses the creature had access to while it was alive.

OFFENSE

Disarm

Rank: 1

Zap Points: 1

The Witch casts a bolt of energy from her finger or wand that knocks something from a Target's hand. The item knocked away flies up to 5 feet per Offense Magic Rank.

See-No-More

Rank: 1

Zap Points: 1

This Spell blinds the Target up to the duration of the Spell.

Freeze

Rank: 2

Zap Points: 2

Target freezes in place and is unable to move.

Zap

Rank: 2

Zap Points: 2

The Witch fires an energy bolt from her finger or wand, doing up to standard Damage for her Offense Magic Rank.

Wreck

Rank: 3

Zap Points: 3

A non-living and non-magical object targeted with this Spell loses half its Life Points and ceases to function.

PROTECTION

Harm Ward

Rank: 1

Zap Points: 1

The Target of the Spell gains +1 Resist Magic, +1 Reflex and ignores 1 point of Damage for duration.

Toughen

Rank: 1

Zap Points: 1

The Witch or another living target ignores for the duration 1 point of Damage per Protection Magic Rank.

Shield

Rank: 2

Zap Points: 2

The Witch surrounds herself in an invisible immobile airtight shield. The Shield makes air for the person inside, so it has no need to interact with anything outside the Shield. The Shield has 10+1 Life Points per Protection Magic Rank. Those Life Points must be removed before the person inside takes damage.

Reflect

Rank: 2

Zap Points: 2

The Target of the Spell (the Witch or another person or object) reflects the next (and only the next) ranged mundane attack or Spell thrown at them back at the attacker.

Dome

Rank: 3

Zap Points: 3

Same as Shield, only it can cover an area 5ft wide and tall per Protection Magic Rank of the Caster.





TIME AND SPACE

Bigger on the Inside

Rank: 1

Zap Points: 1

This Spell allows any non-living container to hold more than it would normally hold. It can hold up to 10 times its normal contents, without any increase in mass or weight.

Short Cut

Rank: 1

Zap Points: 1

This Spell lessens the distance between two points the Witch is traveling by 1/4 at Rank 2, 1/2 at Rank 3, and 3/4 at Rank 4 Time and Space Magic Ranks. The Witch can use this Spell on foot or while using a broom or other vehicle.

Double Time

Rank: 2

Zap Points: 2

The Witch halves the time it takes her to complete a task outside of combat.

Age

Rank: 2

Zap Points: 2

The Witch can increase the age of herself or another to near the limit of their life expectancy, back to new born or anywhere in between.

Teleport

Rank: 1

Zap Points: 1

The Witch can instantly transport herself and up to 10lbs of belongs 1 mile per Time and Space Magic Rank.



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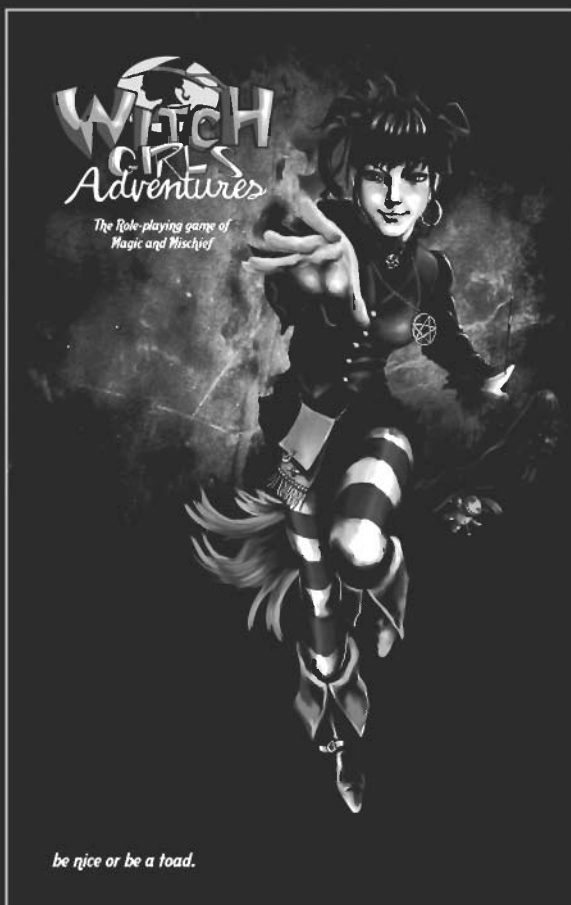
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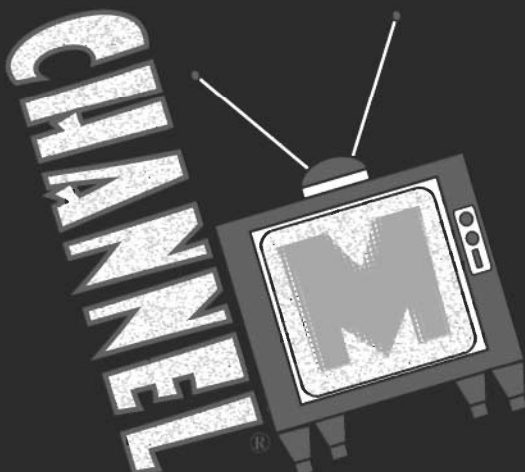
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