Starfarer's Codex:
Witch Legacy Class

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Starfarer's Codex: Witch Legacy Class

There is a deeper layer of reality that underlies the universe, one that theoretical mathematicians and cosmic philosophers have struggled to understand for millennia. You, however, are naturally talented at grasping this hidden reality and manipulating it to your benefit. As a witch, you enjoy occult control over the strands of fate and probability that tie together even the laws of matter and science. By bonding with a facet of these universal forces, and channeling them through your chosen familiar, you gain spellcasting power and the ability to warp reality with your supernatural hexes. Others may see you as evil or dangerous, but you simply command forces beyond their comprehension.

Role: You are adept at altering the course of events in your favor, whether by blighting an enemy or enhancing yourself or your allies. Your quick insight and subtle alterations of the natural order make you a boon to your companions and a curse on your enemies. While you appreciate the power of technomancers and wizards, you know that they are restrained by traditions or practices that you have transcended. In the course of your adventures, you seek to learn more about the true nature of the universe and exploit that knowledge to your advantage.

Key Ability Score: Your Intelligence governs your control over your spellcasting and hexes, so Intelligence is your key ability score. A high Dexterity enables you to make effective weapon attacks, while a high Constitution score assist you in surviving the assaults of your enemies.

Stamina Points: 5 + Constitution modifier

Hit Points: 5

TABLE: WITCH					
Level	BAB	Fort	Ref	Will	Class Features
1st	+0	+2	+0	+2	Familiar (empathic link), patron, patron hex, patron spell
2nd	+1	+3	+0	+3	Hex
3rd	+2	+3	+1	+3	Weapon specialization
4th	+3	+4	+1	+4	Hex, patron spell
5th	+3	+4	+1	+4	Familiar (deliver touch spells), hex amplification
6th	+4	+5	+2	+5	Hex
7th	+5	+5	+2	+5	Patron spell
8th	+6	+6	+2	+6	Hex
9th	+6	+6	+3	+6	Hex amplification
10th	+7	+7	+3	+7	Familiar (communication), major hex, patron spell
11th	+8	+7	+3	+7	Hex amplification
12th	+9	+8	+4	+8	Hex
13th	+9	+8	+4	+8	Patron spell
14th	+10	+9	+4	+9	Hex
15th	+11	+9	+5	+9	Familiar (share senses)
16th	+12	+10	+5	+10	Hex, patron spell
17th	+12	+10	+5	+10	Hex amplification
18th	+13	+11	+6	+11	Grand hex
19th	+14	+11	+6	+11	Hex amplification
20th	+15	+12	+6	+12	Hex

TABLE: WITCH SPELLS PER DAY						
Level	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	2	—	—	—	—
5th	4	2	—	—	—	—
6th	4	3	—	—	—	—
7th	4	3	2	—	—	—
8th	4	4	2	—	—	—
9th	5	4	3	—	—	—
10th	5	4	3	2	—	—
11th	5	4	4	2	—	—
12th	5	5	4	3	—	—
13th	5	5	4	3	2	—
14th	5	5	4	4	2	—
15th	5	5	5	4	3	—
16th	5	5	5	4	3	2
17th	5	5	5	5	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

Class Skills

Skill Ranks per Level: 4 + Intelligence modifier.
Acrobatics (Dex), Intimidate (Cha), Life Science (Int), Medicine (Int), Mysticism (Wis), Profession (Cha, Int, or Wis), and Survival (Wis).

Armor Proficiency

Light armor

Weapon Proficiency

Basic melee weapons, small arms, sniper weapons.

Spells

You cast spells drawn from the witch spell list. To learn or cast a spell, you must have an Intelligence score equal to at least 10 + the spell level. The Difficulty

Numerous options mentioned in this product refer to rules presented in the *Starfarer's Companion*. However, all rules needed to add this class to a Starfinder Roleplaying Game campaign are included in this product.

Some spells referenced are marked with an asterisk*, indicating they are found in the *Starfarer's Companion*. If you do not have the *Starfarer's Companion* you can opt to not choose the hexes that use these spells, or not take them as spells known. For witches' patrons, alternatives to these spells are presented in parenthesis.

Class for a saving throw against your spell is 10 + the spell's level + your Intelligence modifier.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on Table: Witch. In addition, you receive bonus spells per day if you have an Intelligence modifier of +1 or higher, as shown on Table: Witch Bonus Spells—note that you only receive these bonus spells once you can cast spells of that level normally. You can also cast 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day.

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new witch level, you learn one or more new spells, as indicated on Table: Witch Spells Known. Unlike spells per day, the number of spells you know isn't affected by your Intelligence.

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You can swap only a single spell at any given level, and you must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any witch spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher-level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a 2nd-level slot instead if you have one. Casting 0-level spells using higher-level spell slots consumes those spell slots as normal.

You can also decipher magical inscriptions that would otherwise be unintelligible, including identifying the spell inscribed on a magical scroll or encoded in a spell gem, which is a full action. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped item.

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TABLE: WITCH BONUS SPELLS							
Int Score	0	1st	2nd	3rd	4th	5th	6th
1–11	—	—	—	—	—	—	—
12–13	—	1	—	—	—	—	—
14–15	—	1	1	—	—	—	—
16–17	—	1	1	1	—	—	—
18–19	—	1	1	1	1	—	—
20–21	—	2	1	1	1	1	—
22–23	—	2	2	1	1	1	1
24–25	—	2	2	2	1	1	1
26–27	—	2	2	2	2	1	1
28–29	—	3	2	2	2	2	1
30–31	—	3	3	2	2	2	2

TABLE: WITCH SPELLS KNOWN							
Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	5	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Familiar

At 1st level, you gain a bond with an animal that functions as the starfarer wizard's familiar arcane bond class feature (presented at the end of the class description.) The familiar serves as a vessel for your patron spirit (see Patron, below). If a familiar is dismissed, lost or dies, it can be replaced 1 week later through a specialized ritual that takes 8 hours to complete.

At 1st level, you gain an empathic link with your familiar to a 1 mile distance. You can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. You have the same connection to an item or place that your familiar does. Additionally, your familiar gains the improved evasion special ability.

At 5th level, your familiar can deliver touch spells for you. If you and your familiar are in contact at the time you cast a spell with the range of touch, you can designate your familiar as the "toucher." The familiar can then deliver the touch spell just as you would. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

At 10th level, you and your familiar can communicate verbally as if you were using a common language. Other creatures do not understand the communication without magical help. Additionally, your familiar can communicate with animals of approximately the same kind as itself. Such communication is limited by the Intelligence of the conversing creatures.

Beginning at 15th level, you can see through your familiar's eyes as a standard action, maintaining this connection as long as you like (as long as your familiar is within 1 mile) and ending it as a swift action. You are blinded while maintaining this connection.

Patron

At 1st level, you make a bond with an otherworldly patron. This enigmatic being is an incarnation of a mysterious cosmic force that typically lurks beyond the borders of consciousness and perception. This force bonds with you and fuses itself into your familiar, granting you eldritch powers. While you are within 60 feet of your familiar, you gain access to the hex and spells granted by your patron. You can use this hex as if it was one of your chosen hexes (see below), and cast these spells as if they were on your list of spells know. A complete list of patrons appears toward the back of this product.

Hex

At 2nd level, you learn a magic technique, called a hex, that grants you a power or weakens your foes. You gain an additional hex for every 2 levels attained after 2nd level. You cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 your witch level + your Intelligence modifier.

Bedevil (Su): You warp the perceptions of nearby creatures, causing them to suffer momentary distractions. Choose a number of target creatures equal to your Intelligence modifier (minimum 1) within 30 feet. These creatures are dazzled for 1 round. A successful Will saving throw negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This is a mind-affecting effect.

Bind Weapons (Su): You prevent a target creature within 30 feet from drawing a weapon, including thrown weapons such as grenades, for a number of rounds equal to your Intelligence modifier (minimum 1). This hex has no effect on natural weapons or weapons already in a creature's hands. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 24 hours.

Charm (Su): You can charm an animal or humanoid creature, or any creature that shares a language with you, within 30 feet by projecting a supernatural sense of trustworthiness. This improves the attitude of an animal or humanoid creature by 1 step, as if you had successfully used the Diplomacy skill. The effect lasts for a number of minutes equal to your Intelligence modifier (minimum 1). A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 24 hours. This is a mind-affecting charm effect.

Disguise (Su): You can change your appearance for a number of hours equal to your class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments. Creatures who interact with you receive a Will save at your hex's DC to disbelieve the illusion. Beginning at 10th level, while changes to your gear remain illusionary, changes to your body are a physical transmutation effect, and characters who interact only with your body, such as by touching your face or hand, do not receive a Will save to disbelieve your disguise.

Drain (Su): You can drain the power from one technological item held in the hands of a creature within 30 feet. The creature must succeed at a Will save or the device loses a number of charges equal to 10 + your witch level, or half its maximum charges, whichever is greater. Whether or not the save is successful, a creature cannot be the target of this hex again for 24 hours.

Evil Eye (Su): You can cause doubt to creep into the mind of a foe within 30 feet that you can see. The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to your Intelligence modifier (minimum 1). A Will save negates this hex. This is a mind-affecting effect. At 8th level the penalty increases to –3. You may target an enemy with this hex up to 5 times per day, but each time you hex the enemy you must choose a different one of the following to target: AC, ability checks, attack rolls, saving throws, or skill checks.

Flight (Su): You disregard the typical pull of gravitational forces, eventually gaining the ability to fly. At 2nd level, this functions as *flight*, cast as a 1st-level spell. At 4th level, this hex functions as *flight*, cast as a 2nd-level spell and at 7th level it functions as *flight* cast as a 3rd-level spell. You can use this hex for a number of minutes per day equal to your witch level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This hex only affects you. You can activate this hex as a reaction when you begin falling or encounter zero gravity, but if you do so, you can't take a standard action on your next round.

Fortune (Su): You bend probability in the favor of one ally within 30 feet for 1 round. Once per round, the ally can choose to roll twice on an ability check, attack roll, saving throw, or skill check, taking the better result. The target must decide to use this ability before the roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Healing (Su): You can repair the wounds of those you touch. This acts as *mystic cure*, cast as a 1st-level spell, but substituting your Intelligence modifier for your Wisdom modifier to determine the effect. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 8th level this hex functions as *mystic cure* cast as a 2nd-level spell.

Lethargy (Su): You suppress energy around you, creating a burst of sluggishness in a 30-yard radius. Enemies within the area are staggered for 1 round. A successful Fortitude save negates this ability, and, whether or not the save is successful, a creature cannot be affected by this hex again for 24 hours.

Nails (Ex): When you select this hex, you permanently gain sharp claws that act as natural weapons. You can deal 1d3 lethal damage with your unarmed strikes and the attack doesn't count as archaic. At 3rd level, you gain a unique weapon specialization with your natural weapons, allowing you to add 1-1/2 x your character level to damage rolls with your natural weapons (instead of adding your level, as usual). You are always considered to be armed. This does not stack with other forms or unarmed attack that grant a special form of weapon specialization (such as the vesk natural weapons racial trait), but it does stack with Improved Unarmed Strike (replacing the nails' damage with the Improved Unarmed Strike damage).

Natural Speech (Su): Activating this hex allows you to transcend the bounds of typical communication, granting you the ability to speak with and understand the response of any animal as if using *speak with animals**, though each time you uses the hex, you must decide to communicate with one type of animal. You can make herself understood as far as your voice carries. This hex does not predispose any animal toward you, though it may allow you to attempt Diplomacy checks against them. At 6th level, you can use this hex to communicate with vermin. At 12th level, you can use this hex to communicate with plant creatures and plants (though most plants have limited understanding of their surroundings).

Sap Vitality (Su): You can curse a living creature within 30 feet, diminishing its life force. For a number of days equal to your Intelligence modifier (minimum 1), its maximum Hit Points and maximum Stamina

Points are each decreased by an amount equal to half your witch level. Starting at 8th level, its maximum Hit Points and Stamina Points are instead decreased by an amount equal to your witch level. A successful Fortitude save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 24 hours. This is a curse effect and can be removed by *remove affliction* or similar magic, using the hex save DC as the DC to remove the curse.

Suppress Affliction, Lesser (Su): You touch a willing creature to suppress a negative condition affecting it. Choose one of the following conditions each time you use this hex: shaken, sickened, or staggered. If the target is afflicted with the chosen condition, that condition is suppressed for a number of minutes equal to your level. Once a creature has benefited from this hex, it cannot benefit from the hex again for 24 hours.

Tongues (Su): You can activate this hex to understand any spoken language for a number of minutes per day equal to your level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 8th level, you can use this ability to speak any language, as per *tongues*.

Twist Fate (Su): As a reaction when a creature within 30 feet of you makes a d20 roll, you can force it to reroll before the outcome of the roll is revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has been affected by this hex, it is immune to it for 24 hours. When you use this hex, you are staggered until the end of your next turn by the effort of altering causality.

Ward (Su): You can use this hex to place a protective ward over one willing creature within 30 feet. The warded creature receives a +1 enhancement bonus to AC and a +1 enhancement bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. You know when a warded creature is no longer protected. You can have only one ward active at a time. If you uses this ability again, the previous ward immediately ends. You cannot use this ability on yourself. At 8th level and 16th level, the bonuses provided by this ward increase by +1. Once a creature has benefited from this hex, it cannot benefit from it again for 24 hours.

Witch's Mark (Su): With a touch, you inscribe a personal sigil on a target creature. If your target is unwilling, this requires you to succeed on a melee attack against the target's EAC (though you may add your intelligence bonus, rather than Strength bonus, to this attack roll) and the target may make a Will save to resist this hex. The mark persist through disguises and shapechanging. You can use your hexes on the scarred target at a range of up to 1 mile, and you are considered to have a body part from the target for the purpose of *scrying** and similar divination spells. You can withdraw this hex from a target as a standard action at any range. You can maintain one marked target at a time; if you mark a new target, the mark on an existing target immediately disappears. This is a curse effect and can be removed by *remove affliction* or similar magic, using the hex save DC as the DC to remove the curse.

Wither (Su): You can curse a plot of land, causing it to wither and die. Targeting an area takes 1 round, during which time you and your familiar must be in contact with the target. The land begins to wither the following day, and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. You can affect an area with a radius equal to your class level × 10 feet. You can only have one wither hex in effect at a time. If another wither hex is made, the first immediately ends. The curse can be removed with *remove affliction* or similar magic, using the hex save DC as the DC to remove the curse.

Weapon Specialization

At 3rd level, you gain the Weapon Specialization feat as a bonus feat for each weapon group this class grants you proficiency with.

Hex Amplification (Su)

At 5th level, 9th level, 11th level, 17th level, and 19th level, you select one of the following amplifications that modify your hexes, including major and grand hexes. A hex may only be modified with one amplification at a time. If an amplification directs you to choose a hex upon gaining the amplification, once made that choice is permanent. Unless otherwise noted, each amplification can only be selected once.

- **Distant Hex:** When you select this amplification, choose one of your hexes with a range other than touch. If you spend 1 Resolve Point as a part of activating that hex, the range of the hex is increased by 10 feet. You can select this amplification more than once. When you do, you can extend the range of a previously-chosen hex by an additional 10 feet when activating this

ability (to a maximum of twice its original range), or you can choose an additional hex and extend its range by 10 feet when activating this ability.

- **Extend Hex:** As a move action, you can spend 1 Resolve Point and choose one of your currently active hexes with a duration measured in rounds that is affecting a creature within 30 feet. The duration of that hex is extended by 1 round.

- **Hex Strike:** When you select this amplification, choose one of your hexes that targets an enemy and has an activation time of 1 standard action or less. When you successfully strike a foe with a melee attack, you may spend 1 Resolve Point as a swift action to affect the struck enemy with the chosen hex. For hexes that require a melee attack, count your initial melee attack as a successful hit. You can select this amplification more than once. If you do, each time you must choose an additional hex to use with this ability.

- **Resolute Hexes:** When you select this amplification, choose one of your hexes that could normally affect a creature only once in a 24 hour period. You may spend 1 Resolve Point as you activate that hex to target a creature with the hex as if it had not already been the target of that hex in the last 24 hours. You can select this amplification more than once. If you do, each time you must choose an additional hex to use with this ability. You must be at least 9th level to select this amplification.

- **Predictive Hex:** When you activate a hex that targets a willing creature, you can spend 1 Resolve Point as a part of activating the hex to suspend the hex's effect for a number of rounds equal to your level. After the hex has been suspended, you may trigger its effect early by spending a move action, regardless of your distance from the target. If the subject of your hex is no longer a legal target when its effect triggers (for instance, if your lesser suspend condition hex triggers on a creature that is now dead), the hex has no effect. You can only have 1 hex suspended in this way at a time.

- **Potent Hex:** When you select this amplification, choose one of your hexes that heals or restores Hit Point damage. You can spend 1 Resolve Point as a part of activating that hex to increase its effect by a number of Hit Points equal to your level. You can select this amplification more than once. If you do, each time you must choose an additional hex to use with this ability.

- **Split Hex:** When you select this amplification, choose one of your hexes with a range other than touch that normally targets a single creature. You can spend 1 Resolve Point as a part of activating that hex to target one additional creature with the hex, as long as it is within range. You must be at least 11th level to select this amplification, and you must be at least 17th level to select a major hex as your chosen hex. You may not choose a grand hex for this amplification. You can select this amplification more than once. If you do, each time you must choose an additional hex to use with this ability.

Major Hex

Starting at 10th level, and every two levels thereafter, you can choose one of the following major hexes whenever you could select a new hex.

- **Agony (Su):** You can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for a number of rounds equal to your level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round at the end of its turn to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 24 hours. This is a pain and curse effect and can be removed with *remove affliction* or similar magic, using the hex's save DC as the DC to remove the curse.

- **Blight (Su):** You alter a creature's genetic code, wracking it with a horrible wasting disease. Make a melee attack against a target's EAC as a part of activating this hex. You may add your Intelligence bonus, rather than your Strength bonus, to this attack. If you hit, the target must succeed on a Fortitude save or contract the following disease:

Hex Blight
Type disease (injury); **Save** Fortitude DC = Hex DC
Track physical; **Frequency** 1/day
Effect progression track is Weakened—Impaired—Debilitated—Bedridden—Comatose—Dead
Cure 1 save
The disease can be removed with a *remove affliction* or similar magic, using the hex's save DC as the DC to remove the disease. Whether or not a creature's initial Fortitude save is successful, it cannot be the target of this ability again for 24 hours.

- **Cloud Judgement (Su):** You curse your enemies so that they cannot tell friends from foes. Choose a number of enemies within 60 feet equal to your Intelligence modifier. They are confused, as the *confusion* spell, for a number of rounds equal to half your witch level. This is a mind-affecting compulsion and curse effect and it can be removed with *remove affliction* or similar magic, using the hex's save DC as the DC to remove the curse. Whether or not a creature's initial Will save is successful, it cannot be the target of this ability again for 24 hours.

- **Disorient (Su):** You curse a creature within 60 feet, causing it to stumble and fall prone. If used on a flying creature, the target instead becomes off-kilter for 1 round as it loses its balance. A successful Reflex save negates this ability. Whether or not the target's Reflex save is successful, it cannot be the target of this ability again for 24 hours. This is a mind-affecting curse effect.

- **Glimpse Fate (Su):** You examine the possible futures of a touched willing creature. Granting this examination takes 1 minute, during which time you and the target must remain in contact with one another. At the end of this time, you or the subject may ask once question about the outcome of a possible course of action, as the *augury* spell, save that you can see up to 24 hours into the future. Like *augury*, you have a 75% chance of receiving a meaningful reply and repeated questions about the same subject yield the same result. You cannot use this ability on yourself, and once a creature has benefited on this ability, it may not benefit from it again for 1 week.

- **Glitch (Su):** You briefly curse a technological device adjacent to you, making it malfunction. This functions as the overload mechanic ability, substituting your hex DC for the DC of the Reflex saving throw to avoid the ability. Once a device has been targeted by this hex, it is immune to its effects for 24 hours.

- **Major Healing (Su):** This functions as the healing hex, save that it functions as *mystic cure* cast as a 3rd –level spell. At 14th level, this hex functions as *mystic cure* cast as a 4th-level spell.

- **Nightmares (Su):** By manipulating a creature's subconscious energy, you plague it with horrible dreams. Target a creature within 60 feet. Unless the target succeeds on a Will save, the next time it sleeps, it is tormented by nightmares. This functions as the spell *nightmare** each time the affected creature attempts to rest. If the save is failed, the target must make a new save each night or be unable to rest. This is a mind-affecting curse effect and it can be removed with *remove affliction* or similar magic, using the hex's save DC as the DC to remove the curse. Whether or not a creature's initial Will save is successful, it cannot be the target of this ability again for 24 hours.

- **Observant Eye (Su):** You create a magic sensor that you can see through. This functions as per the spell *arcane eye*, save that if you cease to concentrate on the eye it disappears. You can use this eye for a number of minutes per day equal to your level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

- **Redirect Projectile (Su):** You curse a target within 60 feet so that its next ranged attack made within an hour is turned back on itself. Unless the target succeeds on a Will save, space folds and warps so that its next ranged weapon attack is redirected to target itself. The target rolls its attack roll as normal and, if the total exceeds the target's KAC or EAC (as appropriate for its weapon), the creature suffers the full effects of a hit from the weapon. The target never benefits from cover or concealment against this shot, though it can benefit from abilities that would protect it from ranged attacks, such as the Deflect Projectiles feat. This is a curse effect and it can be removed with *remove affliction* or similar magic, using the hex's save DC as the DC to remove the curse. Whether or not a creature's initial Will save is successful, it cannot be the target of this ability again for 24 hours.

- **Retribution (Su):** You can place a retribution hex on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds

equal to your Intelligence modifier. A Will save negates this effect. Whether or not a creature's initial Will save is successful, it cannot be the target of this ability again for 24 hours.

- **Riding Eye (Su):** You can project your senses in a living creature of Intelligence 2 or less within 100 feet, sensing whatever it senses. You cannot control the creature's actions. You can project your senses from that creature to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from your actual location. You may return your senses to your own body as a move action. While projecting your senses into another creature, you are considered blind. Creatures may resist this ability with a Will save. You may use this ability on your own familiar as if it were a legal target. You can use this ability for a number of minutes per day equal to your level. These minutes need not be consecutive, but they must be spent in 1-minute increments.

- **Suppress Affliction (Su):** You touch a willing creature to suppress stronger negative conditions. This functions as the lesser suppress afflictions hex, save that you choose one of the following conditions each time you use it: frightened, nauseated, shaken, sickened, or staggered.

- **Speak in Dreams (Su)**: You can transcend space and time to contact a creature as if using *dream**. You can use this ability on a number of creatures per day equal to your Intelligence bonus, but can dream-speak to those creatures as often as desired throughout that time period.

- **Steal Senses (Su):** You interfere with the target creature's ability to perceive light or sound waves. Choose a creature within 60 feet. Unless it succeeds on a Fortitude save, it becomes permanently blinded or deafened (your choice). This is a curse effect and it can be removed with *remove affliction* or similar magic, using the hex's save DC as the DC to remove the curse. Whether or not a creature's initial Fortitude save is successful, it cannot be the target of this ability again for 24 hours.

- **Unnerving Beast (Su):** You awaken the ominous power of the patron that dwells within your familiar. When you activate this hex,

the creature radiates otherworldly power, and all enemies within 60 feet of your familiar that can perceive the creature must succeed on a Will save or be shaken for a number of rounds equal to your Intelligence modifier (minimum 1). Whether or not its Will save is successful, an enemy exposed to this power is immune to it for 24 hours. You must be within 60 feet of your familiar to activate this hex. This is a mind-affecting fear effect.

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Grand Hex (Su)

Starting at 18th level, and every two levels thereafter, you can choose one of the following grand hexes whenever you could select a new hex.

- **Death Curse (Su):** This powerful curse seizes a creature's heart, causing death within just a few moments. Target one living creature within 30 feet. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the hex. On the second round of the hex, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fortitude save. Creatures that fail the first save but succeed at the second remain exhausted and take 18d6 points of damage. Slaying you ends the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of this hex again for 1 day. This is a curse and death effect, and during the first three rounds it can be removed with *remove affliction* or similar magic, using the hex's save DC as the DC to remove the curse. Whether or not a creature's initial Will save is successful, it cannot be the target of this ability again for 24 hours.

- **Dire Prophecy (Su):** You curse a target within 60 feet so it is doomed to bad fortune. This functions as *bestow curse*, save that it can only be removed by *break enchantment* or more powerful magic. Whether or not the target's save against the hex is successful, a creature cannot be the target of this hex for 24 hours. This is a curse effect.

- **Forced Reincarnation (Su):** You causes a creature within 30 feet to die and be immediately reincarnated, as the *reincarnate* spell, into a new body. A Will save negates this effect. Those that fail are slain and immediately brought back to life with the spell reincarnate. Whether or not the save is successful, a creature cannot be the target of this hex again for 24 hours.

- **Glitch, Greater (Su):** You can completely short-circuit technological creations. This functions as the override mechanic ability, save that you substitute your hex DC for the DC to resist the ability and you may target any electronic device, android, drone, robot, or creature with the technological subtype within 60 feet. Once a device has been targeted by this hex, it is immune to its effects for 24 hours. This is a curse effect.

- **Slumber (Su):** You can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *deep slumber*, save that it can affect any creature whose CR is no higher than your level. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to your level. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 24 hours.

- **Summon Spirit (Su):** You call forth the spirit of a departed creature to answer your demands. You request the spirit's presence by speaking its name; unwilling spirits can resist the call by succeeding on a Will save. Having a physical connection to the spirit can make it more difficult to resist the call. If you have a possession or garment that belonged to the spirit, it takes a -2 penalty on its Will save, and if you possess a part of the spirit's body, this penalty increases to -4. While summoned, the spirit appears as a formless, faintly glowing disturbance in the air. While unable to physically act, the spirit can speak any language it knew in life. You may ask the spirit a number of questions equal to your level, and it is bound to answer you truthfully, though it is limited to what it knew in life. After it answers your questions, or a number of minutes equal to your Intelligence modifier (whichever is sooner), the spirit fades and returns to its rest. A particular spirit cannot be called with this hex more frequently than once per week.

- **Suppress Affliction, Greater (Su):** You touch a willing creature to suppress even the strongest negative conditions. This functions as the lesser suppress afflictions hex, save that you choose one of the following conditions each time you use it: cowering, dazed, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned.

- **Weather Control (Su):** You alter the climate by one within a 100-foot-radius emanation of you as the *terraform* spell. This takes 1 full hour of subtly altering energy flows within the area. The change in climate lasts a number of days equal to your level, after which the area reverts to its typical climate over the course of 1 hour. You may only have a number of areas equal to your Intelligence modifier affected by this hex at any

one time, and you may dismiss the effect on any or all of the areas as a standard action. Repeated applications of this hex to the same area can alter the climate by additional steps, but each additional application in the same area counts as an additional simultaneous affected area under for the purpose of limits on this hex. For instance, if you activated this hex three times in the same area to shift the climate by three steps, this would count as three areas affected by this hex.

Witch Patrons

At 1st level, you must choose one of the following forces as your mysterious patron. Once made, this choice is permanent. Patron hexes function exactly as other hexes, including their action to activate, save DC, and ability to be modified by hex amplifications. Patron spells marked with an * are detailed in the *Starfarer's Companion*. If not using that volume, use the alternative spell listed in parenthesis.

Ancestors

Your patron represents the collective wisdom of all that have gone before you.

Patron Hex: Ancestral Knowledge (Su)
With a touch, you can allow a willing creature to retry one skill check to identify a creature or recall knowledge that it had failed within the last minute. The target gains an insight bonus on the roll equal to your Intelligence modifier. Once a target benefits from this hex, it may not be the target of it for 24 hours.

Patron Spells:
1st—*wisp ally*
2nd—*augury*
3rd—*speak with dead*
4th—*call spirit* (or *divination*)
5th—*contact other plane*
6th—*circle of clarity* (or *vision*)

Beasts

Your patron represents the primal drives of feral animals.

Patron Hex: Adaptation (Su)
When you activate this hex, you gain one of the following abilities: blindsense (scent) with a range of 30 feet, a climb speed equal to half your base speed, darkvision out to 60 feet, low-light vision, or a swim speed equal to half your base speed. You can use this hex for a number of minutes per day equal to your level. These minutes do not need to be consecutive, but they must be spent in one-minute increments.

Patron Spells:
1st—*commune with wildlife* (or *share language*)
2nd—*speak with animals*
3rd—*charm monster*
4th—*hold monster*
5th—*commune with nature*
6th—*anti-life shell* (or *unwilling guardian*)

Death

Your patron represents the control of forces beyond the mortal realm.

Patron Hex: Bolster Undead (Su)
You touch one undead creature cause it to gain a number of Hit Points equal to 1d8 + your Intelligence modifier. At 8th level, this increases to 5d8 + your Intelligence modifier. Once a creature has benefited from this ability, it cannot be targeted by the ability for 24 hours.

Patron Spells:
1st—*ray of sickening* (or *wisp ally*)
2nd—*command undead*
3rd—*speak with dead*
4th—*animate dead*
5th—*raise dead*
6th—*anti-life shell* (or *control undead*)

Deception

Your patron represents the control of forces beyond the mortal realm.

Patron Hex: Dissembling (Ex)
You permanently add Bluff and Disguise to your list of class skills. Choose one of these skills. You permanently gain an insight bonus equal to half your level on checks with that skill.

Patron Spells:
1st—*disguise self*
2nd—*mirror image*
3rd—*nondetection*
4th—*secret text* (or *holographic image* as a 4th level spell)
5th—*mislead*
6th—*veil*

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Energy

Your patron represents the flow of elemental matter throughout the universe.

Patron Hex: Energy Warp (Su)
You grant a willing creature within 30 feet the ability to alter the type of energy damage it deals for 1d4 rounds. When the target would deal acid, cold, electricity, fire, or sonic damage, it may instead choose to do an equal amount to damage of one of the other types. Once a creature has benefited from this ability, it cannot be targeted by the ability for 24 hours.

Patron Spells:
1st—*overheat*
2nd—*caustic conversion*
3rd—*arcing surge*
4th—*corrosive haze*
5th—*heat leech*
6th—*chain surge*

Healing

Your patron represents the sustaining lifeblood of the universe.

Patron Hex: Succor (Su)
You snatch your allies back from the brink of death. When you activate this hex, all dying allies within 30 feet of you immediately stabilize, and any ally suffering from bleed damage ceases to bleed. Once a creature has benefited from this ability, it cannot be affected by the ability for 24 hours.

Patron Spells:
1st—*lesser remove condition*
2nd—*lesser restoration*
3rd—*remove affliction*
4th—*restoration*
5th—*raise dead*
6th—*psychic surgery*

Hyperspace

Your patron represents the malleability of spatial understanding.

Patron Hex: Apport (Su)
With a touch, you can whisk an unattended object of light or negligible bulk to another location you can see within 30 feet. You may attempt to teleport an attended object by succeeding on a melee attack against the EAC of the creature holding the object. Once an object has benefited from this ability, it cannot be affected by the ability for 24 hours.

Patron Spells:
1st—*expeditiousness** (or *hold portal*)
2nd—*stumble gap** (or *mirror image*)
3rd—*rope trick**(or *displacement*)
4th—*dimension door*
5th—*teleport*
6th—*interplanetary teleport*

Insanity

Your patron represents the instability of rational consciousness.

Patron Hex: Babble (Su)
You can force a target creature within 30 feet to babble loudly and incoherently for 1d4 rounds. This prevents the creature from communicating verbally, moving quietly, or attempting any task that requires concentration, such as casting a spell. A Will save negates this hex. Whether it makes its save or not, a creature cannot be affected by this ability for 24 hours.

Patron Spells:
1st—*lesser confusion*
2nd—*daze monster*

3rd—*euphoric cloud**(or *suggesting*)
4th—*confusion*
5th—*feeblemind*
6th—*subjective reality*

Mind

Your patron represents the power of the awakened mind over its surroundings.

Patron Hex: Psychokinetic Manipulation (Su)
You can create a mental force that accomplishes small tasks for you. This functions as *unseen servant*, save that you must concentrate to maintain the effect. You can use this hex for a number of hours per day equal to your level. These minutes do not need to be consecutive, but they must be spent in one-hour increments.

Patron Spells:
1st—*mindlink*
2nd—*force blast*
3rd—*psychokinetic strangulation*
4th—*telepathic bond*
5th—*greater synaptic pulse*
6th—*mind blank**(or *mind thrust*)

Malfunction

Your patron represents the perils of technology and carelessness.

Patron Hex: Adept Bypass (Ex)
You permanently add Computers and Engineering to your list of class skills. When attempting to disable a device or hack a computer, cut the time required in half, to a minimum of 1 full action.

Patron Spells:
1st—*detect tech*
2nd—*logic bomb*
3rd—*discharge*
4th—*overload systems*
5th—*cranial countermeasures**(or *control machines*)
6th—*greater discharge*

Probability

Your patron represents the analytical view of future events.

Patron Hex: Tip the Odds (Su)
You can slightly alter the likely hood of future success for one willing creature your touch. The next time the target takes 10 on a skill check, it treats its result

as if it had rolled an 11 instead of a 10. This benefit must be used within 1 minute per witch level, or it is wasted. Once a creature has benefited from this ability, it cannot be affected by the ability for 24 hours.

Patron Spells:
1st—*anticipate peril**(or *keen senses*)
2nd—*augury*
3rd—*displacement*
4th—*divination*
5th—*contact other plane*
6th—*vision*

Shadow

Your patron represents the dark recesses of the universe where lurks the unknown.

Patron Hex: Deep Sight (Su)
You can grant yourself darkvision with a range of 60 feet. At 10th level, this hex grants you the ability to see normally even in darkness created by *deeper darkness** and similar effects. You can use this hex for a number of minutes per day equal to your level. These minutes do not need to be consecutive, but they must be spent in one-minute increments.

Patron Spells:
1st—*shadow weapon**(or *reflecting armor*)
2nd—*darkness**
3rd—*nondetection*
4th—*deeper darkness*
5th—*private sanctum*
6th—*shadow walk*

Spirits

Your patron represents the souls of the departed that wander the universe.

Patron Hex: Spirit Blade (Su)
You can grant a weapon within 30 feet the ability to deal full damage to incorporeal creatures, as if it had the *ghost hunter* fusion, for 1d4 rounds. Once a weapon has benefited from this ability, it cannot be affected by the ability for 24 hours.

Patron Spells:
1st—*unseen servant*
2nd—*deathwatch**(or *see invisibility*)
3rd—*speak with dead*
4th—*call spirit**(or *reincarnate*)
5th—*raise dead*
6th—*shadow body**(or *shadow walk*)

Vengeance

Your patron represents the desire of the wronged to strike back.

Patron Hex: Retributive Pulse (Su)

You can strike back at a target creature within 30 feet who has dealt Hit Point damage to you in the last 2 rounds. Unless the target succeeds on a Will save, it takes nonlethal damage equal to half the amount of damage it dealt to you with its most recent attack. This is a mind-affecting pain effect. Whether or not it makes its Will save, it cannot be affected by the ability for 24 hours.

Patron Spells:

1st—*reflecting armor*
2nd—*inflict pain*
3rd—*crushing despair** (or *bestow curse*)
4th—*terrible remorse** (or *mind probe*)
5th—*crush skull*
6th—*mass inflict pain*

Witch Spell List

The witch casts spells drawn from the witch spell list, presented below. Spells marked with an asterisk are detailed in the *Starfarer's Companion*. If not using that book, do not select those as spells known.

0-LEVEL SPELLS

dancing lights, daze, detect affliction, detect magic, energy ray, fatigue, force ward, grave words, stabilize, telepathic message, token spell*

1ST-LEVEL SPELLS

anticipate peril, charm person, command, comprehend languages, commune with wildlife, detect radiation, expeditiousness*, fear, flight, freeze*, grease, holographic image, jolting surge, keen senses, lesser remove condition, life bubble, lock gaze*, mystic cure, mystic harm, overheat, ray of sickening*, reflecting armor, shadow weapon*, stone fist*, unseen servant, web*, zone of truth*

2ND-LEVEL SPELLS

Animal messenger, apport object*, augury, bloodhound*, chill touch*, cryogenic repose*, darkvision, daze monster, fear, flight, fog cloud, freeze*, glitterdust*, hold person, holographic image, inflict pain, lesser restoration, mirror image, mystic cure, mystic harm, oneiric horror*, remove condition, see invisibility, speak with animals*, spider climb, status, web**

3RD-LEVEL SPELLS

arcane sight, arcing surge, bestow curse, charm monster, clairvoyance/clairaudience, crushing despair, deep slumber, dispel magic, fear, euphoric cloud*, flight, freeze*, guiding star*,   holographic image, lesser resistant armor, mystic cure, mystic harm*, nightmare*, poison*, ray of exhaustion, reflective hideaway*, remove affliction, speak with dead, suggestion, thoughtsense*, toxic gift*, vampiric touch*, tongues, web**

4TH-LEVEL SPELLS

black tentacles, call spirit*, calm emotions*, confusion, cosmic eddy, death ward, discern lies, detect observation*, divination, dimensional anchor*, dream*, enervation, fear, freeze*hold monster, holographic image, flight, freeze*, holographic image, mystic cure, mystic harm*, reflective transport*, reincarnate, remove radioactivity, rest eternal*, restoration, sending*, telepathic bond, terrible remorse*, vertiginous cloud**

5TH-LEVEL SPELLS

break enchantment, commune with nature, contact other plane, dominate person, dream council, feeblemind, flight, freeze*, greater dispel magic, greater remove condition, heat leech, holographic image, hostile juxtaposition*, modify memory, mystic cure, mystic harm*, possession*, rune of imprisonment*, scrying*, wandering star motes*, waves of fatigue*

6TH-LEVEL SPELLS

chain surge, cloak of dreams, deflection*, energy drain*, enshrining refuge, ethereal jaunt, flesh to stone, flight, freeze*, frightful aspect*, greater resistant armor, holographic image, hostile juxtaposition*, interplanetary teleport, mass hold person*, mass inflict pain, mass suggestion, mind blank*, mystic cure, mystic harm*, plane shift, possession*, psychic surgery, regenerate, shadow walk, shadow body*, snuff life, suffocate*, true seeing, vision*

Archetypes for Starfinder Witch

Altered or Replaced Class Features

For any level at which an archetype provides an alternate class feature, a witch who takes the archetype alters or replaces the listed class feature.

Multilevel 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain a hex.

9th Level: You don't gain the hex amplification normally gained at 9th level.

TABLE: FAMILIAR BASE STATISTICS

Class Level	Hit Points	Attack Bonus	Damage	KAC	EAC	Good Save	Poor Saves	Master Skills	Good Skills
1	5	+0	1d4	11	10	+2	+0	+7	+3
2	10	+1	1d4	12	11	+3	+0	+9	+4
3	15	+1	1d4	13	12	+3	+1	+10	+5
4	20	+2	2d4	14	13	+4	+1	+12	+7
5	25	+2	2d4	15	14	+4	+1	+13	+8
6	30	+3	2d4	16	15	+5	+2	+15	+10
7	35	+3	3d4	17	16	+5	+2	+16	+11
8	40	+4	3d4	18	17	+6	+2	+18	+13
9	45	+4	3d4	19	18	+6	+3	+19	+14
10	50	+5	4d4	20	19	+7	+3	+21	+16
11	55	+5	4d4	21	20	+7	+3	+22	+17
12	60	+6	4d4	22	21	+8	+4	+24	+19
13	65	+6	5d4	23	22	+8	+4	+25	+20
14	70	+7	6d4	24	23	+9	+4	+27	+22
15	75	+7	6d4	25	24	+9	+5	+28	+23
16	80	+8	6d6	26	25	+10	+5	+30	+25
17	85	+8	6d6	27	26	+10	+5	+31	+26
18	90	+9	7d6	28	27	+11	+6	+33	+28
19	95	+9	7d6	29	28	+11	+6	+34	+29
20	100	+10	8d6	30	29	+12	+6	+36	+31

Familiars

Your familiar's abilities are determined by your level and its type (as described in Table: Familiar Base Statistics, below). This table determines many of the statistics of the familiar, regardless of the creature's typical statistics. For effects not related to the table below, treat the familiar's ability scores as follows: Strength: 6, Dexterity: 14, Constitution: 10, Intelligence: 6, Wisdom: 10, Charisma: 6. A familiar can understand—though not speak, read, or write—any language that you do.

Familiars may not activate items or use weapons. The terms used in the table are explained below.

Class Level: This is your level in the class that grants a familiar. If you have levels in more than one class that grants a familiar, you do not gain a second familiar, but your levels in those classes stack to determine the statistics of your familiar.

Hit Points: This is the familiar's total Hit Points. For the purposes of spells or other effects that rely on Hit Dice or level, your familiar's equivalent HD or level is equal to your witch level. Familiars do not have Stamina Points.

Attack Bonus: This is the familiar's attack bonus.

Damage: This is the damage dealt by the familiar's natural attack. A familiar's attacks are not considered archaic weapons.

KAC: This is your familiar's kinetic armor class.

EAC: This is your familiar's energy armor class.

Good Save/Poor Save: These are the familiar's saving throw bonuses. Each familiar type designates which

TABLE: FAMILIAR TYPES

Type	Example Species	Good Save	Poor Saves	Movement Types	Master Skill	Good Skills
Amphibian	frog	Fortitude	Reflex Will	Base: 20 Swim: 40	Athletics	Acrobatics Perception
Avian	hawk	Reflex	Fortitude Will	Base: 30 Fly: 30	Acrobatics	Perception Sense Motive
Biped (hands)	squirrel	Will	Reflex, Will	Base: 30	Athletics	Acrobatics Perception
Quadruped (claws/paws)	fox	Reflex	Fortitude Will	Base: 40	Athletics	Stealth Survival
Saurian	iguana	Will	Fortitude Reflex	Base: 30 Climb: 20	Athletics	Acrobatics Survival
Serpentine	viper	Will	Fortitude Reflex	Base: 20 Climb: 20	Athletics	Sense Motive Survival
Spheroid	living ball	Reflex	Fortitude Will	Base: 40	Acrobatics	Perception Survival
Verminous	scorpion	Will	Fortitude Reflex	Base: 20 Climb: 20	Athletics	Acrobatics Stealth

saving throw uses the good save value and which ones use the poor save value.

Master Skills/Good Skills: The familiar is adept at a number of skills determined by its familiar type. Use the first modifier on skills listed as master skills and the second for skills listed as good skills. For other skill checks, the familiar uses a modifier based on its base statistics.

FAMILIAR TYPES

Many different types of creatures serve witches as familiars. In addition to having differences in appearance and personality, these creatures differ slightly in their abilities, as described in Table: Familiar Types. The terms used in this table are explained below. More familiar types are presented in the *Starfarer's Companion*.

Optionally, you may choose to have a construct familiar. It may be of the magical or technological subtype. Such a construct does not heal naturally and gains construct immunities. However, such a construct can only take either a move action or a standard action each round

unless you either take a move action to direct it (allowing it to act normally), or expend a spell slot as a move action to imbue it with technomagical

programming (which allows it to act normally for a number of rounds equal to the spell slot's spell level + your Intelligence bonus).

Type: This describes the general physiology of the familiar. Familiars are always tiny in size, even if their species typically grows bigger or smaller than this. All familiars are magical beasts, regardless of their typical type.

Example Species: This gives an example of a creature of this familiar type. The list is not exhaustive, and similar creatures can serve as familiars just as well. Use the examples as a guideline when deciding with your GM which type best fits your familiar.

Good Save: This save uses the good save progression from Table: Familiar Base Statistics.

Poor Saves: These saves use the poor save progression from Table: Familiar Base Statistics.

Master Skill: These skills use the master skill progression from Table: Familiar Base Statistics.

Good Skills: These skills use the good skills progression from Table: Familiar Base Statistics.

Movement Types: These are the movement types possessed by the familiar.

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