

Basic Era Games

Witch Player Character Sheets



Basic and Swords & Wizardry
Character Sheets and Tables

by Timothy S. Brannan



PLAYER



TRADITION



COVEN



PATRON

CHARACTER CLASS

RACE

LEVEL XP

ALIGNMENT

PORTRAIT/SYMBOL



AC



HP

STR

INT

WIS

DEX

CON

CHA

EQUIPMENT • WEAPONS • ITEMS

SPELLS PER LEVEL

- 1 ○
- 2 ○
- 3 ○
- 4 ○
- 5 ○
- 6 ○
- 7 ○
- 8 ○

TO HIT

AC

9 8 7 6 5 4 3 2 1 0

MODS

POISON

WANDS

STONE

BREATH

SPILLS

COINS • GEMS

POTIONS • SCROLLS





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AC

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SPELLS PER LEVEL

- 1 ○
- 2 ○
- 3 ○
- 4 ○
- 5 ○
- 6 ○
- 7 ○
- 8 ○

TO HIT AC

MODS

9 8 7 6 5 4 3 2 1 0

SAVING THROW

MODS

COINS • GEMS

POTIONS • SCROLLS





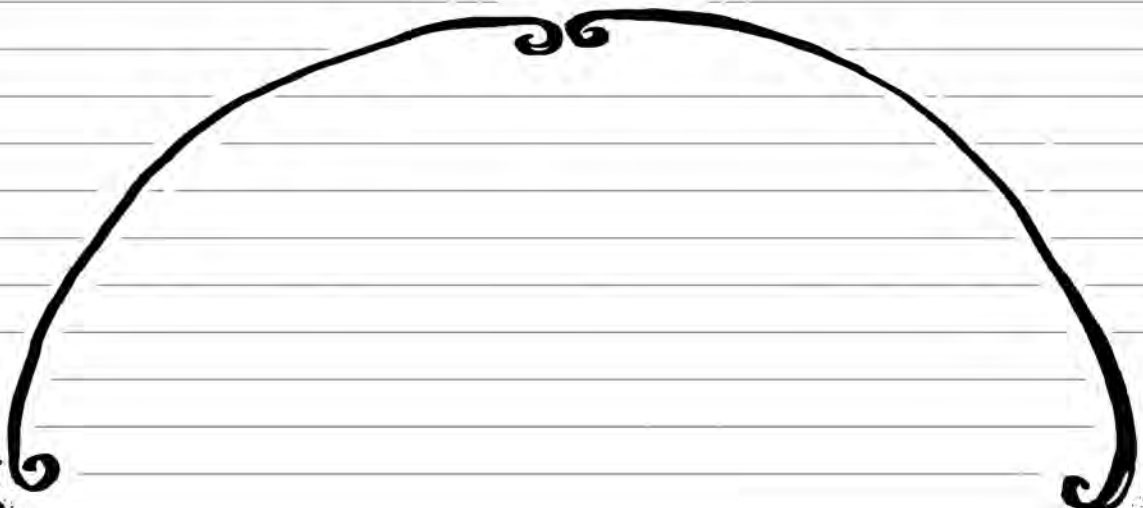
OCCULT POWERS



• FAMILIAR
TYPE:
NAME:

SPELLS

NOTES



Witch (Basic Era)

Prime Requisite: Charisma

Required Abilities: 11 or greater on Charisma and Wisdom. 10 or higher Intelligence.

Experience Bonus: 5% for Charisma 13-15, 10% for Charisma 16-18.

Hit Dice: 1d4 per level up to 10th level. At 11th level, +1 hit point per level, Con adjustments no longer apply.

Maximum Level: Any

Armor: Cloth, Padded, or Leather only, no shields.

Weapons: A witch may only use a dagger, staff, flaming oil, holy water, net, thrown rock, sling, and whip as weapons.

Special Abilities: Occult Powers; witch spells, ritual spells.

WITCH EXPERIENCE TABLE					Spells / Level							
Level	XP	Hit Dice	To Hit AC0	Occult Powers	1	2	3	4	5	6	7	8
1	0	1d4	20	Least	1	-	-	-	-	-	-	-
2	2,600	2d4	19	Herb Use	2!	-	-	-	-	-	-	-
3	5,200	3d4	19		2	1	-	-	-	-	-	-
4	10,400	4d4	19		2	2!	-	-	-	-	-	-
5	20,800	5d4	19		2	2	1	-	-	-	-	-
6	40,000	6d4	17		3	2	2!	-	-	-	-	-
7	80,000	7d4	17	Lesser	3	2	2	1	-	-	-	-
8	160,000	8d4	17		3	3	2	2!	-	-	-	-
9	320,000	9d4	17		3	3	2	2	1	-	-	-
10	440,000	10d4	17		4	3	3	2	2!	-	-	-
11	560,000	10d4+1	15		4	3	3	2	2	1	-	-
12	680,000	10d4+2	15		4	4	3	3	2	2!	-	-
13	800,000	10d4+3	15	Minor	4	4	3	3	2	2	1	-
14	920,000	10d4+4	15		5	4	4	3	3	2	2!	-
15	1,040,000	10d4+5	15		5	4	4	3	3	2	2	1
16	1,160,000	10d4+6	13		5	5	4	4	3	3	2	2!
17	1,280,000	10d4+7	13		5	5	4	4	3	3	2	2
18	1,400,000	10d4+8	13		6	5	5	4	3	3	3	2
19	1,520,000	10d4+9	13	Medial	6	5	5	4	4	3	3	2
20	1,640,000	10d4+10	13		6	6	5	5	4	4	3	3
21+	+120,000	+1 hp	-2 / 5 levels									

! A Witch may take a ritual spell at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, and 16th levels.

WITCH SAVING THROWS

Level	1-5	6-10	11-15	16-20	21+
Breath Attacks	16	14	12	10	8
Poison or Death	13	11	9	7	5
Petrify or Paralysis	13	11	9	7	5
Wands	14	12	10	8	6
Spells and Spell-like Devices	15	13	11	9	7

Witch (Swords & Wizardry)

Prime Attribute: Charisma

Hit Dice: 1d4 per level up to 10th level. At 11th level, +1 hit point per level.

Armor: Cloth, Padded or Leather only, no shields.

Weapons: A witch may only use a short sword, dagger, staff, flaming oil, net, thrown rock, sling, and whip as weapons.

Special Abilities: Occult Powers; witch spells, ritual spells.

Races: Elves, Half-elves and Humans may be Witches. Other races can vary by traditions.

Witch Experience Table					Spells / Level*							
Level	XP	Hit Dice (d4)	Saving Throw	Occult Powers	1	2	3	4	5	6	7	8
1	0	1d4	15	Power	1	-	-	-	-	-	-	-
2	2,600	2d4	14		2!	-	-	-	-	-	-	-
3	5,200	3d4	13		2	1	-	-	-	-	-	-
4	10,400	4d4	12		2	2!	-	-	-	-	-	-
5	20,800	5d4	11		2	2	1	-	-	-	-	-
6	40,000	6d4	10		3	2	2!	-	-	-	-	-
7	80,000	7d4	9	Power	3	2	2	1	-	-	-	-
8	160,000	8d4	8		3	3	2	2!	-	-	-	-
9	320,000	9d4	7		3	3	2	2	1	-	-	-
10	440,000	10d4	6		4	3	3	2	2!	-	-	-
11	560,000	10d4+1	5		4	3	3	2	2	1	-	-
12	680,000	10d4+2	4		4	4	3	3	2	2!	-	-
13	800,000	10d4+3	4	Power	4	4	3	3	2	2	1	-
14	920,000	10d4+4	4		5	4	4	3	3	2	2!	-
15	1,040,000	10d4+5	4		5	4	4	3	3	2	2	1
16	1,160,000	10d4+6	4		5	5	4	4	3	3	2	2!
17	1,280,000	10d4+7	4		5	5	4	4	3	3	2	2
18	1,400,000	10d4+8	4		6	5	5	4	3	3	3	2
19	1,520,000	10d4+9	4	Power	6	5	5	4	4	3	3	2
20	1,640,000	10d4+10	4		6	6	5	5	4	4	3	3
21	+120,000	+1 hp/level	4		6	6	6	5	5	4	3	3

* 7th Level Spells usable only by Witches with CHA of 16 or greater

** 8th Level Spells usable only by Witches with CHA of 17 or greater

! A Witch may take a ritual spell at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, and 16th levels.

Witch Attack Table Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
24+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

Witch Books from Timothy S. Brannan and The Other Side Publishing

“Basic-Era” Books

- [The Daughters of Darkness, Lilith and the Mara Witch Tradition](#) for Labyrinth Lord
- [The Cult of Diana, The Amazon Witch Tradition](#) for Blueholme Prentice Rules
- [The Children of the Gods, The Classical Witch Tradition](#) for Blueholme Journeymanne Rules
- [The Basic Witch, The Pumpkin Spice Witch Tradition](#) for Labyrinth Lord
- [The Craft of the Wise, The Pagan Witch Tradition](#) for Old-School Essentials

Swords & Wizardry

- [The Witch Aiséiligh Tradition](#) for Swords & Wizardry
- [The Witch for Swords & Wizardry Light](#)
- [The Witch for Swords & Wizardry Continual Light](#)
- [The Hedge Witch](#) for The Hero’s Journey
- [The Green Witch Tradition](#) for Swords & Wizardry
- [The Warlock](#) for Swords & Wizardry
- [The White Witch Tradition](#) for Swords & Wizardry White Box
- [The Winter Witch Tradition](#) for Swords & Wizardry

And From Elf Lair Games

- [The Witch for Basic-era Games](#)
- [Eldritch Witchery](#) for Spellcraft & Swordplay

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