

# WITCHBLOOD



Witchblood are a small partition of humans that have been alchemically modified in order to make them more aptly able to fight the endless plague of monstrous creatures throughout the land. This tradition dates back hundreds of years and most likely stemmed from a dire need to rid heavily populated areas

of dangerous creatures that stock humans as prey. The traditions and particulars regarding their origins and the alchemical processes they use remain a mystery to outsiders and are closely guarded by communities of witchblood.

Taken in as children, witchblood-to-be are subjected to intense alchemical processes, as well as the ingestion of mutagenic cordials, that modify their physical abilities. Not all young witchblood-to-be survive these trials and as such, those that endure are generally the strongest to begin with. Those that persist are stronger, faster and more durable than other humans and possess heightened senses far superior to their humanoid kin. These processes also render them sterile, and because of this, groups of witchblood often take in orphaned children as initiates; some sects of witchblood even resort to taking children from their homes, thus gaining them a rather distrustworthy reputation with other humanoids. Witchblood raised amongst their own kind are also trained from a young age to be excellent combatants and thus are far more likely to brandish a blade or axe in battle, rather than cast spells.

The name "witchblood" itself is a misnomer, as the processes used to create witchblood have no origin in witchcraft or black magic. The name likely comes from human fear of the less than popular practice of taking young children, as some witches of legend have been said to do. Originally witchblood had no particular name for themselves and viewed themselves as a modified extension of mankind. Yet after decades of vitriol and distrust, adopted the new moniker as a badge of pride. Plus, with a name like "witchblood", one is sure to be taken seriously by superstitious commonfolk.

**Physical Description:** Witchblood closely resemble humans in nearly every way. The exception to this is in their cat-like yellow eyes, which allow them to see in dim-light much more efficiently than normal humans. They are generally of a very fit physique to due their mutagenic modifications, but are rarely as bulky as some other humanoid races such as orcs or half-orcs. At a glance, most witchblood could pass for your average human, but upon closer inspection, their true nature becomes apparent.

**Society:** Witchblood are often greeted with fear and disdain from the other humanoid races, but this stems mainly from lack of understanding and misinformation. Humans see them as a mutated bastardization of mankind and can be quite distrustful of them. In most cases though, witchblood can blend into the masses due to their nearly human physical appearance.

**Relations:** Due to their "otherness" as an alchemically modified human, witchblood can often become outcasts, and sometimes even met with hatred.

## WITCHBLOOD RACIAL TRAITS

**+2 Strength, +2 Constitution, +2 Dexterity, +4 Wisdom, -2 Charisma:** Due to the strange alchemical processes witchblood are subjected to during their youth, their physical resilience and prowess are a step above other humanoids. These processes also modify their senses dramatically, as well as certain physical characteristics; the latter generally hindering their interactions with more common folk.

**Medium:** Witchblood are medium creatures and have no bonuses or penalties due to their size.

**Base Speed:** Witchblood have a base speed of 30ft.

**Mutant:** Due to their mutagenic modification, witchblood are humanoids with both the human and mutant subtypes.

**Hardy:** Witchblood gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Heightened Senses:** Witchblood have a heightened grasp on their surroundings and thus gain Alertness as a bonus feat at 1st level.

**Low-light Vision:** Witchblood have low-light vision.

**Hatred:** Witchblood gain a +1 racial bonus on attack rolls against magical beasts.

**Languages:** Witchblood begin play speaking Common. Witchblood with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Gnome, Halfling, and Sylvan

**Alignment and Religion:** Witchblood are often driven by tradition, seeking to rid the world of the vile creatures they were created to destroy. Most witchblood are neutral and generally do not believe in "good" or "evil" but instead look at the world through actions and consequences. When hired, witchblood work for coin and seldom take payment in influence or power for services rendered.

**Adventures:** While it may not be a common occurrence to meet many witchblood out in the world due to their small numbers, witchblood are nearly always found hunting magical beasts or bargaining for coin with townsfolk in need of help with a local monster that is reaving their farms and homesteads.

**Names:** Witchblood, in short, are modified humans and do not hold any tradition of replacing whatever given name they already possess. As such, they are generally named in the same fashion as whatever nation or group of humans they originally hail from. Although it is common for witchblood to grant themselves pseudonyms or honorifics in place of their original surname. This allows them to distant themselves from their origins, while simultaneously granting them a title to familiarize themselves to locals.