

# MEDICINE ON THE PATH

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W.H.O.X



# MEDICINE ON THE PATH

This supplement is designed to aid you in roleplaying in a sensitive manner and actively encourages you to tailor any of the features contained within to better represent your own experiences. Be aware that this PDF doesn't cover all disabilities, chronic illnesses, and neurodivergencies. **Disability is a *spectrum*, not a *monolith*.**

You don't have to use all the features listed under a disability. You can choose which ones best represent your experience and disregard those that don't. It is designed to be unique to *you* and *your character(s)*.

For GMs and players alike, there are sections that advise you with roleplaying tips, how to engage with disability at your table(s) in a sensitive manner, and even disabled NPCs that you can use in your own games.

**This document is v1.1. If there is a disability or condition you would like to see included in future updated versions of this document, please send an email to: [saradisabilityrepinttrpgs@gmail.com](mailto:saradisabilityrepinttrpgs@gmail.com)**

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*'Philippa Eilhart'* - by Sethame V. Derat

*Sethame depicts the beautiful Sorceress Philippa Eilhart as she casts a Hydromancy spell in her rooms. Shelves and furniture adorned with fascinating curiosities, the background depicts the life of a powerful woman devoted to the arcane.*

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## HACKING TO OTHER SYSTEMS

*The Witcher Pen & Paper* runs on a d10 + d6 system, meaning it will translate over well to games with similar systems but it will be difficult to transfer over to others – i.e., *Dungeons & Dragons 5th Edition*.

This PDF provides a structure for you to reinterpret and use in other games and has advice that you can bring to any TTRPG and any table. You are more than welcome to hack the mechanics you see here and reinterpret them for other tabletop games you play.

*Get creative and have fun!*



*To Nova, Sophia, Hera, and Vex, for all of your support, the laughs, and kind words. You all kept me going.*

*To all of you, for supporting my work. I couldn't do it without you.*















# MISCONCEPTIONS & MAGES – CHALLENGING THE 'IDEAL BEAUTY'

It's established in both video games and novels that the Sorceresses of Aretuza have a culture that focuses greatly on outward beauty - on physical appearance. However, it is actually not deemed a necessary step for any Sorceress to take: it is optional to subject oneself to the 'beautifying process'. We see this confirmed in Netflix's *The Witcher* when Yennefer is presented with the choice. Though we don't canonically meet any Sorceress who refused the process in either the games or the books, there is no proof that there aren't Sorceresses on the Continent who didn't go through with it. Additionally, the Mages of Ban Ard and the Nilfgaardian School of Gweision Haul do not have a 'beautifying process' as part of their experience - it is exclusively Aretuzan. The mindset that all Sorceresses must be perfect pieces of art is one that refuses to account for injuries, the effects of some spells, magical illnesses and plagues. Unlike other fantasy worlds, magic in the *Witcher* is rarely used as a means of healing, instead relying more on medicines and rare magical locations, such as the healing waters of Brokilon Forest. It is entirely possible for a Mage or Sorceress to be disabled in the world of *The Witcher*. For example, Philippa Eilhart in the video games is a blind Sorceress, and Triss Merigold in the novels was left with extensive and painful scarring about her chest and neck after the events of the Battle of the Sodden.

# MISCONCEPTIONS & WITCHERS – ECHOES OF THE GRASSES

The Trial of the Grasses is one of the most intense and painful experiences a Witcher goes through. The gruelling process involves young recruits being strapped down and injected with toxic chemicals and mutagens, causing the body to literally *break down* so it can be rebuilt using magic. A highly volatile process, every 1 in 4 children die during this first Trial in agony. Those that did survive were permanently changed by the mutagens pumped into them: granting their signature cat eyes and lithe reflexes beyond anything ever seen in an average human. However, not all who survived had an easy time accepting the mutations. On p.239 of the *Core Rulebook*, there is the section '**How Did Your Trials Go?**'. The table originally only offers negatives and penalties as results with little further detail. Refer to section '**Disabilities Before The Path**' for a more in-depth take on this.

## The Waters Of Brokilon Forest

*This is an optional ruling that only applies if you are playing in a setting that follows or incorporates the canon of the novels.*

Brokilon is a large forest that touches on the borders of Brugge, Kerack, and Verden in the South of the Continent. It is home to the dryads; a highly secretive community of women who have drank from the Waters of Brokilon (Waters of Oblivion). Anyone who dares to approach Brokilon and isn't a human woman or girl is shot dead on sight - the dryads are famed for their unwavering aim and deadly arrows.

If a human woman or girl drinks from the Waters, they transform into a dryad and are accepted into the community of Craag An. If a human girl before age 10 drinks them, they are fully transformed into a true dryad. The Waters are poured into an ancient silver goblet with an Elder Runic inscription about the rim that reads:

*Duettaeánn aef cirrán Cáerme Gláeddyv. Yn á esseáth.*  
Translated: The Sword of Destiny has two edges - you are one of them

If a Witcher drinks the Waters, they experience vivid hallucinations but find themselves healed upon waking. When used for healing large injuries and wounds, the patient is laid in a hollow of the magical water and covered with **knitbone** before being physically connected to the healing **conynhaela** plant, which enters the wrists and ankles. Only true allies and friends of the dryads are permitted to receive this treatment. Geralt of Rivia was considered such a friend and experienced this himself in the novel *Baptism of Fire*.

Though able to bring a person back from the brink of death, the Waters only *heal* a person – they do not *cure* them, nor prevent any resulting disabilities. For example, when Geralt was healed, his shattered bones had fused back together, but caused his nervous system to become agitated by it, as Regis describes: "*The dryad's magic restored your damaged bone, but simultaneously caused a minor upheaval in your nerve trunks. It's a side effect, felt most intensely in the joints.*" (*Baptism of Fire*, p.129). It is also established that both **conynhaela** and **knitbone** only grow in Brokilon Forest and is unattainable elsewhere on the Continent. Though there is healing magic in the *Witcher* setting, it doesn't necessarily *cure* a person. Terms *healed* and *cured* shouldn't be conflated with one another.

# ACROMEGALY “GIGANTISM”

Acromegaly has physically presenting signs, most notably that of being tall (though not always). It can also cause broadness of the body, large hands and feet with thick digits, and a prominent jaw and forehead. This condition is extremely rare, with only 3-4 cases per 1 million people reported every year.

Commonly reported symptoms of acromegaly are:

- *Excessive sweating*
- *Severe and recurring headaches (migraines) & Insomnia*
- *Muscle weakness & Joint Pain*
- *Deafness or hard of hearing (HOH)*

In the world of *The Witcher*, surgery is dangerous and hormone therapy non-existent. However, symptomatic treatments are very much available. Choose which of the following best represent your character's experiences and add them to your **character sheet**.

## Common Sign Language (CSL)

If your character is deaf or hard of hearing as a result of acromegaly, refer to section '**Deafness or Hard of Hearing**' for rulings on **Common Sign Language**. If your character is a Witcher or Mage, refer to the same section for **Witchers Cant** and **Mages' Patter**.

## Insomnia

This feature relies more on roleplaying than game mechanics. Spend time thinking about and relaying to your **Game Master** and other players how well your character slept the previous night and how it has affected them. Perhaps they become quick to anger, or they feel the need to nap more to compensate for the hours they lost. Think about how this will affect your roleplay.

## Joint Pain

If your character has joint pain from acromegaly, refer to section '**Arthritis**' for rulings on **joint supports** and **heated compresses**.

**Muscle Weakness.** This can also be assisted by joint supports and a series of stretches specific to the affected muscular area. Instead of **Reflex** being the affected skill if you don't wear a joint support, you take a -1 to **Dexterity Skills** made with that limb (which is negated when you wear your joint support). Muscle weakness can also cause the affected limb(s) to tremble/shake which can make some **fine motor skills** difficult.

## Support Saddle

Due to joint pains, riding for prolonged periods of time or at a high speed can be very uncomfortable for you. Saddles that have been adapted and tailored to support your lower back and hips are available, to help ease pressure on your joints. You can buy or commission these from tack shops in cities, or you can craft one yourself using the

**Journeyman Diagram.**

Name	Avail.	Effect	Weight	Cost
Support Saddle	C	No penalties for Riding. +1 to Control checks for Riding.	6	150

This saddle has adjustable stirrups, more cushioning about the seat, a supportive lumbar rest at the rear and a higher pommel to create a more comfortable surface to sit on. It can be applied to your mount the same as any other saddle. Without it, you can't ride longer than **1 Hour** without severe joint pain, or **15 Minutes** if moving at a canter or gallop. You can also buy supportive versions of cavalry and racing saddles. When a support saddle is applied to your mount, you can still outfit it with all other tack you find in the *Core Rulebook* (p.91).

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Saddle (Supported)	18	3 Hours	Leather (x3), Thread (x2), Cotton (x2), Iron (x1)	12	122



# ALLERGIES (SEVERE)

Most allergies can be easily treated or they only present with very mild symptoms that can be waited out, perhaps with water and a handkerchief at hand. However, some people have allergic reactions that can be **deadly** if left untreated. Roleplay is the largest determining factor for *how* allergic reactions appear in-game. You may be playing a character who is very much aware of their allergies and avoids them as best they can, or a character who has *no idea* about their allergy until they come into contact with it.

## Determining The Severity

Severe allergic reactions can be treated by a doctor, surgeon, or other such healer. Whenever you ingest, touch, or otherwise come into direct contact with the allergen you are allergic to, you roll a **d10** to determine the severity of your body's reaction on the **table**.

Reaction Severity	
Roll (d10)	Effect
1 – 3	<b>Low Reaction.</b> Your eyes begin to water and your nose is runny. A small dose of <b>rosemary</b> or <b>dried garlic</b> will help to ease your symptoms.
4 – 7	<b>Mild Reaction.</b> Your sinuses become stuffy and you find yourself coughing often to try and clear your throat. Your skin is itchy and you come up in <b>hives</b> and a rash. Immediate removal of the trigger is recommended and a dose of a <b>herbal anti-inflammatory tea</b> will ease symptoms, drinking as much as is required over the period of time it takes to recover.
8 – 10	<b>Severe Reaction.</b> Your throat begins to close up, cutting off your supply of air. <b>Immediate medical attention is require (minimum 1 Hour)</b> . Treatment from a healer with a wider array of herbs and <b>anti-inflammatories</b> to hand is highly recommended to prevent a <b>fatal outcome</b> .

## Herbal Anti-Inflammatories

In the world of *The Witcher*, modern-day medical treatments are either very scarce or simply don't exist. For example, **epipens** are not something you will find anywhere on the Continent, but **herbal remedies** are practically *everywhere*. On the Continent, herbs most commonly used to treat allergic reactions are:

- *Nettle Leaves*
- *Butterbur Root*
- *Garlic*
- *Rosemary Leaves*

These can be made into teas, poultices, vapour treatments, and ointments by doctors, surgeons, pellars, and any other medically-inclined person - even midwives out in tiny hamlets will know such remedies, most of them stemming from folk medicine.

## Witchers

It is not unusual for Witchers to have allergic reactions. The **Trial of the Grasses** grants a stronger immune system, and is why Witchers don't succumb to common illnesses and non-magical plagues like humans do. Some Witchers' immune systems can become *over-reactive*, their bodies responding too hard to particles like pollen or fur; this isn't helped by the fact that their sense of smell is 2x that of a human's. Witchers with allergies can still benefit greatly from herbal anti-inflammatories but can also take a **mouthful of Swallow** if they're in a pinch; helping to reduce swelling. Most Witchers prefer to take herbal remedies as they are cheaper to buy and make than Swallow is.

*Chaos thrumming through her fingers, she flexed the digits carefully, feeling the static charge between the knuckles and dancing on her skin. Lysett'e sucked in a breath, chest expanding with air and buzzing with magic. She was the conduit, the epicentre of it all - tied to the world by the very life that ran through it. Residue from the Conjunction of Spheres a thousand years ago.*

*"Aenye..." The Elder Speech rolled from her tongue, spilling forth from her lips to set the spark and stoke the flames building in her palms.*

*Her heart raced, pulsing in her long, pointed ears as the spell ran its course. Building up and up, higher and higher, into a crescendo, a brilliant ball of flame that whirled between her hands. Chest tightening slightly, Lysett'e breathed into it; pouring life itself into the flurry of heat she held, barely contained. The Chaos was wonderful, addictive, even as it snatched her breath and forced her to gasp for air. But she would remain careful - maintaining control so she would not injure herself. For Lysett'e, Chaos was a meticulous dance; each movement had to be poised, perfectly placed, and yet have enough give that the flow was not restrained. She was Aen Seidhe. Her people knew magic better than any other.*

*Chaos was theirs- had always been theirs, long before the Humans came.*

*The rhythm of her heart set an ache deep in her lungs. The flames had grown big, strong enough to be released. They were reaching the finale of the dance, the last note of the song. This final flourish was all. Pulse drumming in her head, breath faintly rasping. She closed her eyes.*

*"Aenye."*

*She let go.*



# ARRHYTHMIA (HEART CONDITIONS)

You aim to be as careful as possible when ingesting or working with **Alchemical Items**, knowing that some can exacerbate your symptoms whilst others can ease them to lessen the stress on your heart. Add the following relevant features to your **character sheet**.

## Self-Medicator

You have a murmur that becomes exaggerated by any of the following items in the **Increasing Pulse table**. Refer to the Alchemical Items table in the *Core Rulebook* (p.87). The effects of Alchemical Items on your condition are described in the **tables** below.

## Foxglove Leaves

Foxglove is a hardy plant that grows in most types of soil and climates and has been used historically as treatment for a variety of medical conditions, particularly heart conditions. It is used to treat: Congestive Heart Failure (CHF), fluid retention, irregular heartbeat, atrial heart valve 'flutters', epilepsy, muscle/nerve spasms, asthma, and tuberculosis. It also is effective in healing wounds and burns, and can induce vomiting in high doses.

Alchemical Items – Increasing Pulse	
Name	Effect
Black Venom	Once poisoned, your heart rate peaks suddenly, causing palpitations and shortness of breath. You struggle to focus and have disadvantage on the Endurance check(s) to end the effect. This disadvantage can be negated by seeking medical assistance, taking 1 dose of foxglove, or one of the pulse-slowng alchemical items described in the <b>Decreasing Pulse table</b> .
Fisstech	Fisstech increases your heart rate drastically, restricting your ability to breathe as the drug-induced rush kicks in. This effect can only be reduced through natural medicinal means in order to place less pressure on your heart. Refer to foxglove and Numbing Herbs. Doctors can also lessen the effects by using their Healing Hands skill.
Hallucinogen	Hallucinations cause your heart and mind to race, especially if the hallucinations are terrifying or unpleasant. The pressure on your heart can be reduced by medicinal means, such as foxglove and Numbing Herbs. Doctors can also lessen the effects by using their Healing Hands skill.
Succubus' Breath	This Alchemical Item is similar to an aphrodisiac, raising the pulse slightly. It isn't dangerous in low quantities, but it has a noticeable effect on your heart murmur. This can be reduced by medical assistance. You can also use foxglove or Pantagran's Elixir, but you will lose the effects of the Succubus' Breath.

Alchemical Items – Decreasing Pulse	
Name	Effect
Chloroform	You can willingly use Chloroform to calm down and relax. This will lower your heart rate, but you will still need to make a Stun save at -2 or be knocked unconscious until you can succeed the save.
Numbing Herbs	Numbing Herbs are also used as an anaesthetic due to their calming qualities. By taking 1 dose, you can relax and bring your heart rate down.
Pantagran's Elixir	Pantagran's Elixir is a sedative concoction designed to calm and relax a person. You can lower your heart rate significantly with 1 dose. However, you also retain the effects as described in the <i>Core Rulebook</i> .

Foxglove				
Name	Avail.	Effect	Weight	Cost
Foxglove	E	A dose of dried foxglove leaves is a herbal remedy used to treat heart palpitations, damage, and arrhythmia. Whenever your pulse becomes elevated due to your health condition (or as a result of the Alchemical Items listed in the Increases Pulse table), you imbibe a dose. Its relaxing effects work within 15 minutes of ingesting. Any interaction it may have with an Increases Pulse mixture has been specified in the table when relevant. You cannot overdose on this item, but consuming more than 3 doses within a 4 Hour period will cause intestinal discomfort, vomiting, and headaches that last for 1d6/2 (rounded up) Hours.	0.1	7

## Witchers & Heart Conditions

A Witcher with a heart condition trains with alchemy to modify their potions to put less stress on their heart and aid in self-medication. Add the following relevant features to your **character sheet**.

### Meticulous Doses

Similar to the effects of **Alchemical Items**, Witcher Potions also put immense strain on the body and heart - there is a reason only Witchers can withstand imbibing them, after all. Your **Toxicity Level** becomes dangerous when it reaches 75% rather than 100%, meaning you must be careful when taking doses of your potions - you have a slight murmur which is exacerbated by the toxins you imbibe. Refer to the **Toxicity Level** table for how your symptoms progress.

You can reduce these effects by either **waiting** for your Toxicity Level to naturally decline, or by taking a dose of **White Honey**. Exceeding the 75% threshold will cause you immense chest pain and even **cardiac arrest** if not treated immediately. You gain an additional **Witcher Potion Schematic** to take with you on the Path: **White Honey** (*Core Rulebook*, p.247). This doesn't count against the number of schematics you already know.

Toxicity Level	Effect
25%	Your heart rate increases slightly and you find yourself breathing a little heavier than usual. As your resting pulse is usually 1/4 that of a human's, you find this increase noticeable.
50%	Your heart rate reaches 1/2 the speed of a human's, causing discomfort and a rasp to your breathing. You can feel your pulse in your neck.
75%	<b>This is your danger level.</b> Your heart rate is now 3/4 that of a human's. Your chest tightens uncomfortably and your pulse throbs in your skull. Your breathing becomes rapid and you start to overheat. Witchers can't flush or blush due to their mutated blood vessels, but your skin is hot to the touch.
100%	<b>This level is potentially fatal.</b> Your heart rate is erratic, your murmur extremely distinct as it works overtime, forced into overdrive from too many toxins in your blood. Your breathing is shallow and reedy and you begin to feel like you can't get enough air. <b>You need urgent medical assistance or a dose of White Honey. You have a 50% chance of going into cardiac arrest.</b>

## Mages & Heart Conditions

A Mage with a heart condition has a reduced threshold for channelling Chaos, but has trained to manipulate residual magic from the Conjunction of Spheres to aid them in their casting. Add the following relevant features to your **character sheet**.

### Diligent Vigour

Your **Vigour Threshold** sits 1d6/2 (rounded up) lower, meaning you must be careful when casting spells, rituals, and hexes. You have a **slight murmur** in your heartbeat that is exacerbated the more Chaos you pass through the conduit that is your body. You receive an additional **magical focus** to take with you on your travels. This focus takes the form of an **accessory** - i.e., *a piece of jewellery, hair pin, belt, buckle, brooch*, etc. - you choose what it looks like. Exceeding your Vigour Threshold not only causes damage, but also *severe chest pain*, putting you in danger of going into **cardiac arrest** if not treated immediately by magic or some form of physician.

Refer to the **table** to see what effect certain milestones on your Vigour Threshold have upon your symptoms.



% of Vigour Threshold	Effect
25%	When you reach 25% of your Vigour Threshold, your heart rate increases slightly under the stress of using Chaos and you begin breathing heavier than usual. It is slightly noticeable, but bearable.
50%	When you reach 50% of your Vigour Threshold, your heart rate increases greatly, becoming uncomfortable and your breathing raspy. You can feel your blood flow throbbing in your pulse points, tingling with excess Chaos.
75%	<p><b>This is your danger level.</b></p> <p>When you reach 75% of your Vigour Threshold, your heart rate rockets up further under the heavy strain of Chaos. Your chest becomes unbearably tight and your pulse pounds in your skull, blood alight with the static charge of magic. Your breathing becomes rapid and you begin to flush hot and cold, unable to thermoregulate.</p>
100%	<p><b>This level is potentially fatal.</b></p> <p>When you reach 100% of your Vigour Threshold or exceed it, the murmur of your heartbeat becomes incredibly distinct, forced into painful overdrive by the Chaos barrelling around in your body. Your breathing is shallow and fast, you feel as though you cannot get enough air.</p> <p><i><b>You require urgent medical or magical assistance. You have a 50% chance of going into cardiac arrest.</b></i></p>

### One With Chaos

Though your **Vigour Threshold** is reduced, you are able to manipulate residual Chaos to aid you, increasing the damage output of your spells by 1d6. This magic is not channelled through your body, but instead attaches itself to the energy you are expelling, reinforcing it without risking your well-being.



Ac



# ARTHRITIS

Your character has arthritis, which includes conditions from **rheumatoid** to **ankylosing spondylitis**. You take care of your joints, learning effective methods of relieving your pain and stiffness - namely through supports and compresses. Add the following features that you find relevant to your **character sheet**.

## Heated Compress

Using a flat stone that you have heated in fire - campfire, fireplace, sconce, etc. - you create a home-made remedy for soothing your joints by wrapping the hot stone in cloth and holding or strapping it to the affected joint(s). This provides you with a heated compress for up to **1 Hour**, at which point you can reheat it if required. **Witchers and Mages have their own method of making heated compresses, but they can also use this method if they prefer or are in a pinch.**

## Mages

Mages can use a **Minor Rune of Dazhbog** to supply heat for their compresses. Imbued with the elemental energy of fire, this Rune produces a soft amber glow, a sigil carved into its smooth face. It is faintly warm to the touch and can be prodded with low level pulses of Chaos to the desired intensity to make a compress that remains warm for up to **2 Hours**. *The level of Chaos required to stoke the stone is so low that it costs none of your Vigour or Stamina (STA).*

## Witchers

Instead of waiting for stones to heat up, a Witcher can blast them with **Igni** at no cost to their Stamina (STA). Once strapped to the affected joint(s), the heat lasts for up to **2 Hours**.

## Joint Supports & Splints

Extra support can be applied to your affected joints using a **joint support** or **splint**. Supports and splints are typically made from leather and cloth with wooden (or metal) shafts slipped into the padding. They can be bought from apothecaries, healers, and pellars for **15 Crowns**. They can also be crafted using the following **diagram**.

**Mobility Aid.** When you aren't wearing your joint support(s), you take a **-1 to Dexterity, Reflex, and Body Skill** checks made with that limb. This is negated when you put on your support(s).

**Protected.** Your joint support(s) sits under your armour and clothing and is protected by it. If a monster or enemy wishes to damage or destroy a support, they must ruin the armour integrity of that limb to do so.

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Joint Support/Splint (any limb)	12	1 Hour	Cotton (x1), Leather (x1), Thread (x1), Timber (x1),	7	35

## Looks Like Rain...

Your arthritis flares up whenever the weather becomes damp and/or cold. You can usually tell it will rain about **1 Hour** before it actually does.

## Stiffness

In the mornings after waking (or Meditating, if you are a Witcher), your affected joints have become stiffened and painful for **1 Hour**. During this time, you take a **-1 to Dexterity, Reflex, and Body Skill** checks made with that limb, but this can be negated by either performing a series of stretches for **15 Minutes**, making a heated compress, or wearing your joint support.

*Right knee seizing in pain, Geralt of Rivia threw himself behind a lopsided gravestone, cursing angrily. He gripped his sword tight, silver blade slicked with the foulness of Necrophage Oil, and wedged the point into the ground, propping himself up. His knee throbbed fiercely, never having been the same since Brokilon. He grit his teeth, trying to breathe through each pulse of agony.*

*He should have worn the support. But there had been no time. Roach had spooked, thrown him off, and Axii was impossible when the grave hag had pounced on him, tongue lashing and claws raking his breastplate. He'd managed to get a foot under and kicked her off, tossing her halfway across the graveyard and crashing into a tomb with enough force to crack stone.*

*The hag groaned and he chanced a look over the headstone to see her staggering upright. White eyes caught his before he could duck down and she shrieked, gargling profanities and barrelling toward him. Pushing through lancing pain, Geralt scrambled to his feet, stumbling on uneven ground and the wavering stability of his knee, "Shit!"*

*Quen came quickly to him, instinct and adrenaline thundering in his veins. The hag struck with claws splayed wide, only to be blasted back by a sharp crack of magic. Geralt circled his sword, wrist loose, grip tight, falling into a stance that relied on his left knee. His right was on fire, bones grinding, kneecap sliding. He bared his teeth and growled, frustration rolling off him in waves.*

*The hag laughed, saliva oozing from her mouth. A moment of stillness as Geralt narrowed his eyes and shifted his left foot, dispersing weight. His medallion trembled. His leg throbbed. He caught the tension in the hag's shoulders, how her eyes locked on his right knee.*

*'Come on...' He thought, 'Take the bait.'*

*There.*

*She struck, whip-like tongue lashing out for his knee. Geralt swept about, turning his back, pulling his knee out of range as she missed her mark. He parried the blow effortlessly, pushing his weight into the back swing to sever the appendage in two. It hit the ground, twitching.*

*Screaming in pain, she spewed slurred curses, half-formed as her mouth leaked black ichor. She staggered away from him, terrified, hurting, doomed. Geralt prowled forward, limping slightly.*

*She would not escape him now.*



# ASTHMA (RESPIRATORY CONDITIONS)

Your character has **asthma** or related respiratory conditions that have caused a narrowing of the airways in the lungs. Add the following features you find relevant to your **character sheet**.

## Inhalant

Mentioned in **Arrhythmia**, foxglove has also been used as a treatment for asthma. You can use **dried foxglove leaves** ground into a fine powder which you then store in a dry container - *a sealed bottle, vial, or snuffbox*. Whenever your lungs tighten up and your symptoms worsen, you can take a pinch of this powdered herb, line it on your hand or a clean surface and breathe it in deeply. The sedative effect of the foxglove helps to relax the muscles of the airways, making it easier to breathe.

Powdered Foxglove				
Name	Avail.	Effect	Weight	Cost
Powdered Foxglove	E	A dose of powdered foxglove leaves can be used to treat asthma and other related respiratory conditions. Whenever your asthmatic symptoms are aggravated, you inhale a pinch from the back of your hand or a clean surface. You will notice the relieving effects within <b>1 minute</b> .  You can continue taking this powder until your symptoms alleviate. You cannot overdose on this substance.	0.1	7

## Vapour

Whenever possible, you can heat water in a container and breathe in the steam, letting the warm air soothe your lungs and decongest them. You can do this for **30 minutes** before you need to change the water.

## Wind's Howling

Your asthma and/or respiratory condition becomes aggravated whenever the air is cold or drops suddenly in pressure. Your lungs are particularly susceptible to cold winds, causing airway tightening and coughing. Refer to the **Inhalant** or **Vapour** feature for rulings on relieving your symptoms.

# AUDITORY PROCESSING CONDITIONS

Your character has an **auditory processing condition** (APC). This isn't a **hearing condition** such as **deafness** – your character can still hear. This condition is to do with the brain and how it *processes* and *identifies* sounds. People who have an auditory processing condition usually have other related conditions, the most common being:

- *ADHD*
- *Autism*
- *Dyscalculia*
- *Dyslexia*
- *Dyspraxia*

APCs don't always have a cause, but there are some links that lead to the development of the condition: *complications during birth, genetics (hereditary), head injury/injuries, and regular ear infections*. Add the following features you find relevant to your **character sheet**.

## Background Noise

APCs can make it overwhelming to process and understand sounds, especially voices and when someone is talking in an environment that already has a high level of **background noise**. Other aspects that affect auditory processing are *strong accents, fast talkers, verbal instructions* and words that *sound similar* – e.g. 'book' and 'buck'.

This feature relies on **roleplay** as well as mechanics. When your character is in a **loud location** – e.g. *tavern, a busy city square*, etc. - you can choose to reduce the amount of noise in any of the following ways that best represents your character's experience.

## Common Sign Language (CSL)

Your character knows and can use **Common Sign Language** to communicate with others, especially when they are overwhelmed by sound and unable to process what a friend or NPC is saying. Refer to '**Deafness or Hard of Hearing**' for rulings on CSL. If your character is a Witcher or Mage, refer to the same section for rulings on **Witchers' Cant** and **Mages' Patter**.

## Earmuffs & Plugs

Your character has a pair of **earmuffs** and/or **plugs** which they can use to reduce sound around them. Earmuffs can be bought from any clothing or gear shop for **60 Crowns** and ear plugs can be bought from any apothecary and some gear shops for **8 Crowns**.

Name	Avail.	Effect	Weight	Cost
Earmuffs	C	25% background noise reduction -1 to Awareness Checks that rely on your hearing if a creature is attempting to <b>stealthily approach</b> you.	0.3	60
Ear Plugs	C	50% background noise reduction -2 to Awareness Checks that rely on your hearing if a creature is attempting to <b>stealthily approach</b> you.	0.1	8

If your character wishes to craft their own muffs and plugs, they can do so using the **Novice** and **Journeyman diagrams** below.

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Ear Plugs	12	10 minutes	Wax (x2)	5	4

Journeyman					
Name	Crafting DC	Time	Components	Investment	Cost
Earmuffs	14	1 Hour	Leather (x1), Double Woven Linen (x1), Thread (x2)	15	56



## Processing Aids

This feature relies more on your **roleplaying**. Ensure that your GM and other players are aware of how their characters and NPCs can make things more accessible for your character. Following are **processing aids** that a character with **auditory processing conditions** may find useful.

- **Reducing room noise** whenever possible – e.g., moving to a private room in a tavern as it is quieter than the main bar.
- **Repeating or rephrasing** information.
- **Talking face-to-face** and ensuring that a speaker's mouth isn't obscured to enable lip-reading or a focus point for processing words and sounds.
- **Using drawings or written text** whenever you and others are able to.

# BLINDNESS OR LOW-VISION (LV)

Your character is **blind** or otherwise has **low-vision**. This is not the same as the **Blinded effect** in the *Core Rulebook* (p.161). Blindness is a wide spectrum – many people who are legally blind can also see. Add the following features you find relevant to your **character sheet**.

## Adjusting To Blindness

Though being blind is not comparable to the **Blinded effect**, if your character suddenly develops blindness or low-vision, they will, understandably, be very disoriented. If your character is abruptly blind – this could be the result of an illness, injury, or spell – they have a **-3 to Attack and Defense** and **-5 to Awareness checks** that rely on sight.

[ ] spend time adjusting to carrying out daily tasks and combat. This can take anywhere from a **few weeks to months**, even a **year**. As such, this adjustment period relies more on your **roleplay** than mechanics. Over time, the intensity of loss of vision will lessen, and the 3 most common areas of adjusting to blindness are:

- **Environment Awareness**

This involves paying attention to flooring, the layout of buildings, and actively being aware of environments that are high risks for falls or trips. As time passes, you become more innately aware of all of these, especially if you have a **seeing-eye cane** or **assistance dog**.

In addition to this, you may need to **rearrange your equipment** and **belongings** accordingly. This includes: *money, weapons, potions and oils, and even spell components*. Following are suggestions on how you can make these aspects easier to adjust to.

### **Money**

Across the Continent, there are **6 main currencies**: *Redanian Crowns, Temerian Orens, Nilfgaardian Florens, Ducats, Bizant, Lintar*. Each one has its own style of engraving and you can learn the feeling of each coin by running your fingers over the metal surface. You can also consider keeping different currencies in differently shaped containers (or purses of differing fabrics). The physical descriptions of each coin have been provided below.

**Redanian Crowns.** *The head of the Redanian Crown is engraved with the portrait of the Redanian king, Radovid V, facing right. The tail of the Crown is engraved with the Redanian eagle, wings spread and a crown upon its head.*

**Temerian Orens.** *The head of the Temerian Oren is engraved with the portrait of the late Temerian king, Foltest, facing right. The tail of the Oren is engraved with the Temerian coat of arms: the three lilies.*

**Nilfgaardian Florens.** *The head of the Nilfgaardian Floren is engraved with the portrait of Nilfgaardian Emperor, Emhyr var Emreis, facing right. The tail of the Floren is engraved with the blazing Sun of their religion.*

**Ducats.** *The head of the Ducat is engraved with a rearing lion facing right with its claws splayed. The tail of the Ducat is engraved with a prancing unicorn.*

**Bizant.** *The head of the Bizant is engraved with the clenched hand and spiked field of the joined Houses Thyssen and Troyden. The tail of the Bizant is engraved with a rose.*

**Lintar.** *The head of the Lintar is engraved with a portrait of Hengfor's king, Niedamir, facing left. The tail of the Lintar is engraved with a pouncing griffin.*

### **Weapons**

Though most weapons can be easily identified from one another by touch alone - i.e., a sword can easily be told apart from a crossbow, a dagger from a bow, a knife from a halberd, etc. - it becomes more difficult when

trying to tell similar weapons from one another. For example, a Witcher's silver and steel sword can be hard to tell apart. As a result, blind or low-vision Witchers have been known to ensure the pommels of their blades each have a unique design, enabling them to differentiate silver from steel quickly.

### ***Potions, Oils, and Spell Components***

Organising one's alchemy and magic items is not only important but extremely helpful, especially if you are blind or have low-vision. Many blind alchemists, mages, and Witchers store their ingredients and elixirs in a very specific manner, allowing them to memorise where each ingredient or mixture is. Ways your character can do this is by storing specific ingredients in different-feeling containers, using labels with large, bold handwriting on them, and having each potion or oil be in bottles that are all shaped differently from one another, allowing you to discern, say, a Cat rqp from a Black Blood potion by touch alone. Another manner of doing this is by learning each scent of your ingredients, though Witchers have an easier time discerning very similar smells from one another.

- **Writing & Reading**

Depending on your vision, there are varying ways reading and writing can be approached. Following are suggestions and you can choose which ones are most relevant to your character.

### ***Text Sizes***

Unfortunately, no writing system of braille currently exists in the Witcher setting, but there are ways that blind or low-vision characters can still read texts. One of these can be to increase the size of your own handwriting and/or purchase texts written in a larger font.

### ***Services***

There are 2 different types of services you can **hire** that provide accessibility to reading. If you require texts being written up in a larger font, you can employ the services of a **Scribe** for **10 Crowns per day**. If you require someone to read a text to you, you can employ the services of an **Orator** for **10 Crowns per day**.

- **Travelling**

For travelling, you can refer to the section **Assistance Dogs** for further information. But you can also **hire** the services of a **Guide** for **15 Crowns per day** in locations such as large towns and cities to walk with and guide you along, explaining the layout and any hazards to be wary of. You can also refer to section **Street Mapping** for more in-depth information on adjusting to new locations using **seeing-eye canes**.

## **Assistance Dogs**

Dogs have long been used to assist in work. You can **buy** or **train** your own **assistance dog** that can aid you in carrying out daily tasks or combat. Following are the **stats** for a trained assistance dog. Buying a r tg/trained assistance dog costs **200 Crowns**. You can buy ap{ dog to train yourself for **90 Crowns**. Refer to the **sidebar** for information on self-trained and professionally-trained assistance dogs.

Assistance dogs are typically mastiffs or other such hunting breeds. However, you can **choose** what breed of dog you would like.

### **Dog (Assistance-Trained)**

Refer to the **Dog Stats** in the Bestiary on p.310 of the *Core Rulebook* but add the following **ability** to its block.

Ability
<b>Retrieving</b> Your dog follows your orders through either verbal or non-verbal cues.

## **Assistance Dogs & Encounters**

When in an encounter, your dog acts on your turn. If you give it no instruction, it will act of its own volition in self-defence, either running out of the way, hiding, or attacking depending on the type of enemy. Your dog can also alert you to the location of enemies.



To protect your dog better in combat, specialised **canine armour** can be bought.

**Canine Armour**

This specialised armour can only be **bought** from army-grade craftsmen who have experience in making armour for the war dogs in specific regiments of armies around the Continent. This armour is referred to as **barding**, the same as one does for their cavalry horse but on a smaller scale.

Name	Avail.	Effect	Weight	Cost
Leather Canine Armour	R	SP: 5 to your dog	4	275
Chain Canine Armour	R	SP: 10 to your dog	10	525

**Professionally Trained & Self-Trained Dogs**

The only difference between professionally and self-trained dogs is that a self-trained dog will only follow **your** orders when **Retrieving**, whereas a professionally-trained dog will also follow the orders of your **close allies** (other party members) when **Retrieving**.

**Canes (Seeing-Eye)**

Seeing-eye canes can be used to map out the environment around you, tapping it lightly against the ground or swinging it side-to-side. These canes can be bought from **gear shops** (or commissioned if you're seeking a unique design), or crafted by you, a smith, or woodcarver depending on the material you would like the cane to be made from. You can also use **staves** for this purpose too if you are a **magic-user**.

Peasants and poorer folk – even Witchers far out on the Path and low on work – will also find and utilise hardy **branches** to the same result. If your character is unable to find, commission, or craft their own seeing-eye cane, they can use a branch like this as well, providing it is sturdy enough.

You can also use a seeing-eye cane as a **weapon** in combat. Refer to the **stats** below.

Seeing-Eye Cane												
Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
Seeing-Eye Cane	B	+0	C	1d6+2	10	2	N/A	Long Reach. Grappling. Non-Lethal.	N/A	0	3	100



## Mage & Witcher Canes

Witchers and magic-users can also **modify**, **silver**, and **channel Chaos** through their canes.

Seeing-Eye Cane (Mage)												
Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
Seeing-Eye Cane	B	+0	P	1d+2	15	2	N/A	Long Reach. Focus (1). Non-Lethal	N/A	1	3	350

Seeing-Eye Cane (Witcher)												
Name	Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
Seeing-Eye Cane (Hooked)	B/P	+1	P	1d6+4	15	1	N/A	Additional 1d6 +2 silver damage vs monsters. Grappling. Stun.	N/A	1	1.5	574

## Combat & Vision Cones

*Only applies to recently developed blindness.*

When attacking a target in combat, a player usually requires a **line of sight** and must be **in range**. Anything that is outside of a player's **vision cone** (*Core Rulebook*, p.152) is considered **invisible** and, as a result, any attacks or attempts to aim at a target that you can't physically *see* automatically puts you at a **-3** on your roll. If you are blind and have **no vision**, you are not considered as having a **restricted vision cone** - as such, targets all around you are 'invisible'. If you have **low-vision**, you are considered as having a **restricted vision cone** - as such, targets that are not physically close to you are 'invisible'.

However, this -3 only applies during the first few **weeks** after a player develops blindness or low-vision. As you adjust to your disability, this modifier **decreases**, becoming a **-1** for players with **low-vision**, or a **-2** for blind (no vision) players. This reflects this period of adaptation and your character having learned how to navigate the world better with their disability.

### Training For Combat:

Blind or low-vision players can further train to adapt their combat-oriented skills better. Any player can choose to take this optional step regardless of their Profession. Discuss with your GM and fellow players *how* your character has trained to develop their new fighting style: perhaps you built a training course together and practised against one another, perhaps you returned to your Keep if you are a Witcher to study, if you are a magic-user you may have returned to your School for occult training. It is entirely up to you.

**Blind** players that take on this training only take a **-1** to aiming and attacking whilst in combat, whereas **low-vision** players take **no modifier** to their aiming and attacks.

If you are playing a **Witcher** or **magic-using** character, refer to the sections '**Magic & Blindness/Low-Vision**' and '**Witchers & Blindness/Low-Vision**' for further information on how their unique abilities are affected.

## Spectacles

Low-vision can often be aided by **specialty commissioned** spectacles. When wearing them, they negate any effects as specified in **Combat & Vision Cones** as they are specifically prescribed to your eyes' requirements. These spectacles can only be commissioned as they are uniquely tailored to you and require the incredibly skilled hands of **gnomish craftsmen** and their highly coveted secrets of sanding and shaping glass and glass lenses that help improve eyesight.

Name	Avail.	Effect	Weight	Cost
Spectacles	R	Negates any effects to low-vision as specified in <b>Combat &amp; Vision Cones</b> . Prescribed specifically to your eyes' requirements.	0.1	628

Elderfolk Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Spectacles	24	33 Hours	Gemstone (x2), Glass (x4), Iron (x4), Sharpening Grit (x3), Silver (x1)	498	508

## Street-Mapping

Streets and their layouts follow patterns that, generally, able-bodied folks don't take much notice of. Using your **seeing-eye cane** (or **assistance dog**), you can feel out the unique differences on paths, inclines, and roads in settlements that indicate features like curb-drops, areas safer for crossing, and general structures like gutters and drains, etc.

You can spend an amount of time wandering and exploring a location, making note of and learning all these differences, building a tactile map in your mind. For **cities**, this takes up to **3 weeks**, **towns** up to **2 weeks**, and **villages** up to **1 week** (maybe less depending on size).

Refer to **Adjusting To Blindness/Low-Vision** for more information on environmental awareness.

## You Before Me

Your fighting style has developed enough that you realise the importance of taking down the enemy before they have the chance to do the same to you. You now deal an additional 1d6 damage stacked on the weapon you are using. If you are not wielding a weapon, this stacks onto your Punch or Kick. You can only use this feature if you have trained for combat (previous page).

If you're a Witcher or magic-user, refer to sections '**Magic & Blindness/Low-Vision**' and '**Witchers & Blindness/Low-Vision**' for further information on how their abilities are affected.



## Magic & Blindness/Low-Vision (LV)

*"Dice aé."*

*Philippa ran her hand over the surface of the water, the cool chill pleasant against her bare palm. She reached out from her centre, deep in her core, and Chaos reached back. Coiling about her being like an old friend, the magic made her sigh in content. She smiled, tight-lipped, and traced her fingers around, sending ripples scattering across the surface.*

*She could sense the Witcher behind her, lingering impatiently. Her eyes could not see him, but she felt his Chaos buzz and grumble, like an angered cur. Many Witchers carried a similar aura, she had come to learn.*

*He smelled of horse, leather, steel, and a lingering trace of sweat, having rode all night to find her out in the lonely forests surrounding White Orchard. Yet he did not voice his complaints aloud - he didn't dare. Good. He was learning after all.*

*Turning her attention to the water once more, Philippa coaxed the spell forth. There had always been something pleasing in working with the element; the Chaos felt fresh, revitalising, and curious.*

*'Come,' She thought, 'Reveal him to me.'*

*And the magic obliged.*

*No images, only sensations and whatever truths the water deigned to give her. Warm, sweet wine filled her palate, the rough feel of cards in her right hand. The cool metal of coins - 200 Redanian Crowns - drawn across fingers to thud on the table. It was too much, too great an amount to lose.*

*Nervousness. The wine almost tasted sour with it. There was a man sitting before her, armed. A knife up his sleeve, a sword on his belt. The tavern was The Alchemy, she had been there once before many, many years ago... long before Radovid...*

*The coins were lost. Such a bet squandered. Her opponent, the man, was a card shark.*

*She confronted him, angry and drunk on wine and desperation. The money was her friend's. She couldn't afford to lose it. Not like this.*

*She went in pursuit, running on adrenaline alone - she was better with words, not fists; a lute and a song were her weapons of choice. He led her into an alley and she stupidly followed, only to be beaten against the wall moments later.*

*Pain. Suddenly there were five more men, the card shark's friends. They joined in, driving her to the ground. Something cracked, her chest burned. She screamed, tasted blood, fell unconscious-*

*No. He fell unconscious. Not Philippa.*

*This was not her body, merely a reflection of someone else's - an illusion from the Hydromancy spell. But who was she? Who was it the Witcher had sent her to find?*

*Fear. Hands that felt calloused but not from manual labour - no, these were hands that had known only metal strings and wooden frets. A musician, a poet. A troubadour. Fine clothes, the smell of lavender and citrus - expensive soaps and perfumes swathed in the same blue and pink silks that she held in one hand.*

*Julian.*

*The name of a yellow-petaled flower.*

*Dandelion.*

*Philippa Eilhart came back to herself, cold water against her hand and a tightly strung Witcher in her workshop. She felt for the towel, wiped the fingers of one hand dry whilst the other placed the feathered cap back on the table.*

*"He was in Oxenfurt two days ago," She said, "Attacked and taken by a band of brigands."*

*She heard the Witcher let out a breath she was certain he hadn't realised he was holding.*

*“He lost your money on cards and failed to get it back, I’m afraid,” She smirked as she heard him grumble something rude under his breath, “There were six gentlemen in total, their leader was called Eret - a card shark. He enjoys rounds of Gwent at The Alchemy every night.”*

*She felt for the silk cap and held it out, feeling the Witcher take it gently from her hand, “That’s all the waters revealed.”*

*The jangle of a coin purse rang as it was pressed into her palm, followed by a gruff voice, “Thanks.”*

*She nodded, “You are most welcome, Geralt.”*

Your Mage, Priest, or Druid is **blind** or has **low-vision**. As a result, you have also trained to use your magic as a **disability aid**. Add the following features you find relevant to your **character sheet**.

### Connected With Chaos

All beings on the Continent, humanoid, beast, or monster, have **residual magic** that lingers within their bodies from the **Conjunction of Spheres**. Their very essence trembles with it, creating static charges that pulse all around you - it interacts with the Chaos you carry within yourself, alerting you to their presence.

**This is not a version of sight or seeing. It is a sense based more on physically feeling magic. It’s not a ‘superpower’ designed to erase a character’s disability, instead it is a disability aid.**

The Chaos you sense in the world speaks its own unique language to you and you understand its meaning. It enables you to aim on enemies to cast spells that require **targets**, negating the effects described in **Combat & Vision Cones**. The only creatures that can’t be detected in this manner are those **concealed** by magical means or abilities and **Higher Vampires**.

### Elemental Interpretations

When performing the rituals **Hydromancy** and **Pyromancy**, you aren’t shown **visions** but are instead transferred feelings, sounds, whispers, and sensations through the elemental Chaos as it resonates with your own.

The introduction text to this section featuring **Philippa Eilhart** is an example of *how* this feature works in-game. Bear in mind that Philippa was blinded as a result of torture at the hands of **King Radovid V** during the events of **Witcher 2: Assassins of Kings**, hence why she knows that a dandelion is, visually, a “yellow-petaled flower”.

### Stimuli Teleportation

You can still teleport safely, your Chaos working to ensure that you always reach locations you know and have visited before. The spell still performs as written in the Core Rulebook (p.105) in terms of STA Cost and Duration, the Effect is slightly different:

#### Teleport (Blind/Low-Vision Variant)

Unlike the traditional form of this spell (which assumes the individual isn’t **blind** or has **low-vision**), you can still travel to a location you have visited before by calling upon the **memories** you have of the place. You think upon the experience. Perhaps you recall a distinct **smell**, the **voice** of a friend (or enemy), the **feel** of furniture or plants against your skin. You may even have an **emotion** you strongly associate with it - i.e., joy, fear, love, awe, hate, etc. This ties and focuses your Chaos on the location you wish to teleport to the same as the original spell.

#### Ableist Language (Intentional & Unintentional)

Page 105 of the *Core Rulebook* has a sidebar on ‘**Blind Teleporting**’. However, a better phrasing would be ‘**Wild Teleporting**’ - especially if the caster is under the effect of being disoriented or stunned. Using disability to describe something that alludes to a person not paying attention or lacking knowledge is negative and harmful to disabled people with that specific disability.

## Language Resources

Think about *what* it is that you're trying to describe when playing and you will usually find a better and more accurate word that doesn't rely on drawing comparisons to disability in a negative manner. There are many **free resources** online to aid you in understanding ableist language better, such as this one by **Augsburg University**: [http://web.augsburg.edu/english/writinglab/Avoiding\\_Ableist\\_Language.pdf](http://web.augsburg.edu/english/writinglab/Avoiding_Ableist_Language.pdf)

## Tome Gleaning

Books, scrolls, and other such texts that contain **ritual**, **hex**, and **spell schematics** have trace elements of Chaos within their pages, absorbed from those who initially penned them and those who went on to read them. Using this residual magic, you coax it into interacting with the Chaos that runs through you; persuading it to tell you its contents.

Make a **Deduction Check** to see what you can glean from the pages and compare it to the **table** below. You can only make this check on the same book, scroll, or papers **once per day**.

Tome Gleaning	
Roll	Result
10 – 12	You are able to glean the spell/hex/ritual's <b>elemental base</b> and <b>how powerful</b> it is.
13 – 16	You are able to glean the spell/hex/ritual's <b>elemental base</b> , <b>name</b> , and its intended <b>purpose</b> and <b>effect</b> . However, you don't know how to cast it or what is required in order to do so.
17 – 20+	You are able to glean the spell/hex/ritual's <b>elemental base</b> , <b>name</b> , and its intended <b>purpose</b> and <b>effect</b> . You know exactly how to cast it and what is needed to do so.

## Witchers & Blindness/Low-Vision (LV)

*The oily tang of Cat still lingering in her mouth, the Witcheress ran her tongue over her teeth as she crept further into the Nekker nest, her senses heightened. Death permeated the air; the sickly-sweet stench of decay so thick she could almost taste it.*

*Chattering ahead. Rasping breaths and shrieks; the sounds of a Nekker Warrior seeing a runt off from the kill it had claimed. Bones crunching, the slurp of marrow being sucked out and the wet slide of teeth in soft, dead flesh. Rosine wrinkled her nose in distaste - she fucking hated Nekkers.*

*Slinking along, taking her time, guiding boots over churned earth and tangled roots. She breathed slowly, quietly, blending into shadows as her fingers clenched and relaxed around the hilt of her sword. The cold air of the tunnels caused the scarring about her blind eyes to tighten, but she suppressed the temptation to scratch. She had to stay focused.*

*She was close now, she could sense it - how the sloping ground levelled out beneath her, the narrowness of the pathway widening inch by inch as she ran the fingers of her free hand along one of the walls of dirt. The sound of monsters gorging themselves grew increasingly louder in her ears.*

CRACK!

*Something broke under her foot.*

*The element of surprise was gone, lost in the sound of five hammering heartbeats and rumbling growls of the alerted Nekkers ahead. One suddenly lunged, closer than she'd anticipated, but it fumbled on its approach.*

*She leapt back, fell into a crouch, turning her face away - years of training now being instinct; knowing exactly how these beasts attacked; how they aimed for the most vulnerable parts of the body. She rose in a curve, shoulder drawn across her chest, bringing the sword out at an angle. The blade bit hard, slicing through yielding meat and bone. The Nekker wheezed and hit the ground at her feet.*

*Dead.*



*She felt the vibrations of frantic tunnelling beneath her boots and smiled, a feral, awful thing that bared her sharp teeth.*

*One down. Four to go.*

Your Witcher is **blind** or has **low-vision**. You have trained to work *with* your disability. Add the following features you find relevant to your **character sheet**.

### Cat Potion Variant

You don't gain the typical benefit of **night-vision** that Cat grants, but you have learned to brew it with other ingredients that enable you to gain incredibly heightened senses after a dose. This Cat variant allows you to use your now-heightened senses of **sound**, **smell**, **touch**, and **taste** to map out the environment around you when in combat or on a Hunt. Refer to the **table**.

Name	Effect	Dura.	Tox.
Cat (Var.)	Your other senses are greatly heightened, which assists you in mapping out the surrounding environment in a 20m radius centred on your person. This negates the effects of <b>Adjusting To Blindness</b> and <b>Combat &amp; Vision Cones</b> . You still cannot be hypnotised and gain a +2 to sense and locate illusions.	2 Hours	25%

### Gauntlet Runner

Blind from either before or after the **Trial of the Grasses**, your Witcher was made to run the dreaded **Gauntlet** and **Pendulum** more often than the other Witchers-in-training. Your years of practise have given you heightened senses beyond those that you gained from the Grasses.

You can hear the whistling of a blade swinging towards you; the rumbling growl of a monster stalking you from behind. You gain an additional +1 to your **Witcher Senses** (Awareness and Wilderness Survival) Skill.

### Witcher Eyes

In the CDPR video games, Witcher eyes are typically shown as yellow or gold with cat-like pupils. However, if you are following book canon, Witchers aren't described as having such eyes. Geralt's eye colour in the novels is described only as 'dark' and having cat-like qualities – including the ability to control his pupil dilations, and having tapetum lucidum; a reflective film over the retinas that bounce light back in the dark (causing them to 'glow'). If you are playing a blind or low-vision Witcher, consider how their eyes' appearance may change or be affected – e.g., they may become milky and the pupils non-reactive to light.

### Injuries on the Path

If your Witcher was blinded whilst on the Path, you can also use the **Gauntlet Runner** feature. Though your approach to training may have been different. For example, perhaps you are a Cat and found a fellow of your School to train with whilst recovering. Or perhaps you are a Wolf and returned to Kaer Morhen to both recover and train.

### Strike Hard & Fast

Your combat style aims to take enemies down before they have the chance to do the same to you. Your damage output is increased by an additional 1d6 to every weapon you wield. This also stacks onto your Punch and Kick.

# CHRONIC FATIGUE & PAIN SYNDROME

Your character has **chronic fatigue** or **chronic pain syndrome** – perhaps both. This could be the result of a **chronic illness** or as a lasting symptom from an **injury**. Add the following symptoms you find most relevant to your **character sheet**.

## Always Taxing

Your chronic pain and/or fatigue leaves you feeling drained more often than not. As such, you are careful with how you spend your energy, frequently planning out your day around your energy levels. You have a -5 to your **Stamina** (STA), but section **Chronic Levels** can impact this amount depending on your fluctuating daily levels.

## Chronic Levels

Your chronic pain and/or fatigue levels fluctuate on a daily basis. One day may be a 'good' day, whereas another could be 'bad'. At the start of each day, you roll 1d6 to determine your chronic levels and *how* they affect you. The effects of your **chronic levels** last for **24 Hours** before you roll on the table(s) again. Refer to the **table** for information.

Chronic Levels	
Roll (d6)	Result
1 – 2	<b>Bad Day.</b> Your fatigue/pain is extreme, making being awake and moving around <i>exhausting</i> . You take a further -2 to your Stamina (STA) for the next 24 Hours.
3 – 4	<b>Average Day.</b> Your fatigue/pain is present and of a manageable level – one that you are well acquainted with. You are tired and in pain, but no more than usual. Your STA remains as specified in <b>Always Taxing</b> for the next 24 Hours.
5 – 6	<b>Good Day.</b> Your fatigue/pain is present but more manageable than usual. You are still tired and in pain, but have more energy to spend today. Your STA increases by +2 for the next 24 Hours.

## Empathic Technique

Though your Stamina is reduced by -5, you have learned to adapt your fighting technique to your often-reduced energy levels. You know how to make each cut and injury worthwhile and impactful, inflicting as much damage as possible. Your damage output is increased by 1d6 for weapons. This also applies to your Punch and Kick.

If you are a magic-user, this damage increase also applies to your spells.

## Painkillers

There are two types of painkillers available to aid you with chronic pain or pain in general: **opioid** and **sweet flag**.

### Sweet Flag

*Acorus Calamus* - better known as 'Sweet Flag' - is a plant that grows around swamps and marshlands. These herbs can be chewed raw *or* be dried out and brewed into tea and can be bought from **herbalists** for **8 Crowns** per **0.1**. Within **10 Minutes** of ingesting this herb, the worst of your pain is relieved for the next **6 in-game Hours**.

If you are experiencing a '**Bad Day**' for pain, as determined by the **Chronic Levels table**, you are instead considered as experiencing an '**Average Day**' for those **6 Hours**.

### Opioid

Also known as *Poppy Milk* or *Milk of the Poppy* across areas of the Continent, this pain relief is made from poppy seeds and is an *extremely strong narcotic*. These herbs are typically only sold to **Doctors** due to their strength (**85 Crowns** a bottle) and comes in the form of liquid. Within **5 Minutes** of ingesting this medicine, the worst of your pain is relieved for the next **10 in-game Hours**. However, whilst under its effects, you take a **-2** to any **Skill checks** that require you to focus/concentrate (including spell-casting and casting Signs) as it addles your brain. Additionally, opioids are *highly addictive*. It is recommended to use them only when **absolutely necessary**. Using opioids as your only pain management for more than **5 in-game days**, you become **addicted** (*Core Rulebook*, p.32).

If you are experiencing a '**Bad Day**' for pain, as determined by the **Chronic Levels table**, you are instead considered as experiencing an '**Average Day**' for those **10 Hours**.

# DEAFNESS OR HARD OF HEARING (HOH)

Your character is **deaf** or **hard of hearing**. This is not the same as being momentarily **deafened** by items such as **bombs** or **spells**. Deafness is a wide spectrum – many people who are legally deaf can still hear. Add the following features you find relevant to your **character sheet**.

## Adjusting To Deafness/Hard Of Hearing (HOH)

If your character develops deafness or becomes hard of hearing as the result of an injury or illness, they spend time adjusting to carrying out daily tasks and combat. This adjustment period can take anywhere from **weeks**, to **months**, or even up to a **year**. As such, this relies more on your **roleplay** than mechanics. Over time, the intensity of loss of hearing will lessen, but the most common area of adjustment to deafness is **communication**. Refer to section **Common Sign Language (CSL)** for more information.

## Assistance Dogs

Refer to section under **Blindness Or Low-Vision (LV)** for more information on using **assistance dogs**.

## Common Sign Language (CSL)

Common Sign Language (CSL) is in use across the entire Continent, including the Skellige Isles, and was initially adopted as an early form of unified communication for trade. You can take CSL as an additional language that doesn't count against any other languages you know. You have **6 Skill Points** in this language to begin with and can mark this down on your **character sheet** as **Common Sign Language** or CSL. This doesn't count against the pool of skill points you distribute when initially rolling up your character (*Core Rulebook*, p.47).

Without CSL, you are at a -2 to **Magical Skills** and **Verbal Combat** (*Charisma, Persuasion, Seduction, Leadership, Deceit, Social Etiquette, and Intimidation*). You can choose to learn CSL at **any time** in-game, or you can have learned it as part of your **backstory**.

Additionally, you can develop **your own unique sign language** for your companions to learn with you.

To learn or teach CSL, you must spend **3 months** (in-game) making **Teaching Rolls** at **DC10** at the beginning or end of each month. After **3 successes** – which don't have to be made consecutively – you and your companions are able to use and understand CSL.

Learning CSL or your own signs negates the -2 to **Magical Skills** as they are languages and can be used in lieu of a spell's verbal aspects.

Regarding **Verbal Combat**, this can be more challenging to address depending on the social situation. Though CSL is a recognised language across the Continent, commonfolk such as **peasants** or **foot soldiers** very rarely have the opportunity or money to learn it – education is a privilege of the rich. If you encounter someone who doesn't understand CSL, you are at a -2 to **Verbal Combat** skills directed towards them *unless* you are able to use it in combination with verbal speech. Using a combination like this gives you a -1 to Verbal Combat instead.

You can negate this -1 or -2 if a travelling companion or NPC who knows CSL (or **Mages' Patter/Witchers' Cant**) interprets for you *with your consent*. You can also write to communicate instead but, again, education is for the rich so it's unlikely you will encounter a commoner who is able to read and write.

## Services

You can hire a **Translator** who is fluent in CSL (or other sign languages you use) for **10 Crowns per day**. They will only translate what you consent or otherwise indicate for them to.

## REMEMBER:

Deafness is a *spectrum* and some Deaf/HOH folks use a combination of sign language and spoken words.



# COMMON SIGN LANGUAGE - SOME BASIC SIGNS



**'Witcher' (gender neutral)**



**'Mage' (gender neutral)**



### Creating Your Own Sign Language

If you want to create your own sign language to communicate with your companions, you must spend **5 days** (in-game) where you and each companion make **Teaching Rolls** at **DC14** to adapt CSL and borrow elements from it to create your own new signs. After **5 successes each** - which don't have to be made consecutively - you are able to create a language of signs specific to your closed group. You can name this language whatever you'd like. If an outsider attempts to understand or snoop in on this language you share, they must make a **DC20 Education** check or be completely clueless as to what you are all communicating.

### Beyond Deafness & HOH

Sign languages are also used by mute people and cognitive or learning disabled people.

### Sign Languages

Sign languages are completely structured linguistically, have rules, and are capable of expressing anything an individual wishes to convey. They make use not only of hands, but also facial expressions and body language. For example, the distance one signs from their body indicates the volume at which they are signing.

### CSL, Mages' Patter & Witchers' Cant

The sign languages in this section are based on 4 real world sign languages. Common Sign Language is based on American Sign Language (ASL). Mages' Patter is based on French Sign Language (FSL). Witchers' Cant is based on both German Sign Language (GSL) and its derivative, Polish Sign Language (PSL). Resources for all four of these sign languages can be found online, such as the **ASL Signbank** which documents all signs and their meanings alongside visual aids to show you how to sign them correctly.

### Written Signs

Some, but not all, sign languages have a written language as well, in which drawings depict how the reader should sign words. The symbols used indicate not only how to perform the sign, but also show placement from the body, additional movements, and any repetition required. For example, the most commonly used is 'SignWriting' which has been in use since 1974, and was created by **Valerie Sutton**, a dancer who also developed DanceWriting.

### Musical Vibrations

If you're playing a deaf or HOH bard, you can still play an instrument and/or sing. You experience the music you create differently, though, *feeling* the varying intensities of the vibrations that signify the scales of notes. There are many deaf/HOH musicians you can draw inspiration from, both recent and historical.

### Deaf/HOH Musicians

Some real-life examples of well-known deaf/HOH musicians are **Will.i.am**, **Grimes**, **Matt Maxey**, **Ayumi Hamasaki**, **Neil Young**, and **Ludwig van Beethoven**.

### Stunned Effect

The **Stunned** effect (*Core Rulebook*, p. 161) affects a deaf or HOH character the same as it would any other able-bodied character. It is typically assumed that deaf characters would be unaffected by such conditions in a TTRPG, but the intensity of sound waves can actually be extremely uncomfortable or even *painful*.

## Magic & Deafness/HOH

*Isabella smiled, Chaos buzzing in her hands and the air between her and Gaspard as they weaved the spell together. Her finger curled to form the elemental sign of water, Gaspard following her lead. He took her through the first three Elder Speech signs, arms held out before him, elbows lax.*

Muire. Gynvael. Invaerne.

*The field around them grew chill, rippling with ice and snow. Salty sea air becoming a sharp tang on her tongue, she focused on following Gaspard exactly. Gathering the Chaos, letting it fill her lungs and breathing it out in huffs of whitened mist that tangled with raw, barely-contained magic.*

Muire. Gynvael. Invaerne.

*Sea. Ice. Winter.*

*The battle seemed a distant thing now, focused as she was on her teacher. His serious face, brown eyes sparking with Chaos and dark skin flushed in the severe chill they had accumulated. She firmly held his gaze, going over the motions of the spell. Isabella repeated it as Gaspard drew back, signed with his hands in Mages' Patter – the language he had taught her so long ago: Together now, Isabella. Stay with me.*

*She nodded, maintaining the spell.*

Muire. Gynvael. Invaerne.

*They moved as one, closing the spell and releasing it in a smooth, flowing dance with two final signs.*

Ruadhri. Rider.

Aen Elle. *The elves that had left so many centuries ago; the true masters of Chaos.*

*A mighty rush of air – like a gale from a tumultuous ocean; an untameable tempest. Ice consumed everything in its path, soldiers scattering as their comrades abruptly froze solid in their own armour, weapons still uselessly raised. Gaspard watched the carnage with her, stared in horrified and yet amazed awe at what they had done – what they had created here.*

*Isabella looked on, silent as the thundering of horse hooves vibrated in her chest. What had been a losing skirmish was now outright chaos, the enemy frantically running in every direction. She couldn't hear, but she didn't need to in order to know that their open mouths were screaming.*

*They had managed to replicate the signature of the Wild Hunt, after all.*

Your Mage, Priest, or Druid is **deaf** or **hard of hearing**. As a result, you have also trained to use your magic as a **disability aid**. Add the following features you find relevant to your **character sheet**.

### **Environ Attunement**

All creatures on the Continent – humanoid, beast, or monster – carry a residual magic within them that lingers from the **Conjunction of Spheres**. It sings from deep within their bones. You can sense when someone or something is nearby, even if you can't necessarily *hear* them.

**This is not a version of hearing. It is a sense based more on physically feeling magic. It's not a 'superpower' designed to erase a character's disability, instead it is a disability aid.**

An invisible and untraceable field of magic projects out from your person in a **15m radius**. Any creature that moves within, into, or out of this range resonates with the magic to cause a slight **vibrating sensation** in the back of your head. You become aware of what **direction** a creature is in when you can't hear or physically see them.

You can't be taken by surprise *unless* an attack or ambush comes from *outside* this radius.

The only creatures that can't be detected in this manner are those **concealed** by magical means or abilities and **Higher Vampires**.

### **Mages' Patter**

You were raised with a variant of **sign language** that is specifically constructed for manipulating the power of Chaos (you will also have been taught **Common Sign Language**). This language is called **Mages' Patter** and makes use of **Witcher Signs** for a spell/hexes/ritual's base and influences it with suggestions and concepts with signs developed from **Elder Speech**. For example, the Sign for **Aard** can be imbued with signs for **wind** and **lift** to create a fully formed air spell such as Bronwyn's Gust. You have 6 Skill Points in this language which doesn't count against the pool of skill points you distribute when initially rolling up your character (*Core Rulebook*, p.47).

### **Mages' Patter Origins**

Mages' Patter is a language designed to be difficult for non-magical folk to understand. It has its origins in being a pidgin of Elder Speech, Nordling, and Witcher Signs developed by a deaf community within the school of Aretuza. It has been in use long enough now to have developed into a fully realised and constructed language



# MAGES' PATTTER - SOME BASIC SIGNS

*Mages' Patter shares the same signs for 'Hello' and 'Goodbye' as Common Sign Language (CSL)*

**'Mage'**



**'Spell'**





**'Earth'**  
Elemental Sign



**'Fire'**  
Elemental Sign



**'Water'**  
Elemental Sign



**'Air'**  
Elemental Sign



## **Witchers & Deafness/HOH**

*The Cat medallion about Hektor's neck jerked violently to the right and he threw himself backwards into a roll, striking dirt and stone before leaping nimbly to his feet, light silver sword in one hand and gauche dagger in the other. He brought them up, defensive, as the hulking form of a griffin barrelled past, dragging itself about when it realised it had missed its mark.*

*It would gain no element of surprise here.*

*Sprawled on all four limbs, feathers splayed angrily, its tail lashed the air. It pawed at the ground so hard Hektor felt the vibrations rattle his teeth. The beast was young, in its prime, but it was inexperienced – it had likely never met a Witcher.*

*It would already be dead if it had.*

*Beak opening, it threw its head forward, hot air blasting in his face. Hektor's hearing had long since deteriorated over the years, leaving only the soundwaves buzzing at his eardrums and vibrating in his skull. He knew a griffin's enraged shriek when he felt it.*

*He eyed the beast's wings, sharpened gaze locating the secondaries and primaries from where they protruded out of the flurry of feathers and fur. If he could cut them quick enough, the griffin would be down, flightless, and easier to pick off. He had no crossbow and no oils, only his blades and Signs...*

*It would have to be enough.*

*The griffin paced, prowling around him in a loping half-circle. His medallion shuddered, leaping at the monster before him. If it hadn't warned him in time... he would have been impaled on talons quicker than he could blink. He banged his dagger against the flat of his sword, not hearing it, but knowing the sharp clang would spook the beast before it could form a plan of attack.*

*Success. Immediately the griffin flinched and, unthinking, lunged, claws bared and beak snapping. He threw a Sign with his off-hand, slamming the monster down with a harsh blast of Aard, before nimbly maneuvering himself behind one splayed wing, taking advantage of the griffin's disoriented state to savagely shear through the feathers.*

*Another rumbling shriek that he felt in his chest. Heavy thuds jolting through his boots. Hektor ducked as the griffin swung its clipped wing outward and watched with satisfaction as it tried to gain enough lift to launch from the ground into the air. It was stranded, terrified, confused.*

*The Hunt was on.*

Your Witcher is **deaf or hard of hearing**. You have trained to work with your disability. Add the following features you find relevant to your **character sheet**.

### **Medallion Tremor**

Since their first documented appearance after the **Conjunction of Spheres** over 1,500 years ago, monsters have radiated a low magical aura. This is what a Witcher's medallion is triggered by – as well as manipulations of Chaos by spell-casters and Places of Power.

Using your medallion's **vibrations**, you can sense when a monster or magic user is close to you. A Witcher medallion is typically attached to a thick, wide ring, which slides along the silver chain about your neck, allowing it to pull in the direction of magical sources. Your medallion has a **20m radius** from your person and is sensitive to **all magical sources** within that area.

### Medallions – Optional Rulings

A Witcher medallion is incredibly sensitive and, if you are roleplaying truer to the novels, it is important to remember that the item is not the infallible object that it is presented as in the video games.

As an optional ruling (that is more aligned with the novels), your medallion can sometimes be randomly triggered by simple low-magic items such as **amulets**, **talismans**, or **sorcerous alarms**. Whenever you enter a **town** or **city** for either the first time or the first time in **7 days**, your medallion has a **50% chance** to become overwhelmed and triggered by every benign magical source within **20m** of you.

When your medallion is overwhelmed, it can be disorienting for a Witcher who uses it as a **disability aid**. Though it's unlikely this will happen often, it is still something you should take into account if you're aiming to play as authentic to the novels as possible. If you choose to use this ruling, it applies to **every Witcher** so long as they have their medallion.

If you choose not to use this ruling, it will not affect your game in any significant way.

### Witchers' Cant

You were taught the sign language Witchers use and take it as an additional language that doesn't count against any other languages you know. You have **6 Skill Points** in this language and mark this on your **character sheet** as **Witchers' Cant**. This doesn't count against the pool of skill points you distribute when initially rolling up your character (*Core Rulebook*, p.47).

If your group has a **shared backstory**, they can choose to already know this language too - having learned it from you. In this case, they begin with **4 Skill Points** in Witchers' Cant and mark this on their **character sheet**. This doesn't count against the skill points they distribute when initially rolling up their characters.

If your group doesn't have a shared backstory, only other Witchers can understand this language of unique signs that indicate **monsters**, **recipes**, **Contracts**, **alchemy items**, etc.

However, you can spend time teaching your travelling companions this language so they can communicate with you in this manner as well. Refer to **Common Sign Language** for information on learning and teaching sign languages.

### Witchers' Cant Origins

*Witchers' Cant* is designed to be difficult for non-Witchers to understand unless they have been specifically taught it by a Witcher. It has its origins in being a pidgin of Elder Speech, Nordling, Witcher Signs, and Skelligan hunting signals and was developed by a deaf community within the School of the Bear which was then passed on to other Schools. It has been in use long enough now to have developed into a fully realised and constructed language.

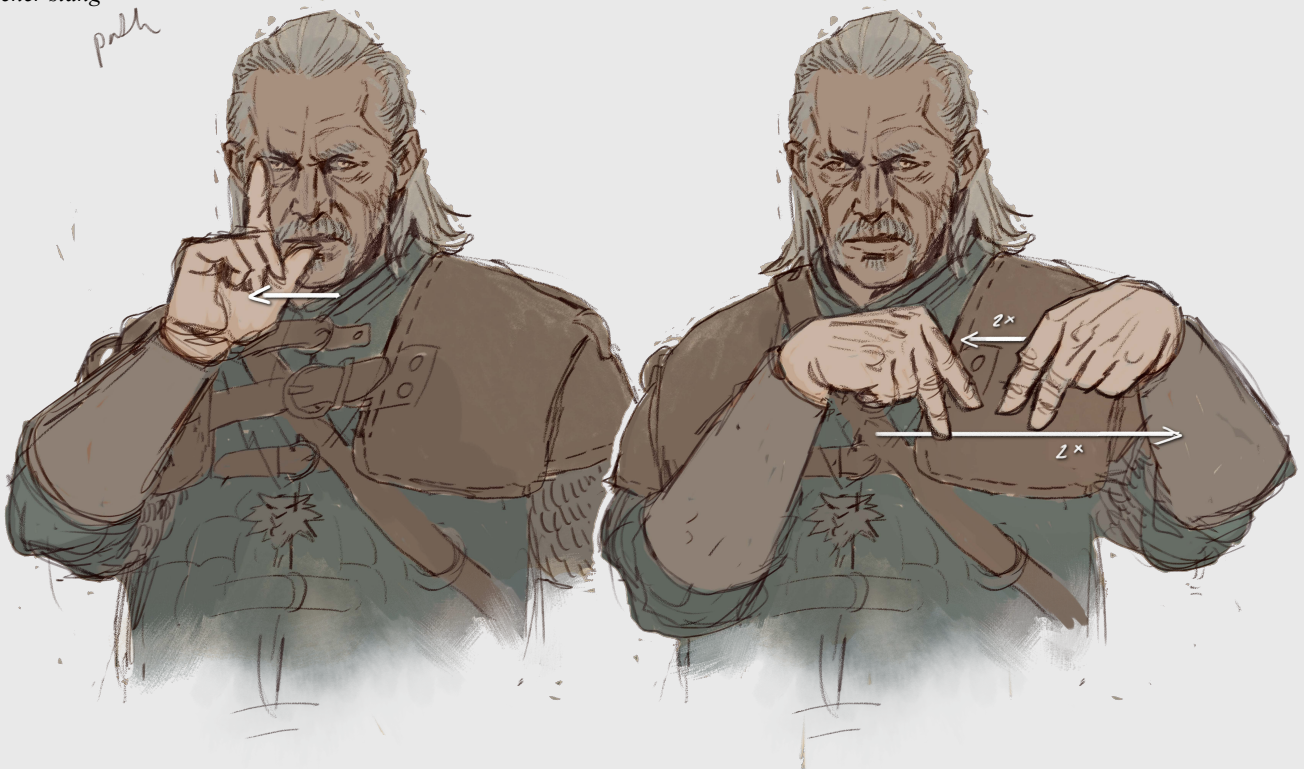
# WITCHERS' CANT - SOME BASIC SIGNS

*Witchers' Cant shares the same signs for 'Hello' and 'Goodbye' as Common Sign Language (CSL)*

**'Witcher' (gender neutral)**  
*lit. meaning 'Sibling'*



**'The Path'**  
*Witcher slang*

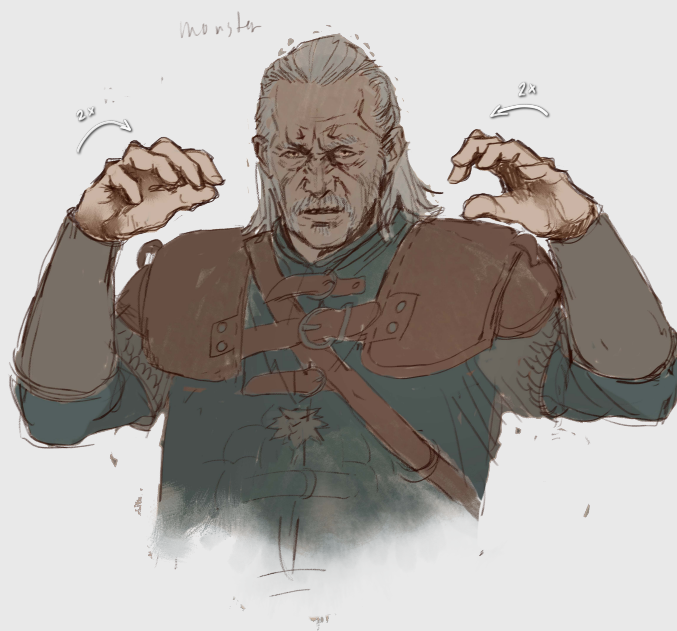




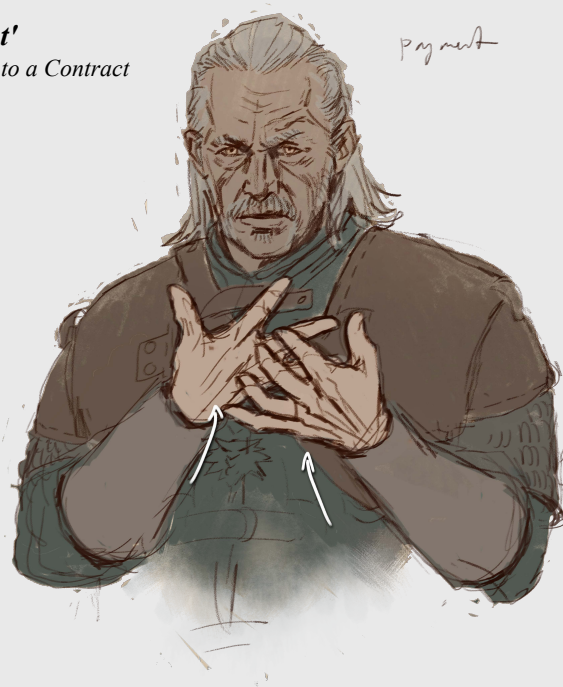
**'Hunt' (A Contract)**  
Witcher slang



**'Monster'**



**'Payment'**  
in relation to a Contract



**'Witcher Potion'**  
lit. meaning 'Poison'





# PARALYSIS

Whether through an accident, illness, or from birth, your character is **paralysed**. A common misconception about paralysis is that most only think of it as affecting a person in one of two ways: *from the waist down, or from the neck down*. However, paralysis can also affect individual limbs, only one side of the body, and can also be a temporary experience that comes and goes in what are referred to as '**Paralysis Attacks**'. It depends entirely upon the injury or the condition that caused it. Add the following features you find most relevant to your **character sheet**.

## Hemiplegia

Hemiplegia affects the arm and leg on one side of the body. The degree of motor control and movement can vary from day to day depending on the severity of the condition. This form of paralysis can sometimes be temporary and can sporadically come and go in the form of **paralysis attacks/short-term paralysis**.

### **Short-term Hemiplegia**

If you have short-term hemiplegia or paralysis attacks, you roll on the **table** below at the beginning of each **in-game day** to determine your symptoms and how they affect you.

Roll (d10)	Result
1 - 3	<b>Paralysis.</b> The arm and leg on the one affected side of your body are paralysed. Your mobility and motor skills in these limbs are severely restricted, requiring you to use <b>mobility aids</b> such as a <b>wheelchair</b> . Refer to the <b>Numbness</b> symptom below.
4 - 7	<b>Numbness.</b> The arm and leg on the affected side of your body are unable to feel sensations such as touch and pain, but you have a little more range of mobility and motor skills than <b>paralysis</b> . You may still need to use <b>mobility aids</b> such as a <b>walking cane</b> or <b>crutches</b> . Refer to the <b>Numbness</b> symptom below for further information.
8 - 10	<b>Pins &amp; Needles.</b> The arm and leg on the affected side of your body are neither <b>paralysed</b> or <b>numb</b> , but have constant pins and needles. You have a greater range of mobility and motor skills than <b>paralysis</b> and <b>numbness</b> , but you may still find support from using a <b>mobility aid</b> such as a <b>walking cane</b> .

### **Numbness**

You cannot feel sensations such as touch or pressure in your affected limbs and also **can't feel pain in them**. If you take an injury to one (or more) of your affected limbs, such as an arrow and **aren't aware of it**, you find yourself abruptly in danger as **blood loss** or **shock** can take effect at any time **without warning**.

As a result, you are more aware of the importance of checking yourself over physically. You take advantage of any **lull** in battle to stay on top of your current injuries and immediately take stock of any wounds once an encounter ends. This feature relies more on your **roleplay skills** than mechanics.

### **Encounters**

Refer to section '**Wheelchairs & Encounters**' if you wish to use a wheelchair for advice on using it in combat. You will need to use one-handed weapons if you are in combat, but refer to section '**Magic & Paralysis**' for information on spell-casting.

## Monoplegia

Monoplegia affects a single area of the body, most typically presenting itself in one limb. Control and sensation can still be felt throughout the rest of the body, the paralysis only affecting one specific area.

### **Mobility Aids & Joint Supports**

Due to limited mobility and/or muscle atrophy in the affected limb, you can provide yourself with additional support in the form of joint supports and mobility aids. Refer to section '**Arthritis**' for information on joint supports. Various other mobility aids are described as follows.

*These mobility aids can be used by any disabled character who may require them.*

**Walking Cane**

Carved from sturdy wood and reinforced with treated resin, walking canes provide you with support when walking and can also be used as a makeshift weapon in combat. A walking cane is classified as a **Stave** for this ability.

Walking Cane											
Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	+0	C	1d6+2	10	1	N/A	Long Reach	N/A	0	1.5	25

To **craft** this item, refer to the **Novice Diagram**.

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Walking Cane	14	30 Minutes	Resin (x4), Wood (x1)	10	15



**Crutches**

Crafted from wood with padded cloth handles, these crutches sit under the armpit and allow you to move around without putting your paralysed leg to the ground. However, crutches require long periods of weight bearing on your shoulders, arms, and hands, and therefore can be extremely uncomfortable. If this happens, you may benefit from a **wheelchair** instead. Crutches are sold in pairs.

Crutches (2)											
Type	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	N/A	C	N/A	10	2	N/A	-	N/A	0	2.5	25

To **craft** this item, refer to the **Novice Diagram**.

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Crutches	16	1 Hour	Cotton (x4), Resin (x4), Wood (x2)	15	20

### Encounters

Refer to section '**Wheelchairs & Encounters**' for further information if you plan on using a wheelchair in combat. If you prefer to use the crutches themselves as makeshift weapons, refer to the stats for them above.

### Paraplegia

Paraplegia affects an individual from the waist down, leaving them with very limited mobility and sensation in their legs or none at all. The most common mobility aid for this type of paralysis is a wheelchair. Refer to the section '**Wheelchairs**' for more information on using one.

### Numbness

You cannot feel sensations below the waist in your legs. Refer to the **Numbness** symptom on the previous page for more information on how this affects you in combat.

### Encounters

Refer to section '**Wheelchairs & Encounters**' for further information on using your wheelchair in combat.

### Quadriplegia

Quadriplegia affects an individual from the neck down, leaving them with limited to no mobility and sensation in their body and limbs below the neck. Refer to section '**Wheelchairs**' for more information.

### Carers

Technology in the world of *The Witcher* is limited, and magic is a scarce resource often hoarded and used selfishly by the people who wield it. As such, there is no in-world equivalent of a *motorised wheelchair* or mobility aids that rely on design features such as facial movements to become activated. However, there is the option to **hire** the services of a professionally trained person to assist you with mobility and everyday care. **Carers** can be hired for **150 Crowns** per year on an annual contract. They will travel with you wherever you go, but will *not* willingly engage in combat. Treat them as having the same **stats** as a **Bandit** (*Core Rulebook*, p.270) but without armour and only a small blade as a weapon.

If you are a **Noble**, this hireling can instead be a servant who is paid for by your family's finances instead.

**Carers as NPCs:** Discuss with your GM if you would like to create a carer character NPC who is more fleshed out for your game.

### Encounters

Due to the technological restrictions of *The Witcher* setting, it isn't recommended for you to get into any violent encounters with other people or monsters, but that doesn't mean you can't participate in combat at all. For example, Bards can still engage in **Verbal Combat**; or **Assistance Dogs** can be utilised; and even the **environment** can be used to your advantage (i.e., ramming into and knocking over lit braziers to start fires, etc.). Additionally, **Mages** can still cast **spells**, perform **rituals**, etc. Refer to section '**Magic & Paralysis**' for more information.

## Magic & Paralysis

You have trained specifically to cast magic with your disability taken into consideration. Depending on the *type* of paralysis you have, your method of casting will vary. Refer to the one you find most relevant and add it to your **character sheet**.

## Hemiplegia

You use **spoken words** and **gestures** made with only one arm/hand rather than both.

## Monoplegia

You use **spoken words** and either **both hands and one leg** or **both legs and one hand** to cast depending on which limb is affected.

## Paraplegia

You use **spoken words** and **both hands** to cast - you can also use the **motion** of pushing your wheelchair to cast spells.

## Quadriplegia

You use **spoken words**, sounds like **clicks and whistles**, **facial expressions** and **eye movements** to cast your spells.

### Using Sign Languages

You can substitute any verbal aspects of spells with sign languages such as **Mages' Patter** and **Witchers' Cant**. Refer to section '**Deafness Or Hard Of Hearing (HOH)**' for further information.

### Assistance With Rituals

If you refer to **page 168** of the *Core Rulebook*, you will find rulings on **Group Rituals**.

## Combat & Paralysis

If you are using a **wheelchair**, refer to section '**Wheelchairs**' for more information on using it in combat and its **stats**. However, if you have **monoplegia of the arm** or **hemiplegia** and are using **crutches** or a **walking cane**, you will only have access to **specific weapons** due to the need to support your affected limb(s).

## Weapons Selective

As stated, if you have monoplegia of the arm or hemiplegia, you are more inclined towards fighting with and wielding **one-handed weapons**. Using single-handed weapons help you to maintain a good centre of balance whilst keeping the affected limbs more protected and closer to the body where they are at less risk of injury.

However, as you have trained with a more specific category of weapons, you have become **skilled** in using them. Whenever you are wielding a **one-handed weapon**, you have **+1 Weapon Accuracy (WA)**.

## Binding A Limb

Most commonly used in cases of **monoplegia of the arm**, you can choose to **bind** the affected arm down against your body, typically bending it at the elbow and strapping it across the chest or abdomen. This technique will keep the paralysed arm safe when in combat or travelling, and will keep it out of the way when attacking or taking actions in encounters. This method can be achieved using a cut measurement of **cloth** and either a strong **hand-tied knot** or **brooch** to keep it in place. Cloth can be purchased from **any merchant** for **12 Crowns** a length (roughly **2 meters**). It takes **30 Seconds** to don this item and **10 Seconds** to take it off.

## Riding & Paralysis

Riding a mount with paralysis can be a daunting task, but is entirely possible with the **correct items** and **supports** in place. It is highly recommended that **quadriplegic characters** use a **wheelchair** for transportation as it provides the correct support for them, whereas a saddle would be dangerous and uncomfortable for both rider and mount.

**Hemiplegic**, **monoplegic** (affecting the leg), and **paraplegic** characters can buy a **Support Saddle** - a specialised saddle for any mount that allows for comfortable riding and control of the horse by supporting the legs, pelvis, and lower spine (waist down). Refer to section '**Acromegaly (Gigantism)**' for more information on this saddle.

Handling the **reins** of the horse with **monoplegia of the arm** and **hemiplegia** can be done via a technique of guiding the mount with your knee(s) combined with pulling the reins with one hand. Riders can also choose to guide a horse using a series of **whistles** and **clicks** which it has been trained to associate with orders such as **directions**, **speed**, **jumping**, and **halting**. This method can be used in tandem with the reins.

# PROSTHETIC LIMBS

Prosthetics during the Middle Ages were more advanced than we often give them credit for; some even had **interchangeable parts** to provide the wearer with tools for accessibility. There were even prosthetic hands designed specifically for *handwriting* – think how wonderful that would be for **bards and nobles** in the setting of *The Witcher*!

The *Core Rulebook* assumes that if a person is **struck** on their prosthetic, it will come flying off the body. This isn't accurate – prosthetics would be affixed to the body using sturdy **belts** and **harnesses**, and we can apply this to the pseudo-medieval fantasy setting that is *The Witcher*. A prosthetic might *jolt* after taking a bad hit and leave a nasty bruise, but it would take the force of a powerful spell or numerous heavy strikes to physically rip it off.

The following **prosthetic mechanics** account for *all* of this. Some professions, such as the Craftsman's **Forge Master Path** can create prosthetics that function as additional armour for the body. Others such as **Witchers**, and **Mages** (Priests, and Druids), have specialised prosthetics designed to their line of work and lifestyle. Such prosthetics have their own dedicated sections below.

In this section, there are **replacement stats and diagrams** for prosthetic designs and upgrades for all professions (unless otherwise stated) and additional relevant information that may come into effect in your games.

Witcher & Conduit Prosthetics
Witchers and Mages (as well as magic-users of other professions) have their own unique and specialised prosthetics and corresponding upgrades that you will find in the sections <b>Witcher Prosthetics</b> and <b>Conduit Prosthetics</b> . These can <i>only</i> be used by Witchers and magic-using professions and <i>no others</i> . It is highly recommended that Witchers and magic-users take the prosthetics designed specifically for them – in a pinch, they can still buy and use standard and higher quality prosthetics, but they will find them less effective in adjusting to their use of magic and lifestyle.

## Medieval Prosthetics

An excellent *real life example* of armoured and complex prosthetics is **Gotz Von Berlichingen**, a warrior whose prosthetic hand and impressive feats on the battlefield made him legendary.

## Additional Reading

Recommended reading on disability in the Middle Ages is *The Medieval Disability Sourcebook: Western Europe* by **Cameron Hunt McNabb, et al.** which you can download and read for **free** online here: <https://punctumbooks.com/titles/medieval-disability-sourcebook/>.

Be aware that this sourcebook focuses only on *Western Europe*. The Witcher setting is also inspired by Eastern Europe and recommended reading here is *A Social History of Disability in the Middle Ages* by **Irina Metzler** that provides a look into disability in both Eastern and Western Europe (ISBN: 9780415822596).

# GENERAL PROSTHETICS

## Any Profession

There are two types of general prosthetics across the Continent: **standard quality** and **higher quality**. Each type provides a base prosthetic arm and leg which **optional upgrades** can be affixed to. Characters of **any profession** can use these prosthetics, but **Witchers** and **magic-users** won't find them as effective for their lifestyle when compared to prosthetics specifically constructed for them.

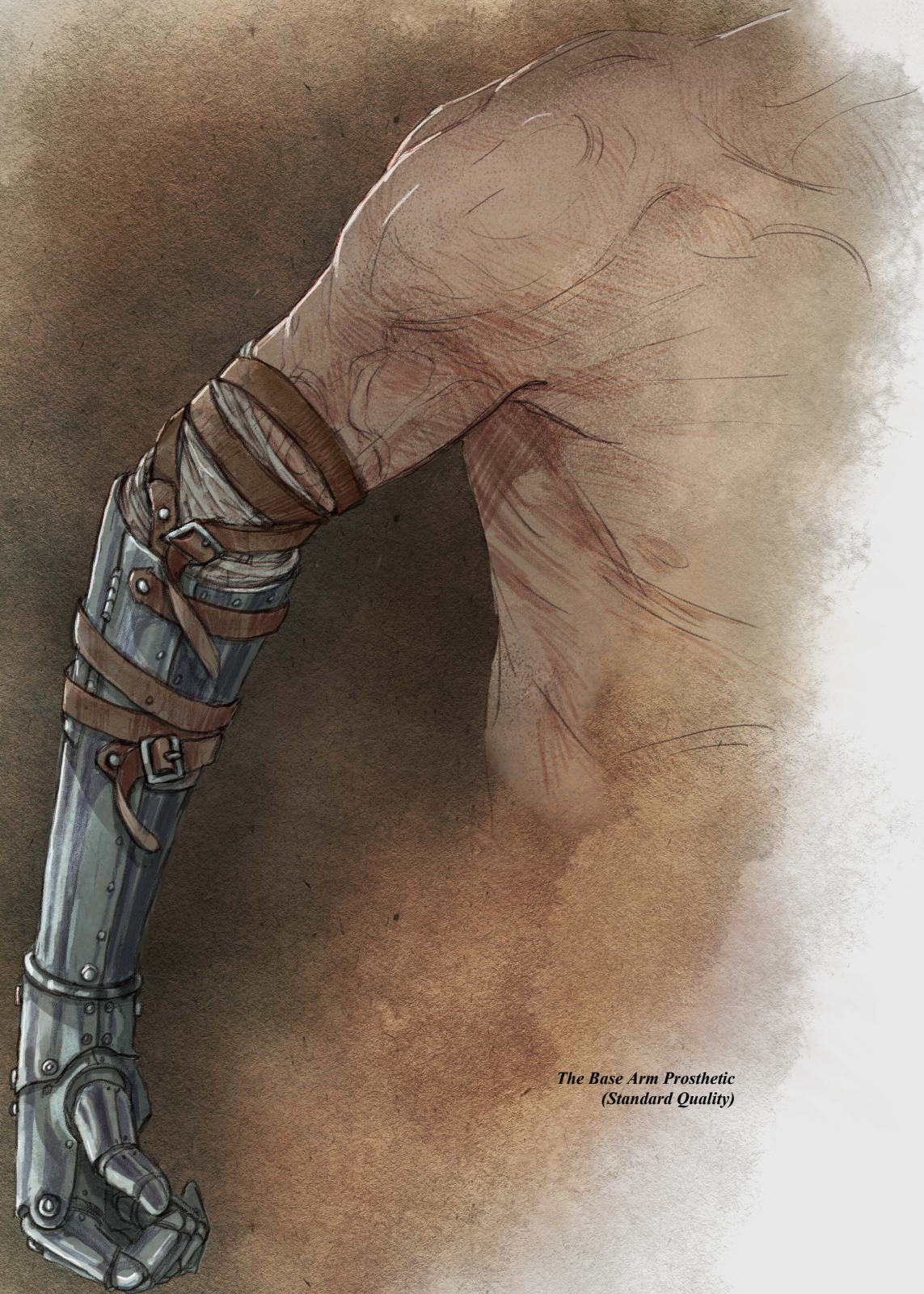
For GMs & Players
Although targeting <b>specific body areas</b> is incredibly hard to do in <i>The Witcher Pen &amp; Paper</i> , it is important to remember that if you as a GM or player consistently target a disabled character (player or NPC) for no other reason other than their being disabled, you need to take a step back and <b>rethink</b> you stance on disability. You are <u>not</u> a good GM if you single out and punish a disabled character for being disabled.

## Concealing Prosthetics

'Concealment' addresses how easy it is to hide an item on your person, but it is **entirely optional** to conceal a prosthetic. Disability isn't shameful and on the Continent with its wars and monsters, it would be commonplace to see disabled people every day.



# THE BASE ARM PROSTHETIC



*The Base Arm Prosthetic  
(Standard Quality)*



## Base Prosthetic: Standard Quality

Standard quality prosthetics are constructed from metal and wood and are designed for everyday use. They are a little heavier than higher quality prosthetics and aren't as durable, but they are suited well for general wear and tear.

### The Base Arm

Base Arm Prosthetic – Standard Quality (any profession)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	1	+0	C	1d6	10	N/A	N/A	Adds (1d6) to Punch	S	0	3	160

**Type:** The base arm is designed for anyone to be able to use – from child to adult, measured to fit. It's crafted from wood and cheap, but practical, metal. The wearer can strike with this prosthetic alone, dealing Bludgeoning damage.

**Stopping Power (SP):** Made from solid wood and metal hinges, the arm has some resistance when being struck by an outside force, giving it a Stopping Power of 1 which stacks onto any armour worn over it.

**Weapon Accuracy (WA):** The arm grants no Weapon Accuracy.

**Availability (Avail.):** Such prosthetics are common and can be found from village to city so long as there is a craftsman of some sorts there or a gear shop.

**Damage (DMG):** The arm deals an additional 1d6 to your Punch when attacking with the arm alone. This doesn't stack onto damage from a weapon.

**Reliability (Rel.):** Designed for everyday activity, the prosthetic is reliable unless forced into intense combat use. The arm can be damaged by *force*, *magic*, or *misuse*. Refer to section **Damaged Prosthetics** for more information.

**Hands:** The arm doesn't require being held. It is secured onto the stump with a series of belts, buckles, and straps that connect to a brace about the chest. This sits under your clothes and keeps the prosthetic attached to your body if knocked. If an enemy wishes to rid you of your prosthetic, they must first destroy the integrity of the armour and clothing on your arm and chest before they can get to the harness beneath.

**Range (RNG):** This arm has the same range as anything typically within arm's reach.

**Effect:** Forged from solid wood and metal, the arm deals an additional 1d6 to your Punch.

**Concealment (Conc.):** Prosthetics can be easily concealed under armour and clothes.

**Enhancements (EN):** The arm has no slots for Rune enhancements.

**Weight:** Fairly bulky, this prosthetic weighs 3.

**Cost:** The cost of this prosthetic is 160 Crowns.



# THE BASE LEG PROSTHETIC



*The Base Leg Prosthetic  
(Standard Quality)*



## The Base Leg

Base Leg Prosthetic – Standard Quality (any profession)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	1	+0	C	1d6	10	N/A	N/A	Adds (1d6) to Kick	S	0	3	210

**Type:** The base leg is designed for anyone to be able to use – from child to adult, measured to fit. It's crafted from wood and cheap, but practical, metal. The wearer can strike with this prosthetic alone, dealing Bludgeoning damage.

**Stopping Power (SP):** Made from solid wood and metal hinges, the leg has some resistance when being struck by an outside force, giving it a Stopping Power of 1 which stacks onto any armour worn over it.

**Weapon Accuracy (WA):** The leg grants no Weapon Accuracy.

**Availability (Avail.):** Such prosthetics are common and can be found from village to city so long as there is a craftsman of some sorts there or a gear shop.

**Damage (DMG):** The leg deals an additional 1d6 to your Kick when attacking with the leg alone. This doesn't stack onto damage from a weapon.

**Reliability (Rel.):** Designed for everyday activity, the prosthetic is reliable unless forced into intense combat use. The leg can be damaged by *force*, *magic*, or *misuse*. Refer to section **Damaged Prosthetics** for more information.

**Hands:** The leg doesn't require being held. It is secured onto the stump with a series of belts, buckles, and straps that connect to a brace about the waist. This sits under your clothes and keeps the prosthetic attached to your body if knocked. If an enemy wishes to rid you of your prosthetic, they must first destroy the integrity of the armour and clothing on your leg and waist before they can get to the harness beneath.

**Range (RNG):** This leg has the same range as anything typically within leg's reach.

**Effect:** Forged from solid wood and metal, the leg deals an additional 1d6 to your Kick.

**Concealment (Conc.):** Prosthetics can be easily concealed under armour and clothes.

**Enhancements (EN):** The leg has no slots for Rune enhancements.

**Weight:** Fairly bulky, this prosthetic weighs 3.

**Cost:** The cost of this prosthetic is 210 Crowns.

## Base Prosthetics: Higher Quality

Higher quality prosthetics are crafted from more resilient materials and are reinforced at their core. They are lighter than standard quality prosthetics and are more durable, better suited to intense use.

## The Base Arm

Base Arm Prosthetic – Higher Quality (any profession)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	2	+0	P	1d6+4	15	N/A	N/A	Adds (1d6+4) to Punch	S	0	2	320

**Type:** The base arm is designed for anyone to be able to use – from child to adult, measured to fit. It's crafted from resilient woods and high-grade metal. The wearer can strike with this prosthetic alone, dealing Bludgeoning damage.

**Stopping Power (SP):** Made from solid wood and metal hinges with a metallic rod core, the arm has resistance when being struck by an outside force, giving it a Stopping Power of 2 which stacks onto any armour worn over it.

**Weapon Accuracy (WA):** The arm grants no Weapon Accuracy.

**Availability (Avail.):** Such prosthetics are poor in availability and can be found mainly in cities where they are crafted on commission.

**Damage (DMG):** The arm deals an additional 1d6+4 to your Punch when attacking with the arm alone. This doesn't stack onto damage from a weapon.

**Reliability (Rel.):** Designed for everyday activity, the prosthetic is reliable even in combat. The arm can still be damaged by *force*, *magic*, or *misuse*. Refer to section **Damaged Prosthetics** for more information.

**Hands:** The arm doesn't require being held. It is secured onto the stump with a series of belts, buckles, and straps that connect to a brace about the chest. This sits under your clothes and keeps the prosthetic attached to your body if knocked. If an enemy wishes to rid you of your prosthetic, they must first destroy the integrity of the armour and clothing on your arm and chest before they can get to the harness beneath.

**Range (RNG):** This arm has the same range as anything typically within arm's reach.

**Effect:** Forged from solid wood and steel, the arm deals an additional 1d6+4 to your Punch.

**Concealment (Conc.):** Prosthetics can be easily concealed under armour and clothes.

**Enhancements (EN):** The arm has no slots for Rune enhancements.

**Weight:** Lighter in design, this prosthetic weighs 2.

**Cost:** The cost of this prosthetic is 320 Crowns.

## The Base Leg

Base Leg Prosthetic – Higher Quality (any profession)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	2	+0	P	1d6+4	15	N/A	N/A	Adds (1d6+4) to Kick	S	0	2	430

**Type:** The base leg is designed for anyone to be able to use – from child to adult, measured to fit. It's crafted from resilient woods and high-grade metal. The wearer can strike with this prosthetic alone, dealing Bludgeoning damage.

**Stopping Power (SP):** Made from solid wood and metal hinges, the leg has resistance when being struck by an outside force, giving it a Stopping Power of 2 which stacks onto any armour worn over it.

**Weapon Accuracy (WA):** The leg grants no Weapon Accuracy.

**Availability (Avail.):** Such prosthetics are poor in availability and can be found mainly in cities where they are crafted on commission.

**Damage (DMG):** The leg deals an additional 1d6+4 to your Kick when attacking with the leg alone. This doesn't stack onto damage from a weapon.

**Reliability (Rel.):** Designed for everyday activity, the prosthetic is reliable even in combat. The leg can be damaged by



*force, magic, or misuse.* Refer to section **Damaged Prosthetics** for more information.

**Hands:** The leg doesn't require being held. It is secured onto the stump with a series of belts, buckles, and straps that connect to a brace about the waist. This sits under your clothes and keeps the prosthetic attached to your body if knocked. If an enemy wishes to rid you of your prosthetic, they must first destroy the integrity of the armour and clothing on your leg and waist before they can get to the harness beneath.

**Range (RNG):** This leg has the same range as anything typically within leg's reach.

**Effect:** Forged from solid wood and metal, the leg deals an additional 1d6+4 to your Kick.

**Concealment (Conc.):** Prosthetics can be easily concealed under armour and clothes.

**Enhancements (EN):** The leg has no slots for Rune enhancements.

**Weight:** Lighter in design, this prosthetic weighs 2.

**Cost:** The cost of this prosthetic is 430 Crowns.

### Crafting Standard & Higher Quality Prosthetics

Any profession can craft **standard quality** prosthetics as long as they have enough points invested into their **Crafting Skill** to feasibly succeed on the Crafting Roll. Only **Craftsmen** can build **higher quality** prosthetics as well as **upgrades**. Characters of other professions must commission higher quality prosthetics or buy them pre-made from city armouries.

Prosthetics are classed as **Armour Diagrams** and upgrades are classed as **Armour Enhancement Diagrams**.

Novice Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Base Arm (Standard)	15	5 Hours	Hardened Timber (x2), Iron (x1), Leather (x3)	50	146
Base Leg (Standard)	15	6 Hours	Hardened Timber (x2), Iron (x2), Leather (x4)	70	204

Journeyman Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Base Arm (Higher)	18	7 Hours	Dark Steel (x2), Hardened Leather (x2), Leather (x2)	125	316
Base Leg (Higher)	18	8 Hours	Dark Steel (x3), Hardened Leather (x2), Leather (x3)	178	426

### Disassembling Prosthetics

If your prosthetic breaks from taking **severe damage** and it cannot be repaired, you have the option to **disassemble** it into its initial components. You don't need to make a check to do this, but when you disassemble an item, some of the components become **damaged** in the process. You gain **half** the amount of each component back (*minimum 1 each*).

### Damaged Prosthetics

Whenever the **stopping power** of your prosthetic is compromised, you roll on the **Damages table** for *how damaged* the item is and how much work is required to repair it.

Prosthetic Damages	
Roll (d10)	Damage
1 – 3	<b>Light Damage.</b> Your prosthetic has taken light damage: scuffs and small dents which can be buffed out very easily. You can do this yourself with a <b>DC12 Crafting check</b> or pay for a smith to repair it.
4 – 6	<b>Mild Damage.</b> Your prosthetic has taken mild damage: significant dents and abrasions that take more work to restore. You can repair this yourself with a <b>DC16 Crafting check</b> or pay for a smith to repair it.
7 – 10	<b>Severe Damage.</b> Your prosthetic has taken severe damage: warping its structure and becoming perforated in numerous places. You can repair this yourself with a <b>DC22 Crafting check</b> or pay for a smith to repair it. You can <b>buy or make</b> a new prosthetic if you prefer instead – or even <b>disassemble</b> it and invest the regained components into a new prosthetic.

### Fixing Broken Prosthetics

When you repair a prosthetic, you will need the same **tools** that were initially needed to craft it. **Standard quality** prosthetics require *wood-carving tools, a hammer, and a brace drill*. **Higher quality** prosthetics require the same as standard quality, but also a *forge* for tempering the metal core rod.

To fix a broken prosthetic, you will also need 1 of each **component** originally needed to craft it in the diagram. This is so you can fill in for any missing areas or to replace the parts beyond repair.

### Adjusting To A New Prosthetic (Optional)

If your character takes an injury that results in amputation, they will need to spend some time *healing* and *adjusting* to a new prosthetic. An average humanoid takes roughly **8 weeks** for their surgical wound to heal. After this, you can be measured for and fitted with a prosthetic limb.

For the next **3 weeks** (or **2 weeks** if you have a **higher quality** prosthetic), you must start each day with a series of **exercises** to become accustomed to your new prosthetic limb. Refer to the **table** below for more information.

Prosthetic Adjustment Checks	
Week	DC Required
1	<p>At the beginning of each day, you make a <b>Reflex Skill check</b>, a <b>Dexterity Skill check</b>, and a <b>Body Skill check</b>, all of which are set at <b>DC16</b>. You need 3 days of successful Skill checks that don't need to be made consecutively in order to adjust to the prosthetic.</p> <p>If you are adjusting to an arm prosthetic, you can now perform a few <b>fine motor skills</b> such as <i>opening doors</i> and <i>grabbing people</i>. If you are adjusting to a leg prosthetic, you no longer move at <math>\frac{3}{4}</math> your normal Speed (SPD) when walking.</p> <p>If you don't make the 3 days' worth of successful checks by the end of the week, you begin the process again the next week until you do.</p>
2	<p>After week 1, you make the <b>same skill checks</b> but at <b>DC12</b>. You only need <b>2 successful checks</b> which don't need to be made consecutively.</p> <p>If you are adjusting to an arm prosthetic, you can now perform <b>moderate fine motor skills</b> from <i>opening doors</i>, to <i>using small items like keys</i> and <i>shuffling Gwent cards</i> (or <i>playing an instrument</i> if you are wearing a <b>higher quality</b> prosthetic). If you're adjusting to a leg prosthetic, you no longer move at <math>\frac{3}{4}</math> your Speed (SPD) when <i>walking</i> or <i>running</i> (or <i>sprinting</i> if you are wearing a <b>higher quality</b> prosthetic).</p> <p>Failing to make the 2 days' worth of successful checks by the end of the week requires you to repeat the Week 2 process again until you do.</p>

	<i><b>If you are wearing a higher quality prosthetic, you are now fully adjusted to it.</b></i>
3	<p><b>Standard quality prosthetics</b> only require this additional week as they are not as refined in craftsmanship as <b>higher quality, Witcher, and conduit prosthetics</b> are. After becoming comfortable with your Week 2 exercises, you make the <b>same skill checks</b> but at <b>DC10</b>. You only need <b>2 successful checks</b> which don't need to be made consecutively.</p> <p>If you're adjusting to an arm prosthetic, you can now perform <b>very complex fine motor skills</b> like <i>playing an instrument</i> or <i>sewing</i>. If you are adjusting to a leg prosthetic, you no longer move at <math>\frac{3}{4}</math> your Speed (SPD) when <i>walking, running, and sprinting</i>.</p> <p>If you don't make the 2 days' worth of successful checks by the end of the week, you repeat the Week 3 exercises again until you do.</p> <p><i><b>If you are wearing a standard quality prosthetic, you are now fully adjusted to it.</b></i></p>

### Always An Option

After an amputation, it is entirely optional for a player to want a prosthetic limb. If you are a GM, ensure you have an open dialogue with the player about what their character wants – don't assume.

## WITCHER PROSTHETICS

Witcher prosthetics are made from a **silver and steel alloy** and are specifically tailored to the life of a Witcher. Incredible in their craftsmanship and impressive in their durability, they are able to withstand both **weapon and monster attacks**

Witchering is a deadly profession. The Path is their livelihood and is destined to be their grave. *No Witcher has ever died in his bed*. The longer they spend on the Path, the more likely they are to take grave wounds, often losing a limb in the process.

Some Witchers lose limbs during the **Trials** – from infections like *sepsis*, or fighting *Old Speartip*, even as a result of the **Trials of the Grasses**; their bodily matter so broken down at that point that rebuilding it with magic isn't enough. Additionally, a child brought to a Witcher Keep may have been born with a medical condition that caused limb loss from birth. Perhaps there was an accident during early childhood. There are *many* reasons a Witcher may have a prosthetic limb.

Prosthetics crafted by the Witcher Guild are built to function as part of the Witcher's body and to serve them in combat and on Hunts. Each Witcher prosthetic begins in a hardy, if basic, design. Honed by years of training on the Path, a Witcher grows not only in strength, but also in style. As they develop their fighting stances and weapon flairs, they make note of the ways in which their prosthetic could be better suited to their methods of Hunting and combat.

Following are the **stats** and **diagrams** for base prosthetics for Witchers.

### Meteorite Steel

If you are following the canon of the novels, these prosthetics are classed as containing **meteorite alloy** which grants them the **Meteorite effect** when used against specific monsters vulnerable to it.

### Old Speartip

Old Speartip is a **cyclops** that lives in the northern caves near **Kaer Morhen** – the Wolf School – and is used as part of Witcher training. Young recruits were sent in and expected to navigate the tunnels and emerge from the other side. The cyclops is legendary for killing many of the children before they even made it to the **Trial of the Grasses**. Wolf Witchers that survived would pass on a morbid rhyme to the next generation of recruits; advice that could potentially save their lives:

*Old Speartip is one deep sleeper,  
Wake him up and you'll sleep deeper.*

### Witcher Slang

Terms 'Path' and 'Hunt' are Witcher slang. 'Path' refers to the period of time from Spring to Autumn that a Witcher travels the Continent, looking for work. 'Hunt' is a term used to refer to contracted work or monster-hunting.



# THE BASE WITCHER ARM PROSTHETIC



*The Base Witcher Arm Prosthetic*



## Base Prosthetics: Witchers

These base prosthetics are a uniformed design shared between all Schools. Made from a silver and steel alloy, they are perfect for fighting and withstanding monster attacks.

### The Base Arm

Base Arm Prosthetic (Witchers only)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B/S	4	+1	R	1d6+2	20	N/A	N/A	Adds (1d6+2) to Punch. Additional 1d6 silver damage vs monsters.	S	1	3	350

**Type:** This prosthetic is fairly weighty and difficult for an average person to use in the manner a Witcher does. A Witcher can strike with this prosthetic alone, dealing Bludgeoning damage. Alternatively, they can use the sharpened, claw-like fingernails to deal Slashing damage.

**Stopping Power (SP):** Forged from heavy metals, the arm is reinforced, granting a Stopping Power of 4. This stacks onto any armour worn over it.

**Weapon Accuracy (WA):** Though heavy, the arm is compact and balanced uniquely for the Witcher it was made for, granting +1 Weapon Accuracy.

**Availability (Avail.):** The availability of this prosthetic is very rare. They can only be found and made at Witcher Keeps or master armourers, the method and secret of their craftsmanship coveted by Witchers.

**Damage (DMG):** The arm adds 1d6+2 onto your Punch. This doesn't stack onto any weapons.

**Reliability (Rel.):** Designed to fight monsters and channel Chaos for Signs, Witcher prosthetics are extremely reliable. They can still be damaged, but only through immense force, magic, or deliberate misuse. Refer to the **Damaged Prosthetics section**.

**Hands:** The prosthetic doesn't require being held. It is secured onto the stump with a series of belts that connect to a chest brace. This sits under clothes and armour, keeping the limb attached to the body when knocked. If a creature wishes to remove your prosthetic, they must first destroy the integrity of the armour and clothing about your arm and chest before reaching the harness beneath.

**Range (RNG):** The arm has the same range as anything typically within arm's reach.

**Effect:** This prosthetic deals an additional 1d6 silver damage vs monsters when attacking with it alone. This doesn't stack onto any weapon.

**Concealment (Conc.):** Slightly bulkier than a standard prosthetic, this item can be concealed using armour only.

**Enhancements (EN):** There is one slot available for a Witcher to enhance it using a Rune.

**Weight:** The base arm weighs a sturdy 3.

**Cost:** This prosthetic costs 350 Crowns. *The cost changes to 545 Crowns if you are using meteorite in your game.*



# THE BASE WITCHER LEG PROSTHETIC



*The Base Witcher Leg Prosthetic*



## The Base Leg

Base Leg Prosthetic (Witchers only)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B/P	4	+1	R	1d6+2	20	N/A	N/A	Adds (1d6+2) to Kick. Additional 1d6 silver damage vs monsters.	S	1	3	610

**Type:** This prosthetic is fairly weighty and difficult for an average person to use in the manner a Witcher does. A Witcher can strike with this prosthetic alone, dealing Bludgeoning damage. Alternatively, they can use the sharpened spur on the heel to deal Piercing damage.

**Stopping Power (SP):** Forged from heavy metals, the leg is reinforced, granting a Stopping Power of 4. This stacks onto any armour worn over it.

**Weapon Accuracy (WA):** Though heavy, the leg is compact and balanced uniquely for the Witcher it was made for, leaning well into their opening stances and granting +1 Weapon Accuracy.

**Availability (Avail.):** The availability of this prosthetic is very rare. They can only be found and made at Witcher Keeps or master armourers, the method and secret of their craftsmanship coveted by Witchers.

**Damage (DMG):** The leg adds 1d6+2 onto your Kick. This doesn't stack onto any weapons.

**Reliability (Rel.):** Designed to fight monsters and channel Chaos for Signs, Witcher prosthetics are extremely reliable. They can still be damaged, but only through immense force, magic, or deliberate misuse. Refer to the **Damaged Prosthetics** section.

**Hands:** The prosthetic doesn't require being held. It is secured onto the stump with a series of belts that connect to a brace about the leg and waist. This sits under clothes and armour, keeping the limb attached to the body when knocked. If a creature wishes to remove your prosthetic, they must first destroy the integrity of the armour and clothing about your arm and chest before reaching the harness beneath.

**Range (RNG):** The leg has the same range as anything typically within leg's reach.

**Effect:** This prosthetic deals an additional 1d6 silver damage vs monsters when attacking with it alone. This doesn't stack onto any weapon.

**Concealment (Conc.):** Slightly bulkier than a standard prosthetic, this item can be concealed using armour only.

**Enhancements (EN):** There is one slot available for a Witcher to enhance it using a Rune.

**Weight:** The base leg weighs a sturdy 4.

**Cost:** This prosthetic costs 610 Crowns. *The cost changes to 994 Crowns if you are using meteorite in your game.*

## Crafting Witcher Base Prosthetics

A Witcher can craft base Witcher prosthetics as long as they have enough points invested into their **Crafting Skill** to feasibly succeed on the Crafting Roll. **Craftsmen** can also apply **upgrades** to a Witcher's prosthetic unless otherwise stated in the **upgrades'** description.

*Only Grand Master craftsmen can forge the Legendary Witcher Gear Prosthetics.*

Witcher prosthetics are classed as **Armour Diagrams** and upgrades are classed as **Armour Enhancement Diagrams**.

Journeyman Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Base Arm (Witcher)	22	9 Hours	Dark Steel (x1), Ester Grease (x3), Hardened Leather (x2), Silver (x2)	300	346
Base Leg (Witcher)	22	11 Hours	Dark Steel (x1), Ester Grease (x5), Hardened Leather (x4), Silver (x4)	480	602

### Optional Diagrams

If you are using **meteorite** in your game, you can refer to the **alternate diagrams** here. You don't have to use these, even if you are using meteorite rulings – silver will still do significant damage to most monsters regardless.

Journeyman Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Base Arm (Witcher)	22	9 Hours	Dark Steel (x1), Ester Grease (x3), Hardened Leather (x2), Meteorite (x2), Silver (x2)	450	542
Base Leg (Witcher)	22	11 Hours	Dark Steel (x1), Ester Grease (x5), Hardened Leather (x4), Meteorite (x2), Silver (x4)	780	994

### Disassembling Prosthetics

If your Witcher prosthetic breaks from taking **severe damage** and it cannot be repaired, you have the option to **disassemble** it into its initial components. You don't need to make a check to do this, but when you disassemble an item, some of the components become **damaged** in the process. You gain **half** the amount of each component back (*minimum 1 each*).

### Damaged Prosthetics

Whenever the **stopping power** of your Witcher prosthetic is compromised, you roll on the **Damages table** for *how damaged* the item is and how much work is required to repair it.

Prosthetic Damages	
Roll (d10)	Damage
1 – 3	<b>Light Damage.</b> Your prosthetic has taken light damage: scuffs and small dents which can be buffed out very easily. You can do this yourself with a <b>DC12 Crafting check</b> or pay for a smith to repair it.
4 – 6	<b>Mild Damage.</b> Your prosthetic has taken mild damage: significant dents and abrasions that take more work to restore. You can repair this yourself with a <b>DC16 Crafting check</b> or pay for a smith to repair it.
7 – 10	<b>Severe Damage.</b> Your prosthetic has taken severe damage: warping its structure and becoming perforated in numerous places. You can repair this yourself with a <b>DC22 Crafting check</b> or pay for a smith to repair it. You can <b>buy or make</b> a new prosthetic if you prefer instead – or even <b>disassemble</b> it and invest the regained components into a new prosthetic.

### Fixing Broken Witcher Prosthetics

When you need to repair your Witcher prosthetic, you will need the same **tools** needed to initially make it. **Witcher prosthetics** require *smith's tools* and a *forge* for tempering and welding. You will also need 1 of each **material component** originally needed to craft it from the **original diagram** (refer to **Crafting Witcher Base Prosthetics** section). This is so you can fill in for any missing areas or to replace parts beyond repair.

*Forging an entirely new Witcher prosthetic is a long, tedious process that takes an extensive amount of time, the right*

skills, and a large amount of money to pay for the components needed. It is no easy feat, not helped by the fact that Witchers are ever more rare and some Keeps are entirely lost to time.

### Adjusting To A New Witcher Prosthetic (Optional)

If your Witcher takes an injury that results in amputation, they can spend time **healing** and then **adjusting** to a new prosthetic. With their enhanced healing, a Witcher only takes roughly **4 weeks** for their surgical wound to scar over. After this, your Witcher can be measured for and fitted with a **base Witcher prosthetic**.

For the next **2 weeks**, you start each day with a series of **exercises** to test out and become accustomed to your new prosthetic limb. These rules are entirely **optional** and aren't necessary to your game if you choose.

Prosthetic Adjustment Checks	
Week	DC Required
1	<p>At the beginning of each day, you make a <b>Reflex Skill check</b>, a <b>Dexterity Skill check</b>, and a <b>Body Skill check</b>, all of which are set at <b>DC16</b>. You need 3 days of successful Skill checks that don't need to be made consecutively in order to adjust to the prosthetic.</p> <p>If you are adjusting to an arm prosthetic, you can now perform <b>fine motor skills</b> such as <i>opening doors</i> and <i>grabbing people</i>.</p> <p>If you are adjusting to a leg prosthetic, you no longer move at <math>\frac{3}{4}</math> your normal Speed (SPD) when walking and running.</p> <p>If you don't make the 3 days' worth of successful checks by the end of the week, you begin the process again the next week until you do.</p>
2	<p>After week 1, you make the <b>same skill checks</b> but at <b>DC12</b>. You only need <b>2 successful checks</b> which don't need to be made consecutively.</p> <p>If you are adjusting to an arm prosthetic, you can now perform <b>higher motor skills</b> from <i>using small items like keys</i> and <i>shuffling Gwent cards</i> or even <i>playing an instrument</i>.</p> <p>If you're adjusting to a leg prosthetic, you no longer move at <math>\frac{3}{4}</math> your Speed (SPD) when <i>sprinting</i>.</p> <p>Failing to make the 2 days' worth of successful checks by the end of the week requires you to repeat the Week 2 process again until you do.</p> <p><b><i>You are now fully adjusted to your base Witcher prosthetic.</i></b></p>

### Legendary Witcher Prosthetic Styles

In much the same way that every Witcher School has their own iconic medallion head, there were once prosthetics designed to be just as indicative of the School they came from. For example, **Bear Witchers** would forge heavily armoured prosthetics for dealing crushing blows, whereas the **Wolf Witchers** designed more refined and balanced prosthetics for parrying and dealing swift, successive attacks. Over the centuries, these diagrams have become few and far between, lost to the vestiges of time. They have almost become akin to legends, even amongst the remaining Witchers themselves.

**Grand Master Armourers** are the only people capable of crafting these prosthetics from their complex diagrams. These items are beyond anything an average person could ever dream of forging, so intricate that even the *slightest* mistake could have devastating consequences on the crafter. **These prosthetics cannot be bought, only crafted.**

### Witcher Caches

Hidden across the Continent are concealed caches made by Witchers, where they hide or store important and valuable items. An average person will likely never find one themselves, but other Witchers are well aware of the secretive markings that signify a potential stash. ***GMs may choose to hide these extremely rare styled prosthetics all over the Continent for players to find or be awarded whilst travelling – they may even create an adventure based around one.***



## The Bear School

### *Legendary Witcher Gear (Prosthetics)*

The fighting style of the Bears is one of physical power and relentless endurance, beating enemies into submission and barely flinching at their own wounds. Their sword skills are heavy-handed and brutal but by no means clumsy. It is aggressive and *deliberate*. Bear Witchers are built like the very mountains they come from, as tough and unmoving as stone.

Legendary prosthetics crafted by the Bear School were constructions of heavy armour attached to the Witcher's body. Though heavy, they were incredibly resilient, resistant to more forms of damage and their weight served to lend momentum to their crushing blows. They act as a wearable shield that, true to their signature dwarven and gnomish-style armour, is surprisingly flexible – crafted by incredibly skilled hands.

Refer to the **diagram** below for crafting this item.

This legendary prosthetic has **2 Slots** available for **upgrades**.

Grand Master Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Bear School Arm (Prosthetic)	28	30 Hours	Drake Oil (x4), Ester Grease (x8), Etching Acid (x6), Mahakam Steel (x5), Meteorite (x8), Ogre Wax (x6), Sharpening Grit (x6), Silver (x6)	1956	2355
Bear School Leg (Prosthetic)	28	30 Hours	Drake Oil (x8), Ester Grease (x10), Etching Acid (x10), Mahakam Steel (x9), Meteorite (x10), Ogre Wax (x12), Sharpening Grit (x10), Silver (x8)	2996	3482

Bear School Arm – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/B	8	+1	R	6d6	30	N/A	N/A	Additional 6d6 silver damage vs monsters. Meteorite. Resistance (Bleed, Fire, Piercing, Slashing). Stun (-2).	S	2	4	N/A

Bear School Leg – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/B	8	+1	R	6d6	30	N/A	N/A	Additional 6d6 silver damage vs monsters. Meteorite. Resistance (Bleed, Fire, Piercing, Slashing). Stun (-2)	S	2	5	N/A

## The Cat School

### *Legendary Witcher Gear (Prosthetics)*

The Cats' fighting style is one of quick movements and light-footedness; developed from elven sword techniques and Scoia'tael battle tactics, just more ferocious and monstrously intense in their execution. Due to their more unique methods of the Trials, the Witchers they produce are more bloodthirsty and quick to assert themselves in a fight or Hunt. They have adapted this into their combat techniques by focusing on finding and exploiting their opponents' weaknesses to often brutal results.

Legendary prosthetics forged by the Cat School were designed to be lightweight; the most iconic part of their design

being the **extendable and retractable claws** with viciously serrated edges, designed to cause as much damage as possible. Additionally, the fingers of the hand and the spur and toes of the foot were so reinforced that they had the ability to **puncture through armour**.

Refer to the **diagrams** below for crafting this item.

This legendary prosthetic has **2 Slots** available for **upgrades**.

Grand Master Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Cat School Arm (Prosthetic)	28	30 Hours	Drake Oil (x3), Ester Grease (x3), Etching Acid (x3), Lyrian Leather (x3), Mahakam Steel (x3), Meteorite (x4), Ogre Wax (x2), Sharpening Grit (x1), Silver (x4)	1025	1419
Cat School Leg (Prosthetic)	28	30 Hours	Drake Oil (x4), Ester Grease (x5), Etching Acid (x6), Lyrian Leather (x5), Mahakam Steel (x5), Meteorite (x6), Ogre Wax (x5), Sharpening Grit (x3), Silver (x4)	1880	2124

Cat School Arm – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/P	5	+1	R	4d6	30	N/A	N/A	Ablating. Additional 4d6 silver damage vs monsters. Armour Piercing. Meteorite.	S	2	1.5	N/A

Cat School Leg – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/P	5	+1	R	4d6	30	N/A	N/A	Ablating. Additional 4d6 silver damage vs monsters. Armour Piercing. Meteorite.	S	2	2	N/A

## **The Gryphon School**

### *Legendary Witcher Gear (Prosthetics)*

The Gryphons place an emphasis on magic, enhancing a Witcher's ability with their Signs further than the other Schools. Their technique with swords enable them to take on numerous enemies at once, their meticulous flow of blade and Chaos nearly impenetrable. For Gryphons, Signs are their greatest weapon, granting them an edge in combat that makes them formidable foes and powerful allies. They are always unsettlingly aware of their surroundings at all times, taking stock of numbers and sizing up anyone and everyone they come into contact with.

Legendary Gryphon School prosthetics were crafted to channel high levels of Chaos, giving a Witcher more focus and reducing the amount of Stamina (STA) it takes to cast Signs. Their most iconic features were the intricate Elder Speech runes engraved into the plated casing and the precious stones set into them to enhance Chaos' flow.

Refer to the **diagrams** below for crafting this item.

This legendary prosthetic has **2 Slots** available for **upgrades**.

Grand Master Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Gryphon School Arm (Prosthetic)	28	30 Hours	Drake Oil (x3), Ester Grease (x3), Etching Acid (x3), Fifth Essence (x3), Lyrian Leather (x3), Meteorite (x6), Ogre Wax (x2), Pearl (x3), Sharpening Grit (x5), Silver (x6)	1898	2025
Gryphon School Leg (Prosthetic)	28	30 Hours	Drake Oil (x6), Ester Grease (x6), Etching Acid (x6), Fifth Essence (x6), Lyrian Leather (x5), Meteorite (x8), Ogre Wax (x4), Pearl (x5), Sharpening Grit (x8), Silver (x8)	3006	3172

Gryphon School Arm – Legendary Witcher Gear													
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost	
S/B	5	+1	R	4d6	30	N/A	N/A	Additional 4d6 silver damage vs monsters. Focus (4). Greater Focus. Meteorite.	S	2	2	N/A	

Gryphon School Leg – Legendary Witcher Gear													
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost	
S/B	5	+1	R	4d6	30	N/A	N/A	Additional 4d6 silver damage vs monsters. Focus (4). Greater Focus. Meteorite.	S	2	3	N/A	

## The Viper School

### *Legendary Witcher Gear (Prosthetics)*

The Vipers' fighting style is sporadic and almost random in its execution, full of fast, abrupt movements and twists, striking out with two smaller blades instead of swords. They get close and personal, constructing a deadly dance of swipes and strikes, and incorporate poisons to give them an advantage. Every blow is meticulous and designed to wear a target down.

Legendary prosthetics crafted by the Viper School were designed to be a weaponised extension of the Witcher's body, making them terrifyingly accurate and prone to dealing vicious wounds. The most iconic aspect of their design were the sharpened prongs hidden within the fingers, toes, palms, and soles of the prosthetics, which would inject a target with a poison. This poison was stored in refillable compartments that were built within – like a viper's fangs with just as nasty a bite.

Refer to the **diagrams** below for crafting this item.

This legendary prosthetic has **2 Slots** available for **upgrades**.

Grand Master Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Viper School Arm (Prosthetic)	28	30 Hours	Darkening Oil (x3), Drake Oil (x3), Ester Grease (x3), Etching Acid (x3), Lyrian Leather (x3), Mahakam Steel (x3), Meteorite (x4), Ogre Wax (x2), Sharpening Grit (x1), Silver (x4)	1361	1491

Viper School Leg (Prosthetic)	28	30 Hours	Darkening Oil (x6), Drake Oil (x4), Ester Grease (x5), Etching Acid (x6), Lyrian Leather (x5), Mahakam Steel (x5), Meteorite (x6), Ogre Wax (x5), Sharpening Grit (x3), Silver (x4)	2150	2268
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Viper School Arm – Legendary Witcher Gear													
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost	
S/P	5	+2	R	4d6	30	N/A	N/A	Additional 4d6 silver damage vs monsters. Armour Piercing. Bleeding (50%). Meteorite.	S	2	1	N/A	

Viper School Leg – Legendary Witcher Gear													
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost	
S/P	5	+2	R	4d6	30	N/A	N/A	Additional 4d6 silver damage vs monsters. Armour Piercing. Bleeding (50%). Meteorite.	S	2	1.5	N/A	

Black Venom & Viper School Poisons				
The prongs of a legendary Viper School prosthetic were often dosed with toxins designed to sap an enemy's strength. The most common poison used was <b>Black Venom</b> ( <i>Core Rulebook</i> ), and the second-most was a rare mixture called <b>Viper's Bite</b> .				
Name	Avail.	Effect	Weight	Cost
Viper's Bite	R	<i>Viper's Bite</i> <b>immediately poisons</b> a target as soon as it touches their skin. A <b>DC18 Endurance check</b> ends the effect, but the target can become poisoned once more if they are touched again or otherwise ingest and bring it into their bloodstream.	0.1	500

Viper's Bite Formulae

Master Formulae				
Name	Crafting DC	Time	Components	Cost
Viper's Bite	20	1 ½ Hours	Aether (x4), Quebrith (x3), Rebis (x1), Sol (x2), Vitriol (x3)	621

The ingredients **specifically required** to craft *Viper's Bite* are:  
**Aether**    Hellebore Petals (x2), Ginatia Petals (x2)  
**Quebrith**    Sulfur (x2), Ghoul Marrow (x1)  
**Rebis**    Drowner Brain (x1)  
**Sol**    Vampire Saliva (x2)  
**Vitriol**    Sewant Mushrooms (x3)

A table of the relevant components and their locations and costs are provided here:

Substances – Viper's Bite							
Substance Type	Name	Rarity	Location(s)	Quantity	Forage	Weight	Cost
Aether	Ginatia Petals	P	Fields	1d6 Units	15	0.1	17



Aether	Hellebore Petals	P	Forests	1d6 Units	15	0.1	19
Quebrith	Ghoul Marrow	R	Found on Ghouls	N/A	N/A	0.5	80
Quebrith	Sulfur	C	Mountains & Underground	1d10 Units	12	0.1	14
Rebis	Drowner Brain	P	Found on Drowners	N/A	N/A	1	80
Sol	Vampire Saliva	R	Found on Katakans	N/A	N/A	0.5	155
Vitriol	Sewant Mushrooms	P	Caves	1d6 Units	15	0.1	17

## The Wolf School

### *Legendary Witcher Gear (Prosthetics)*

The Wolf fighting technique is one of balance and flurrying blows. Their sword-fighting has been described as 'pirouetting'; a dance of half-turns and spins that build momentum and help the Witcher stand their ground. They dive in and out of range, backing off and reassessing periodically before lunging back in. One of their strongest skills is parrying and deflecting blows, even being known to strike crossbow bolts cleanly out of the air using a sword alone.

Legendary prosthetics crafted by the Wolf School were designed to be perfectly balanced, granting astounding accuracy. Their most iconic aspect were the grooves and patterns engraved into the plated casing that would snag and twist blades, bolts, and arrows, causing them to be deflected in a neat parry. Legendary Wolf School prosthetic legs also had the ability to **grapple** an opponent and trip them.

Refer to the **diagrams** below for crafting this item.

This legendary prosthetic has **2 Slots** available for **upgrades**.

### Parrying With Legendary Wolf Prosthetics

Using a legendary Wolf arm (or leg) prosthetic, you can **parry** an attack at a -1 to your weapon/Melee/Brawling roll. On a success, you knock your opponent's weapon aside, negating the attack without taking any damage to your prosthetic. Your opponent is then also **staggered**. You can also parry **thrown weapons** at a -2. Unlike the typical weapon-parrying rules from the *Core Rulebook*, you can also parry **bow** and **crossbow** attacks with legendary Wolf prosthetics at a -3.

Grand Master Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Wolf School Arm (Prosthetic)	28	30 Hours	Drake Oil (x3), Ester Grease (x3), Etching Acid (x3), Lyrian Leather (x3), Mahakam Steel (x3), Meteorite (x4), Ogre Wax (x2), Sharpening Grit (x1), Silver (x4)	1295	1419
Wolf School Leg (Prosthetic)	28	30 Hours	Drake Oil (x4), Ester Grease (x5), Etching Acid (x6), Lyrian Leather (x5), Mahakam Steel (x5), Meteorite (x6), Ogre Wax (x5), Sharpening Grit (x3), Silver (x4)	1559	1776

Wolf School Arm – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/B	6	+3	R	4d6	30	N/A	N/A	Additional 4d6 silver damage vs monsters. Balanced. Meteorite. Resistance (Slashing & Piercing).	S	2	3	N/A

Wolf School Leg – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/B	6	+3	R	4d6	30	N/A	N/A	Additional 4d6 silver damage vs monsters. Balanced. Grappling. Meteorite. Resistance (Slashing & Piercing).	S	2	3.5	N/A

## **The Manticore School (Optional)**

*Legendary Witcher Gear (Prosthetics)*

**The Manticore School is not confirmed as canon, but if you are including them in your game, the rulings for their prosthetics are here.**

The Manticores have a balanced fighting style that makes equal use of both weapons and Signs. But their speciality is hand-to-hand combat, getting in close to overwhelm enemies with a rapid flurry of blows and magic. Manticores are physically very flexible and strong at their core, and their prosthetics reflect this – pliable yet grounded, granting them an uncanny ability to grapple and trip enemies. It has been documented that some Manticore Witchers were able to wrestle even a Fiend to the ground before dealing the killing blow. Other Schools have always respected the Manticores greatly for their versatility.

Legendary prosthetics crafted by the Manticores were designed to function with the unique fighting style they had developed. The most iconic aspect of their design were the reinforcements on the knuckles, heels and toes, enabling the Witcher wearing it to deal highly disorienting blows. These prosthetics would also grant improved grip when grabbing or grappling a creature. With the Manticores coming from beyond the lands of Korath, these prosthetics' physical designs were also uniquely engraved with intricate geometric patterns and inlaid chain mail.

Refer to the **diagrams** below for crafting this item.

This legendary prosthetic has **2 Slots** available for **upgrades**.

Grand Master Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Manticore School Arm (Prosthetic)	28	30 Hours	Chain Mail (x1), Drake Oil (x5), Ester Grease (x5), Etching Acid (x5), Gemstone (x4), Meteorite (x6), Ogre Wax (x5), Resin (x4), Silver (x6)	1866	1940
Manticore School Leg (Prosthetic)	28	30 Hours	Chain Mail (x3), Drake Oil (x9), Ester Grease (x8), Etching Acid (x9), Gemstone (x7), Meteorite (x9), Ogre Wax (x8), Resin (x8), Silver (x9)	3180	3374

Manticore School Arm – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/B	6	+1	R	5d6	30	N/A	N/A	Additional 5d6 silver damage vs monsters. Grappling. Meteorite. Stun (-2).	S	2	3	N/A

Manticore School Leg – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/B	6	+1	R	5d6	30	N/A	N/A	Additional 5d6 silver damage vs monsters. Grappling. Meteorite. Stun (-2).	S	2	4	N/A

# CONDUIT PROSTHETICS

Conduit prosthetics are made from a delicate blend of **silver and meteorite steel** that are subject to the same process as **Witcher medallions**, imbuing them with Chaos in order to render them sensitive to magic – making them conduits of Chaos. They are tailored to the life of a magic-user, beautifully crafted and complex in their design; able to channel the high amounts of magic needed to cast spells.

The life of a Mage may be a glamorous affair of magic, yet it is often ugly and sometimes outright *lethal*. Using their own bodies as conduits, they are *always* one misstep away from disaster whenever they cast a spell. Additionally, **witch hunters** now roam the Continent, determined to eradicate every magic-user, alchemist, and non-human that they can – aiming to purge all magic from Novigrad, Oxenfurt, and Velen. Their infamous methods of torture and cruelty have left many with scars mental and physical.

A child brought to a School or (in the case of a Priest or Druid) Circle may have been born with a medical condition meaning they have limbs missing since birth, or from a childhood accident or illness. If brought to **Aretuza**, they may make the choice to never go through the 'beautifying process'. In the novels, **Triss Merrigold** was badly burned after the **Battle of the Sodden** and had scars about her neck and chest that she chose to cover with high-necked clothing.

Magic-users with prosthetics often modify them to also act as a weapon in self-defence – i.e., should they find themselves drained by dimeritium or too injured to wield Chaos. Perhaps they may find themselves in a social situation where magic would be too obvious and a more... *discreet* approach is needed.

These prosthetics start in a practical, if generic, design. Over time, their experiences inform how they could be better suited to the user and their magic feats.

Following are the **stats** and **diagrams** for the base prosthetic designs and upgrades for magic-using professions.

## Conduit Prosthetics: Mages, Priests, and Magic-Users

These base prosthetics are a uniformed design shared between all magic-users as they have been proven by magical academics to be the most effective design for channelling Chaos.

### The Conduit Arm

Conduit Arm (Magic-user Professions only)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	3	+0	P	1d6+2	15	N/A	N/A	Adds (1d6+2) to Punch. Additional 1d6 silver damage vs monsters. Focus (1).	S	1	2	1320

**Type:** The prosthetic is weighty, constructed to withstand channelling raw and high amounts of Chaos. A Mage wearing it can strike with it alone, dealing Bludgeoning damage.

**Stopping Power (SP):** Forged from silver and meteorite, reinforcement grants the arm a Stopping Power of 3. This stacks onto any armour worn over it.

**Weapon Accuracy (WA):** The arm is compact and geared towards channelling magic rather than combat.

**Availability (Avail.):** The availability of the prosthetic is very poor. They can only be made by Mages (Priests and magic-users) and highly skilled elven smiths, found typically in Mage Schools such as Aretuza and Ban Ard as well as Circles.

**Damage (DMG):** The arm deals an additional 1d6+2 damage to your Punch. This doesn't stack onto a weapon held in that hand.

**Reliability (Rel.):** Designed to channel raw Chaos, these prosthetics are highly durable. They can be damaged through immense force, magical backfire, or misuse. Refer to the Damaged Prosthetics section.

**Hands:** The prosthetic doesn't require being held, it is secured onto the stump with a series of belts that connect to a harness on the body. This sits under clothes and armour to keep the prosthetic attached to the body if it is knocked. If a creature or enemy wishes to rid you of your prosthetic, they must first destroy the integrity of the armour or clothing about your arm and chest before they can get to the harness beneath.

**Range (RNG):** The arm has the same range as anything typically within arm's reach.

**Effect:** The conduit arm deals an additional 1d6 silver damage vs monsters when attacking with it alone. Designed more for magical use, the arm grants the wearer a +1 to their Focus.

**Concealment (Conc.):** This prosthetic can be concealed with armour and clothes. It is entirely optional to conceal a prosthetic.

**Enhancements (EN):** The arm has one slot to be enhanced with a Rune.

**Weight:** The conduit arm weighs a sturdy 2.

**Cost:** This prosthetic costs 1320 Crowns. Refer to section **Waiving The Costs Of Prosthetics** for further information.

## The Conduit Leg

Conduit Leg (Magic-user Professions only)												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	3	+0	P	1d6+2	15	N/A	N/A	Adds (1d6+2) to Punch. Additional 1d6 silver damage vs monsters. Focus (1).	S	1	3	2490

**Type:** The prosthetic is weighty, constructed to withstand channelling raw and high amounts of Chaos. A Mage wearing it can strike with it alone, dealing Bludgeoning or Piercing damage.

**Stopping Power (SP):** Forged from silver and meteorite, reinforcement grants the leg a Stopping Power of 3. This stacks onto any armour worn over it.

**Weapon Accuracy (WA):** The leg is compact and geared towards channelling magic rather than combat

**Availability (Avail.):** The availability of the prosthetic is very poor. They can only be made by Mages (Priests and magic-users) and highly skilled elven smiths, found typically in Mage Schools such as Aretuza and Ban Ard as well as Circles.

**Damage (DMG):** The leg deals an additional 1d6+2 damage to your Kick.

**Reliability (Rel.):** Designed to channel raw Chaos, these prosthetics are highly durable. They can be damaged through immense force, magical backfire, or misuse. Refer to the Damaged Prosthetics section.

**Hands:** The prosthetic doesn't require being held, it is secured onto the stump with a series of belts that connect to a harness on the body. This sits under clothes and armour to keep the prosthetic attached to the body if it is knocked. If a creature or enemy wishes to rid you of your prosthetic, they must first destroy the integrity of the armour or clothing about your leg and waist before they can get to the harness beneath.

**Range (RNG):** The leg has the same range as anything typically within leg's reach.



**Effect:** The conduit leg deals an additional 1d6 silver damage vs monsters when attacking with it alone. Designed more for magical use, the leg grants the wearer a +1 to their Focus.

**Concealment (Conc.):** This prosthetic can be concealed with armour and clothes. It is entirely optional to conceal a prosthetic.

**Enhancements (EN):** The leg has one slot to be enhanced with a Rune.

**Weight:** The conduit leg weighs a solid 3.

**Cost:** This prosthetic costs 2490 Crowns. Refer to section **Waiving The Cost Of Prosthetics** for further information.

## Crafting Conduit Prosthetics

A magic-user can craft any **base conduit prosthetic** as long as they have enough points invested into the **Crafting Skill** that they can feasibly succeed on the Crafting Roll. **Craftsmen** and smiths can apply the **upgrades** to a conduit prosthetic unless otherwise stated in the **upgrades'** description. Crafting a conduit arm or leg prosthetic is a task for a character or smith capable of forging **Master diagrams**.

Conduit prosthetics are classed as **Armour Diagrams** and upgrades are classed as **Armour Enhancement Diagrams**.

Master Diagrams					
Name	Crafting DC	Time	Components	Investment	Cost
Conduit Arm (Mage)	22	9 Hours	Ester Grease (x3), Fifth Essence (x4), Gemstone (x2), Hardened Leather (x2), Meteorite (x3), Pearl (x2), Silver (x3)	1282	1318
Conduit Leg (Mage)	22	11 Hours	Ester Grease (x6), Fifth Essence (x6), Gemstone (x4), Hardened Leather (x4), Meteorite (x6), Pearl (x4), Silver (x6)	2355	2472

## Disassembling Prosthetics

If your conduit prosthetic breaks from taking **severe damage** and it cannot be repaired, you have the option to **disassemble** it into its initial components. You don't need to make a check to do this, but when you disassemble an item, some of the components become **damaged** in the process. You gain **half** the amount of each component back (*minimum 1 each*).

## Damaged Prosthetics

Whenever the **stopping power** of your conduit prosthetic is compromised, you roll on the **Damages table** for *how damaged* the item is and how much work is required to repair it.

Prosthetic Damages	
Roll (d10)	Damage
1 – 3	<b>Light Damage.</b> Your prosthetic has taken light damage: scuffs and small dents which can be buffed out very easily. You can do this yourself with a <b>DC12 Crafting check</b> or pay for a smith to repair it.
4 – 6	<b>Mild Damage.</b> Your prosthetic has taken mild damage: significant dents and abrasions that take more work to restore. You can repair this yourself with a <b>DC16 Crafting check</b> or pay for a smith to repair it.
7 – 10	<b>Severe Damage.</b> Your prosthetic has taken severe damage: warping its structure and becoming perforated in numerous places. You can repair this yourself with a <b>DC22 Crafting check</b> or pay for a smith to repair it. You can <b>buy or make</b> a new prosthetic if you prefer instead – or even <b>disassemble</b> it and invest the regained components into a new prosthetic.

## Fixing Broken Conduit Prosthetics

When you need to repair your conduit prosthetic, you will need the same **tools** needed to initially make it. **Conduit prosthetics** require *smith's tools* and a *forge* for tempering and welding. You will also need 1 of each **material component** originally needed to craft it from the **original diagram** (refer to **Crafting Conduit Prosthetics** section). This is so you can fill in for any missing areas or to replace parts beyond repair.

*Forging a new conduit prosthetic is much easier than attempting to forge a new Witcher base one. Nearly every magic-user can return to their School or Circle via magic or travel for assistance and, for them, money is no real issue – a Mage's services are always being sought out, whether to advise kings or cure a lowly peasant's sickly cow. There is always work and coin to be found.*

## Casting With A Broken Conduit Prosthetic

If your conduit prosthetic takes **severe damage** and you attempt to cast a spell, hex, or ritual whilst wearing it, the Chaos inside of it has a **50% chance** of *exploding outwards*. You take 3d6 Elemental damage as previously contained raw Chaos rapidly seeks a way out.

Magical Backfire
If your conduit prosthetic takes <b>severe damage</b> from a <b>magic fumble</b> ( <i>Core Rulebook</i> , p.166), the Chaos inside of it has a <b>25% chance</b> of <i>exploding outwards</i> . If this happens whilst you are wearing it, you take 2d6 Elemental damage as the now unrestrained Chaos frantically tries to get out as quickly possible.
Magical backfire erupting out of a conduit prosthetic forms as a brilliant flash of bright light and a thunderous <i>BOOM</i> that forces all creatures within <b>5 meters</b> of it to make a <b>-5 Stun check</b> or become completely disoriented for the duration. If the prosthetic is attached to you when it explodes, you make a <b>-8 Stun check</b> .
<b>Remember:</b> <i>If a creature within this 5 meter range is deaf or deaf-blind, they can still become disoriented from the backfire and have to make the check. This is because the vibrations of the sound waves are incredibly intense and can even feel painful.</i>

## Adjusting To A New Conduit Prosthetic (Optional)

If your Mage takes an injury resulting in amputation, they can spend some time **healing** and **adjusting** to a new conduit prosthetic. Magic-users with their slightly magically enhanced healing rate take roughly **6 weeks** for the surgical wound to seal over. After this, your character can be measured for and fitted with a conduit prosthetic.

For the next **2 weeks**, you must start each day with a series of **exercises** that test out and help you adjust to your new prosthetic limb.

These rulings are entirely **optional** and aren't necessary to your game if you choose.

Prosthetic Adjustment Checks	
Week	DC Required
1	At the beginning of each day, you make a <b>Reflex Skill check</b> , a <b>Dexterity Skill check</b> , and a <b>Body Skill check</b> , all of which are set at <b>DC16</b> . You need 3 days of successful Skill checks that don't need to be made consecutively in order to adjust to the prosthetic. If you are adjusting to an arm prosthetic, you can now perform <b>fine motor skills</b> such as <i>opening doors</i> and <i>grabbing people</i> . If you are adjusting to a leg prosthetic, you no longer move at $\frac{3}{4}$ your normal Speed (SPD) when walking and running. If you don't make the 3 days' worth of successful checks by the end of the week, you begin the process again the next week until you do.
2	After week 1, you make the <b>same skill checks</b> but at <b>DC12</b> . You only need <b>2 successful checks</b> which don't need to be made consecutively. If you are adjusting to an arm prosthetic, you can now perform <b>higher motor skills</b> from <i>using small items like keys</i> and <i>shuffling Gwent cards</i> or even <i>playing an instrument</i> . If you're adjusting to a leg prosthetic, you no longer move at $\frac{3}{4}$ your Speed (SPD) when <i>sprinting</i> . Failing to make the 2 days' worth of successful checks by the end of the week requires you to repeat the Week 2 process again until you do. <b><i>You are now fully adjusted to your base Witcher prosthetic.</i></b>

## WAIVING THE COST OF PROSTHETICS

If a player is starting out their adventure with a prosthetic, you can consider the cost of the item negated as part of their backstory. For example, they may have saved up for a prosthetic years prior, were given one from their School if they are a Witcher or magic-user, or given one from a patron if they are a Bard or a Knight, and so forth.

## SPELLS & PROSTHETICS

All prosthetics regardless of their categorisation – standard, higher, Witcher, Conduit – have metals worked into them from plating to joints. As a result, they can be affected by spells in the same way any armour, item, or weapon can. Following are spells that can affect your prosthetic and explanations as to *how* they are affected. If you are a GM, it is important to be aware of these spells and their ability to interact with players and NPCs wearing prosthetics. If you are a player, it's important you're aware of these rules and how you can use them to your advantage in encounters.

### MAGE SPELLS

Following are all of the **Mage Spells** that can affect prosthetics. Additional rulings have been provided when relevant.

#### Novice Spells

##### Mixed Element

##### **Summon Prosthetic**

*'Summon Staff' variant*

Instead of only dispelling and rematerialising your staff, you can choose to also use this variant if you are using your prosthetic as your **magical focus**.

##### **Summon Prosthetic**

**STA Cost:** 2

**Effect:** Summon Prosthetic allows you to dematerialise your prosthetic limb and transport it to a place you have been within the last day. You can cast the spell again to summon the prosthetic back to you and it rematerialises on your person, magically attaching itself back onto the belted harness so long as you are wearing it.

**Range:** N/A

**Duration:** Immediate

**Defense:** None

##### Air

##### **Static Storm**

The spell Static Storm has the same effect as described on anyone wearing a prosthetic within its area of effect as it does on those holding metal weapons or wearing armour. However, if the caster is wearing a prosthetic, they remain unaffected by the spell. Refer to the rulings below for further information.

##### Fire

##### **Cadfan's Grasp**

The sock that covers the stump of your limb before you put on the prosthetic is thick enough to also insulate you from this spell's super-heating effect. As a result, you can choose to cast it on your own (or an ally's) prosthetic to use your now white-hot limb as a weapon on your next Round, granting it a +2d6 damage with a 50% chance to ignite your target so long as you are striking with the prosthetic alone.

##### **Fire**

##### **Wave of Fire**

You can use your prosthetic to attempt to block the cone of fire that comes hurtling at you from this spell, rolling your Brawling Skill to do so. If you succeed, the prosthetic takes damage instead. Remember that your prosthetic has Stopping Power and can also have armour worn over it, so it may not take damage if it is high enough.

## **Water**

### **Ice Slick**

Instead of creating a 2m square area of ice, you can choose to cover your prosthetic with a thin layer of slick ice, making it difficult for another creature to grab hold of. Anyone who tries to grasp you by your prosthetic must make an **Athletics check** at a **DC equal to your Spell Casting check** or be unable to hold onto you.

## **Fine Telekinesis**

As long as a prosthetic isn't currently attached to someone, you can attempt to manoeuvre it using the **Telekinesis** spell. If you are attempting to carry out a skill-based task using telekinesis (attacking an enemy, moving individual parts through a task like opening a door), the check to do so uses your **Will** and **Spell Casting Skills** at -3. More complex actions such as picking locks, reloading weapons, or firing a bow, are more difficult, putting you at a -5.

## **Journeyman Spells**

### **Earth**

#### **Elgan's Theory**

Your prosthetic is affected by this magnetising spell the same as any other metallic weapon, armour or shield, and requires the same **DC18 Physique check** to resist the pull or pry it from the magnetised item. However, you can choose to deliberately cast this spell on your prosthetic, drawing anything metal towards it.

**Remember: Any metal items that become stuck to your prosthetic will count against your ENC (encumbrance).**

If Elgan's Theory has already been cast by another person and you are within the 2m range to be pulled in by your prosthetic, you can also cast Elgan's Theory and magnetise your prosthetic. As a result, your prosthetic becomes **repelled** instead of **attracted**, negating the effects of the initial spell. However, your prosthetic will still attract metal objects within 2m of you and if your spell ends *before* the other person's, your prosthetic will start to be pulled back in at the beginning of the next Round.

## **Master Spells**

### **Earth**

#### **Polymorphism**

When you take the shape of another animal, your prosthetic(s) shift into that form with you.

### **Earth**

#### **Transmutation**

You can also change the properties of minerals and metals in your – and others' – prosthetic(s) using this spell.

### **Fire**

#### **Mirror Effect**

*Applies to Witcher & Conduit prosthetics only*

Due to the high amounts of silver in your prosthetic, you are able to use the highly reflective surface to **parry** the beam.



# PROSTHETIC UPGRADES

The **type** of prosthetic (standard, higher, Witcher, Conduit) you have affects the total number of upgrades it can have at any one time. **Standard quality** prosthetics have only **one slot** available, whereas **higher quality, Witcher, and conduit** prosthetics have **two slots** available.

Some upgrades only require one slot, whilst others require two.

Creating More Upgrade Slots
Only <b>two professions</b> have the ability to create <b>three slots</b> on <b>higher, Witcher and conduit</b> prosthetics, and <b>two slots</b> on <b>standard quality</b> prosthetics. These professions are: the <b>Forge Master Craftsman</b> and the <b>Improviser Craftsman</b> .
When either of these professions wants to create another slot on a prosthetic, they make a <b>DC16 Crafting check</b> at a +4 to their roll. Once a slot has been created, it cannot be removed again. You can attempt to create a new slot on <b>one prosthetic</b> of your choice once per in-game day. Higher, Witcher, and conduit prosthetics can only have a maximum of <b>3 slots</b> , and a standard quality prosthetics a maximum of <b>2 slots</b> .

Each upgrade in this section can be applied to *any* prosthetic unless otherwise stated in its description. A character of **any profession** can get these upgrades applied, choosing what best suits them and their skills. Some professions may find some upgrades more useful than others. An upgrade may also affect a base prosthetic's stats, but this is clarified in the upgrade description when relevant.

The following upgrades are categorised by **arms, legs**, and those that can be applied to **both**.

*Conduit and Witcher prosthetics have their own specialised upgrades, but they can also use upgrades that aren't specifically designed for them.*

Tracking Upgrade Slots
At the end of this supplement are <b>upgrade trackers</b> that you can attach to your <b>character sheets</b> . These will help you keep account of how many <b>Slots</b> your prosthetic currently has and what upgrades have already been applied.

## Removing Upgrades

Upgrades can be removed from a prosthetic with a **DC16 Crafting check** or you can pay a smith **70 Crowns** to do it instead. When you remove an upgrade from a prosthetic, you regain the number of Slots expended back.

## UPGRADES: ALL PROSTHETICS

### ARM UPGRADES

#### Aiming Grooves (2 Slots)

Your arm is better weighted through numerous small revisions, dispersing it evenly across the limb. A juttred groove has been affixed to the plate at the back of the hand, wide enough for a one or two-handed crossbow you are holding to rest comfortably on it. The groove dampens the recoil of firing bolts and improves the overall Weapon Accuracy of any crossbow by +2.

This work can be done by skilled armourers working in military forges, making it difficult to commission.

Aiming Groove – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	+2	P	N/A	15	1	N/A	Weapon Accuracy (+2)	S	0	1	410

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Aiming Groove	20	8 Hours	Coal (x5), Dark Steel (x3), Ester Grease (x2), Hardened Leather (x2), Resin (x3), Wax (x2)	356	373

### **Concealed Blade (1 Slot)**

Your arm has been fitted with a small steel blade about the length of a **stiletto**, concealed within the prosthetic itself. By clenching into a fist, the release on the back of the hand is triggered, shunting the blade out to jut over the knuckles. The blade can be retracted by straightening the fingers.

The blade deals 1d6+2 Slashing or Piercing damage and has Concealment. It can be fitted by any city smith.

**Forge Master** and **Improviser Craftsmen** can make optional improvements to this upgrade once it has been fitted. An **Improviser** can coat the blade is **silver**, granting it an additional 1d6 silver damage vs monsters. The **Forge Master** can **reinforce** the blade using dark steel, granting it +2 Reliability.

Concealed Blade – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/P	0	+0	C	1d6+2	10	1	N/A	Concealment	T	0	1	285

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Concealed Blade	16	2 Hours	Coal (x6), Dark Steel (x2), Darkening Oil (x2), Resin (x2), Sharpening Grit (x1), Wax (x2)	234	258

### **Knuckle Dusters (2 Slots)**

The knuckles of your prosthetic hand have a rigid layer of metal moulded over them, creating a reinforced barrier which adds to your Punch.

This work can be done by any smith or craftsmen.

Knuckle Dusters – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	0	+0	C	1d6	15	1	N/A	Adds (1d6) to Punch	S	0	1	120

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Knuckle Dusters	14	1 Hour	Iron (x3)	75	90

### **Lock Pickers (2 Slots)**

The pointer and middle fingers on your prosthetic hand can be unscrewed and removed for you to reveal lock picks (**Thieves' Tools**). The middle finger holds a *long hook* tool, and the pointer a *reaching half ball* tool. Once revealed, you can use them to pick locks at no penalty and also gain a +2 to your **Pick Lock Skill**. This upgrade also has Concealment.

This work can be done by any city smith.

Lock Pickers – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	C	N/A	10	1	N/A	Concealment	T	0	0.5	255

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Lock Pickers	16	2 Hours	Dark Steel (x2), Iron (x2), Nails (x4)	211	232

### **Quilled Hand (1 Slot)**

You now have a spare **second hand** that is fixed in a pose for writing – a feathered quill and grooved tip for ink is affixed to the fingers holding it. Your prosthetic has been modified further to allow you to unscrew the original hand and screw in the quilled hand instead.

Upon screwing the quilled hand in, you can write in both print and script and can also draw. The hand has a set angle it screws in at and cannot be adjusted. This angle tilts the wrist and heel of the palm away from the parchment to prevent smudging. You must remove and replace the quilled hand with your original one before performing any other activities with that arm.

Quilled Hand – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	P	N/A	10	1	N/A	Full hand movement speed when writing and drawing	S	0	1	310

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Quilled Hand	15	4 Hours	Dark Steel (x2), Hardened Timber (x2), Iron (x3)	254	286

## LEG UPGRADES

### Gripping Grooves (1 Slot)

The sole of your prosthetic foot has been moulded with grooves to provide better grip, even when you aren't wearing shoes or boots over it. This grants a +1 to both your **Dexterity** and **Reflex Skills**. The weight of this upgrade also adds to your Kick.

This work can be done at any city smith.

Gripping Grooves – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	0	+0	P	1d6	10	N/A	N/A	Adds (1d6) to Kick. +1 DEX. +1 REF.	S	0	1.5	350

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Gripping Grooves	16	2 Hours	Dark Steel (x3), Iron (x2), Nails (x10)	305	326

### Riding Spur (1 Slot)

The heel of your prosthetic foot is fitted with a small spur to provide better control when riding mounts. You gain a +2 to your **Riding Skill**.

This work can be done by any smith.

Riding Spur – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	C	N/A	10	N/A	N/A	+2 to Riding	S	0	1	120

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Riding Spur	14	2 Hours	Iron (x3), Nails (x6)	92	102

### Sharpened Heel (2 Slots)

The sole of your prosthetic has been fitted with a heel the height of your other foot's shoe/heel. The edges have been sharpened to add Piercing damage to your Kick when you strike out at a target using it.

This work can be applied by any city smith.

Sharpened Heel – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
P	0	+0	P	1d6+2	10	N/A	N/A	Adds (1d6+2) to Kick	S	0	1	125

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Sharpened Heel	14	2 Hours	Iron (x3), Nails (x5)	88	100



### **Tripping Hook (2 Slots)**

A small hook has been attached to the heel of your prosthetic foot, enabling you to **trip** targets when you kick them.

This work can be applied by any city smith.

Tripping Hook – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	P	N/A	10	N/A	N/A	Grappling	S	0	2	135

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Tripping Hook	18	1 ½ Hours	Iron (x3), Nails (x7)	92	104

## **ARM & LEG UPGRADES**

### **Hidden Compartment (1 Slot)**

Concealed within your prosthetic is a hidden compartment where you can store small items for either convenience or to stash valuable. You can store an amount up to a weight of 2 within it.

This work can be done by any city smith.

Hidden Compartment – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	P	N/A	N/A	N/A	N/A	Concealment	T	0	N/A	145

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Hidden Compartment	17	2 Hours	Iron (x3), Nails (x8), Resin (x3)	105	112

## **UPGRADES: WITCHER PROSTHETICS**

### **ARM UPGRADES**

#### **Dimeritium Fingers (2 Slots)**

The fingers of your prosthetic have been replaced with ones made of dimeritium: a precious mineral worked into a silver alloy that dampens a magician's connection to magic.

Whenever you are within 5 meters of a magic-user – regardless of them being friend or foe – their Vigour Threshold is reduced by 1. If you manage to touch or grab a magician with your prosthetic hand, their Vigour Threshold is reduced to 0 and they must make a **DC16 Endurance check** and roll for the effect they experience on the **Dimeritium Effects table** (*Core Rulebook*, p.167).

Whilst this upgrade is applied and you are wearing the prosthetic, you also take a -1 to your own Vigour Threshold to cast any Signs. However, you don't need to make a roll or check to be this close to the dimeritium as you have built up a slight resistance from time spent in close proximity. Whenever you come into contact with dimeritium from now on, you only need to succeed a **DC14 Endurance check** instead.

This upgrade is highly expensive; dimeritium is a valuable and sought after mineral by King Radovid V's *witch hunters* and the Nilfgaardian Empire. You have a better chance of acquiring this upgrade by either finding or buying your own dimeritium as it is in such demand.

This work can only be done by smiths with experience in working with magical metals.



*Dimeritium Fingers*  
*Witcher Upgrade*

Dimeritium Fingers – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	R	N/A	15	1	5m	-1 to your own Vigour Threshold. -1 to every magic-user's Vigour Threshold	T	0	1	1950

Elderfolk Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Dimeritium Fingers	22	12 Hours	Dark Steel (x3), Dimeritium (x5), Ester Grease (x4), Silver (x4)	1666	1766

### **Knuckle Dusters (1 Slot)**

Rigid spikes are affixed to the knuckles of your prosthetic hand. This adds to your Punch and also has a Stun effect.

This work can be done by city smiths.

Witcher Knuckle Dusters – Upgrade													
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost	
B/P	0	+0	P	2d6	15	1	N/A	Adds (2d6) to Punch. Additional 1d6 silver damage vs monsters. Stun (-1).	T	0	0.5	616	

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Knuckle Dusters (Witcher)	17	3 Hours	Iron (x4), Nails (x5), Silver (x5), Steel (x2)	576	586

### **School Insignias**

Some Witchers commission their knuckle dusters to have the emblem of their School on them – i.e., snarling wolf heads for the Wolf School.

### **Puncturing Spikes (2 Slots)**

Pressure plates of dark iron and silver are fitted about your wrist. Concealed beneath them are solid lines of razor-sharp spikes that when pushed down with force – i.e., a monster's mouth or a harsh grip – push out to pierce the target, dealing Piercing damage. They also have the effects of Ablating and Concealment.

This work can only be applied by smiths who forge army-grade weapons.

Puncturing Spikes – Upgrade													
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost	
P	0	+0	R	2d6	15	N/A	N/A	Ablating. Adds (2d6) to Punch. Additional 1d6 silver damage vs monsters. Concealment.	T	0	1.5	948	

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Puncturing Spikes	20	8 Hours	Dark Iron (x5), Hardened Timber (x3), Ogre Wax (x5), Silver (x4), Steel (x4)	809	838

### **Quick Blade (1 Slot)**

The wrist of your prosthetic arm has a small silver blade concealed within it. By clenching your hand into a fist, you press a tiny pressure plate at the base of your thumb, activating the blade and causing it to slide out over your knuckles. This weapon deals Slashing and Piercing damage and a further 1d6+4 silver damage vs monsters. You press the plate at the thumb again to retract the blade.

This work can be done by smiths who forge army-grade weapons.

Quick Blade – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/P	0	+0	R	1d6+4	10	1	N/A	Additional 1d6+4 silver damage vs monsters. Concealment.	T	0	1	723

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Quick Blade	20	4 Hours	Coal (x5), Darkening Oil (x4), Dark Steel (x3), Hardened Timber (x2), Resin (x5), Sharpening Grit (x2), Silver (x3), Wax (x4)	648	677

## **LEG UPGRADES**

### **Blunted Heel (1 Slot)**

The sole of your prosthetic foot is fitted with a slightly raised heel which adds an additional 2d6 to your Kick and also has the Stun effect so long as you are wearing the prosthetic.

This work can be done at city smiths.

Blunted Heel – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
B	0	+0	P	2d6	15	N/A	N/A	Adds (2d6) to Kick. Additional 1d6+4 silver damage vs monsters. Stun (-2).	S	0	1	426

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Blunted Heel	16	2 Hours	Iron (x4), Nails (x8), Silver (x2), Steel (x2)	355	376

### **Boot Blade (1 Slot)**

Hidden within the sole of your prosthetic foot is a short but wickedly sharp silver blade. If you are wearing a boot over it, the blade will pierce through regardless. To activate it, you strike your foot hard against a surface – e.g., the ground, wall, rock, door frame, etc. - and the blade will spring out from the big toe of your foot. This blade adds 2d6+4 to your Kick and an additional 1d6+4 silver damage vs monsters. Simply press the toe of your prosthetic foot against a surface to retract the blade.

This work can only be done by smiths who forge army-grade weapons.





*Boot Blade  
Witcher Upgrade*

Boot Blade – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/P	0	+0	R	2d6+4	15	N/A	N/A	Adds (2d6+4) to Kick. Additional 1d6+4 silver damage vs monsters. Concealment.	T	0	0.5	548



Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Boot Blade	20	3 Hours	Coal (x7), Darkening Oil (x3), Hardened Timber (x2), Resin (x4), Sharpening Grit (x3), Silver (x4), Wax (x4)	488	511

### **Griffin Talons (2 Slots)**

The toes of your prosthetic foot have been replaced with 3 splayed talons reminiscent of a Royal Griffin's hind legs. These wickedly sharp blades are crafted from a silver alloy, dealing an additional 3d6 to your Kick and 2d6+4 silver damage vs monsters. They are weighted and designed to tear through monster hide and armour, leaving vicious wounds in their wake.

This work can only be done by elven and army-grade smiths.



Griffin Talons – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/P	0	+0	R	3d6	15	N/A	N/A	Adds (3d6) to Kick. Additional 2d6+4 silver damage vs monsters. Armour Piercing. Bleeding (20%).	N/A	0	3.5	1388

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Griffin Talons	24	13 Hours	Darkening Oil (x4), Dark Steel (x5), Drake Oil (x5), Resin (x6), Silver (x8)	1236	1319

## Razor Guards (2 Slots)

Thin and wickedly sharp bladed grooves run along the shin guard and calf of your leg prosthetic. Whenever you are grabbed or struck forcefully about the leg by a creature, the sharp ridges deal Slashing damage and leave deep wounds.

This work can only be done by army-grade smiths.

Razor Guards – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S	0	+0	P	2d6+4	15	N/A	N/A	Additional 1d6+2 silver damage vs monsters. Bleeding (15%).	S	0	2.5	1368

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Razor Guards	19	4 Hours	Coal (x7), Darkening Oil (x4), Dark Steel (x5), Hardened Timber (x3), Resin (x6), Sharpening Grit (x5), Silver (x6), Wax (x10)	1126	1185

## ARM & LEG UPGRADES

### Reinforced Plates (1 Slot)

Steel plates have been added to the inside of your prosthetic, creating a tough structural layer of reinforcement. This has no effect on your damage output, but increases the prosthetic's reliability +2 and its overall Stopping Power by +1. As the plates are attached to the inside of the limb(s), your ability to conceal the prosthetic remains unaffected, but the weight of the limb increases by 1.

This work can only be done at city and army-grade smiths.

Reinforced Plates – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	P	N/A	15	N/A	N/A	Reliable (+2). +1 Stopping Power.	T	0	1	921

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Reinforced Plates	18	5 Hours	Dark Steel (x6), Ester Grease (x6), Hardened Timber (x5), Resin (x7), Steel (x5)	856	874

## UPGRADES: CONDUIT PROSTHETICS

### ARM UPGRADES

#### Assassin's Blade (1 Slot)

Your prosthetic arm has been fitted with a small, dark steel blade concealed within it. By clenching your hand into a fist, you press the small pressure plate at the heel of your palm, the mechanism within the wrist triggering to shunt the blade out over your knuckles. This weapon deals Slashing and Piercing damage. You press the plate again to retract the blade.

This work can be done by city smiths.

Assassin's Blade – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
S/P	0	+1	P	2d6	10	1	N/A	Concealment	T	0	0.5	498

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Assassin's Blade	18	4 Hours	Dark Iron (x3), Dark Steel (x3), Hardened Timber (x2), Resin (x4)	421	442

#### Component Compartment (1 Slot)

Your prosthetic arm now has a discreet compartment where you can store components for casting spells, rituals, and hexes. You can store an amount up to a weight of 3 within it.

This work can only be done by city smiths.

Component Compartment – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	P	N/A	N/A	N/A	N/A	Concealment	T	0	0.5	512

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Component Compartment	16	3 Hours	Dark Steel (x3), Hardened Timber (x2), Silver (x2), Steel (x1)	455	470

#### Hidden Spikes (2 Slots)

About the wrist, back of the hand, and forearm of your prosthetic arm are fitted plates of dark iron beneath which are rigid lines of wickedly sharp spikes. When these plates are forced down by a monster's mouth or a harsh grip, the spikes push out to deal Piercing damage. They also have the effect of Ablating and Concealment.

This work can be done by army-grade smiths.

Hidden Spikes – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
P	0	N/A	P	2d6+4	15	N/A	N/A	Ablating. Additional 1d6 silver damage vs monsters. Concealment.	T	0	2	725

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Hidden Spikes	20	8 Hours	Dark Iron (x3), Dark Steel (x2), Ester Grease (x6), Hardened Timber (x2), Resin (x5), Silver (x4)	668	698

## LEG UPGRADES

### Sharp Heel (1 Slot)

The sole of your prosthetic foot is fitted with a raised heel that is pointed and has a sharpened edge. It adds an additional 1d6 to your Kick and has the Ablating effect.

This work can be done by city smiths.

Sharp Heel – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
P	0	+0	P	1d6+4	15	N/A	N/A	Ablating. Adds (1d6+4) to Kick.	S	0	1	400

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Sharp Heel	17	2 Hours	Dark Steel (x3), Hardened Leather (x2), Resin (x4)	324	350

## ARM & LEG UPGRADES

### Focused Filigree (2 Slots)

Silver and meteorite plates have been affixed to the outside of the conduit prosthetic, intricate engravings of Elder Speech runes, shapes, and patterns. These plates grant Greater Focus and also +2 Stopping Power to that limb.

This work can only be done by highly skilled smiths.

Focused Filigree – Upgrade												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	0	N/A	R	N/A	15	N/A	N/A	Additional 2d6 silver damage vs monsters. Greater Focus. Meteorite. +2 Stopping Power	S	1	2	1421

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Focused Filigree	22	11 Hours	Darkening Oil (x5), Etching Acid (x6), Fifth Essence (x5), Meteorite (x4), Resin (x6), Silver (x5)	1220	1306



# STIMMING

Though often associated with **ADHD** and **Autism**, your character doesn't necessarily need to have either in order to find benefits to **stimming**. Many people with chronic pain and other neurological disabilities use and find stimming helpful. Stimming has various forms, from repetitive movements and noises to fidgeting and more.

Stimming means 'self-stimulating behaviour' and is often used to: manage emotions, cope with overwhelming situations, focus, reduce boredom, and even express feelings. Therefore, stimming relies greatly on your **roleplaying**. Speak with your GM and fellow players about your character, their stims, and what situations can cause them to become overwhelmed. Keep an open line of communication between you and the rest of the table.

## Stimming Items

If you prefer to have a physical item to stim with, you can choose whatever you please. You can even create your own **stim jewellery** using clay beads and other small items, especially those that interlock and have patterns that create pleasant sensations. If you require a **crafting diagram**, you can refer to the following.

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Stim Jewellery	10	15 Minutes	Glass (x6), River Clay (x5), Thread (x3)	39	64

Whilst stimming, you take no penalties to any rolls for skills that require concentration – i.e., picking locks, casting spells. If you are a **magic-user**, your **magical focus** can also be your stimming item. When you need to stim and don't have the **means** or the **opportunity** to do so, you take a -1 to all Skill Rolls that require concentration or focus.

Reliable information on stimming can be found on websites such as the **National Autistic Society** here:

<https://www.autism.org.uk/advice-and-guidance/topics/behaviour/stimming/all-audiences>



# WHEELCHAIRS

Wheelchairs have been a part of society and culture dating back to Ancient Egypt – Ancient Greeks would also build access ramps up to their temple, as evidenced by pottery, texts, and even one of their gods, Hephaestus. The world of *The Witcher* is at its core, a pseudo-medieval setting inspired by western and eastern European influences, making wheelchairs incredibly likely (though disabled people shouldn't have to justify their existence in a world where monsters exist and magic and fairy tales are real). As covered in earlier sections, healing magic is very limited and access to it is impossible for most people on the Continent. Wheelchairs enable a character to still have freedom of movement and to participate in their everyday activities.

What follows are mechanics and advice for roleplaying a character of *any* profession in *The Witcher* setting, including in combat.

## The Basic Wheelchair

The most 'generic' design, this wheelchair is crafted for everyday wear and tear and is designed to last its user a long time. Depending on *where* you buy a basic wheelchair from, it may look different to designs you will find somewhere else and may also come with additional effects. The most typical kind of chair you will find all across the Continent is the **basic wheelchair**, which comes in all sizes from human adults, to children, to halflings. Refer below for its **stats**.

Basic Wheelchair - Continent-wide												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	4	N/A	C	N/A	15	N/A	N/A	N/A	N/A	0	10	596

**Type:** The basic wheelchair design has no damage type. Refer to **Wheelchairs & Encounters** for further information.

**Stopping Power (SP):** The wheelchair is made from heavy, sturdy and varnished woods, granting it a base Stopping Power of 4. This stacks onto any armour worn over – refer to **Outfitting Your Wheelchair** for further information.

**Weapon Accuracy (WA):** This chair grants no Weapon Accuracy.

**Availability (Avail.):** The availability of a basic model wheelchair is common across the Continent. Though they may vary in physical appearance due to cultures, basic wheelchairs can be found almost anywhere there are people.

**Damage (DMG):** Refer to **Wheelchairs & Encounters** for further information.

**Reliability (Rel.):** Designed for every day wear and tear, and to last its user, the basic wheelchair is treated with varnishes and crafted from solid woods. It has a reliability of 15.

**Hands:** The chair doesn't require being held, but does require being pushed via either the push rims or from having someone else push it from behind (refer to section **Hired Service** for more information). Refer to **Wheelchairs & Encounters** for more information on wielding weapons whilst in the chair.

**Range (RNG):** The wheelchair has no range.

**Effect:** The basic wheelchair has no effects.

**Concealment (Conc.):** The chair cannot be concealed whilst you are using it.

**Enhancement (EN):** There are no slots to enhance the basic chair using a Rune.

**Weight:** The wheelchair weighs a solid 10.

**Cost:** The basic wheelchair model costs 596 Crowns. Refer to **Waiving The Cost Of A Wheelchair** for further advice on how the cost of a chair can be mitigated or disregarded entirely.



*The Basic Wheelchair Model*

## Crafting Wheelchairs

The crafting diagram for the basic wheelchair is as follows. The basic wheelchair is categorised as Transportation and can even be rented from gear shops for 50 Crowns per week, the same way one can rent a horse or other method of transportation.

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Basic)	18	9 Hours	Hardened Timber (x8), Iron (x4), Leather (x6), Nails (x12), Resin (x8), Steel (x1), Wolf Hide (x2)	488	556

## Disassembling Wheelchairs

If your wheelchair breaks from taking **severe damage** and it cannot be repaired, you have the option to **disassemble** it back into its initial components. You don't need to make a check to do this, but some of the components become **damaged** in the process. You gain **half** the amount of each component back (*minimum 1 each*).

## Damaged Wheelchairs

Whenever the **Stopping Power** of your wheelchair is compromised, you roll on the **Wheelchair Damages table** for *how damaged* the item is and how much work is required to repair it.

Wheelchair Damages	
Roll (d10)	Damage
1 – 3	<b>Light Damage.</b> Your wheelchair has taken light damage: scuffs and scrapes that can be easily sanded down and glossed back over. You can do this yourself with a <b>DC12 Crafting check</b> or pay for a smith to repair it.
4 – 6	<b>Mild Damage.</b> Your wheelchair has taken mild damage: deep gouges and dents. You can repair this yourself with a <b>DC18 Crafting check</b> or pay for a smith to repair it.
7 – 10	<b>Severe Damage.</b> Your wheelchair has taken severe damage: cracked and crookedness affecting the structure of the frame and axles of the wheels. You can attempt to repair this yourself with a <b>DC24 Crafting check</b> or pay for a smith to repair it.

## Waiving The Cost Of A Wheelchair

If a player is starting out their adventure with a wheelchair, you can consider the cost of the item negated as part of their backstory. For example, they may have saved up for a chair years prior, were given one from their School if they are a Witcher or magic-user, or given one from a patron if they are a Bard or a Knight, and so forth.

## Wheelchairs & Encounters

Technology in the Witcher setting is rather limited, especially when compared to other fantasy worlds. As such, the **basic wheelchair** is a little more tricky to navigate through combat – but no more difficult than it is already for able-bodied characters. Fighting in *The Witcher* is meant to be **difficult** – every encounter is a matter of **life and death**. What follows are rulings for using the wheelchair in combat.

### Vehicle: Wheelchair

Name	Athletics	Control Mod.	Speed	Health	Weight	Cost
Wheelchair	N/A	+2	N/A	30	10	596

- **Athletics:** The Athletics of the wheelchair is shared with your character's own Athletics Skill.
- **Speed:** The Speed of the wheelchair is the same as your character's own Speed.
- **Health:** The wheelchair has a Health of 30HP.

## Control Rolls

When using your wheelchair, you will sometimes have to try and keep control of it. Whenever you attempt a **sudden maneuver** in your chair, you make a **Control Check** or lose control:

$$\text{REF stat} + \text{Ride Skill} + \text{Control Modifier} + 1d10$$

A Control Check must succeed a DC that varies depending on the maneuver you are trying to pull off. There are 3 maneuvers you can attempt whilst using your wheelchair and each one varies in difficulty.

- **Simple (15):** Swerving your wheelchair in one direction.
- **Difficult (20):** Skidding or attempting to come to an abrupt halt in the wheelchair.
- **Very Difficult (25):** Attempting to jump the chair over a low obstacle (no taller than the chair itself).

You don't need to make a Control Check on things like moving or turning the wheelchair around when just travelling or carrying out basic activities.

## Control Modifier

The **basic wheelchair** has a control modifier of +2.

## Control Loss

Failing a **Control Check** means that you run the risk of losing control of your wheelchair as you guide it through a maneuver. Wheelchairs in combat are classified under **Vehicles** and if you lose control, you roll on the **Wheelchair Control Loss table** to see what happens.

Wheelchair Control Loss	
Roll (d6)	Result
1 – 2	<b>Skid or Slew:</b> You are thrown into a small skid as the wheels scrabble for purchase, but nothing else happens.
3 – 4	<b>Major Skid:</b> You are thrown into a wide skid, sliding for 1d10x2 meters in the direction you were initially travelling. If you and your wheelchair hit an object, refer to the <b>Charging &amp; Ramming rules</b> for the damage done to you, the wheelchair, and the object.
5 – 6	<b>Rolled:</b> Your wheelchair is sent into a skid for 1d10x3 meters sideways in the direction you were initially travelling and tips into a roll. You and the wheelchair take 3d6 damage.

### Always Wear Your Seatbelts!

When using your wheelchair and not wearing the seatbelts, you are at a -2 to all of your Control Checks.

## Wheelchair Combat

Whilst using your wheelchair in combat, you can make all your attacks as usual and can also draw and stow your weapons on the sides of the chair. Each time you make a **physical attack** in your wheelchair, you must make a Control Check – this doesn't apply to **crossbows**, **bows**, and **casting magic**.

The rest of this section goes further in-depth on combat and your wheelchair. For the most part, combat rules apply to your chair as it would to any able-bodied character unless otherwise stated here.

## Charging & Ramming

Whenever you make a melee attack from your wheelchair, the momentum of you moving into it is also classed as **charging**. You can also **ram** your wheelchair into something or someone.

When **charging** or **ramming**, you still roll to hit as usual, but also add additional damage based on the speed of the charge. This extra damage is calculated by **dividing** the number of **meters** (capped at 5) between you and the target by 2, rounding down. You add this number as d6s to your **weapon** or **ramming** damage. This extra damage is the **multiplied** by the modifier on the **Weight Modifier table**. When **ramming**, the full resulting damage is done to both the **wheelchair** and the **target**.



Weight Modifier Table	
Target Size	Mod.
Very Light (Small box, nekker, cat)	x1/2
Light (Human-sized target, ghoul, drowner)	x1
Medium (Horse, cart, endrega warrior)	x2
Heavy (Arachas, troll, castle door)	x3

Ramming Damage	
Vehicle	DMG
Wheelchair	2d6

## Hit Location

Specifically targeting parts of the wheelchair is difficult, as is targeting any specific spot on any target. Each part of the wheelchair has a **penalty** to hit it and a **damage modifier**. Reducing your damage based on the wheelchair's **armour** (and **Stopping Power**), you then **multiply** the remaining amount of damage based on the location's modifier. **This ruling only applies if targeting the wheelchair. Targeting the person in the wheelchair does not count as also targeting the wheelchair.**

**Wheelchairs are considered a part of a character's body. Although targeting specific areas of the body is hard to do in *The Witcher Pen & Paper*, it is important to remember that if you as a GM or player consistently target a disabled character (player or NPC) for no reason other than their being disabled, you need to take a step back and rethink your stance on disability.**

You are **not** a good player or GM if you punish disabled characters for being disabled.

Wheelchair Damage Location			
Location	Roll	Penalty	DMG
Backrest	1 – 2	-1	x1
R. Armrest	3 – 4	-3	x1
L. Armrest	5 – 6	-3	x1
R. Wheel (Rear)	7 – 8	-6	x1/2
L. Wheel (Rear)	9 – 10	-6	x1/2

## Other Attack Types

*Bombs, traps, and certain spells.*

This applies the same as written in the *Core Rulebook* (p.154).

## Outfitting Your Wheelchair

You can outfit your wheelchair with **armoured plates**, **kit bags**, and specially tailored **barding** to better protect your chair.

## Wheelchair Armour

Armour for your wheelchair are essentially **shields** shaped to fit its frame. These plates are attached to your chair using leather belts, buckles, and fixtures to keep them in place. Your wheelchair can only have up to **3 pieces of armour** (1 piece on either armrest and 1 on the backrest) attached to it at any one time, otherwise it becomes too heavy to maneuver comfortably by yourself.

Armoured Wheelchair Plates							
Name	SP	Avail.	AE	Effect	EV	Weight	Cost
Light Plate	15	R	2	N/A	0	1	450
Medium Plate	25	R	2	N/A	0	3	700
Heavy Plate	35	R	2	N/A	1	5.5	1050

## Kit Bags

The same way a saddle can be fitted with saddlebags, your wheelchair can have kit bags attached to its frame, secured with leather belts and straps. You can keep and carry all your personable items in these bags (including your weapons), having them close to hand should you need them. There are two types of kit bags: **general** and **military**.

Wheelchair Kit Bags				
Name	Avail.	Effect	Weight	Cost
General	E	2 bags that carry up to 25kg of small or medium items.	1.5	100
Military	P	2 bags that carry up to 50kg of small or medium items as well as strapping for up to 6 large items on the outer sides.	2	150

## Barding

The same way a mount can be barded for additional protection, your wheelchair can be barded, too.

Wheelchair Barding				
Name	Avail.	Effect	Weight	Cost
Leather	P	SP: 10 to your whole wheelchair.	10	550
Chain	R	SP: 15 to your whole wheelchair. -1 to Control Checks.	25	1050

# Environments

## Snow & Ice

Whenever you are trying to maneuver your wheelchair over **ice**, you must make a **DC14 Athletics check** after moving fast or attacking in order to stay in control. On a failure, you roll a further **simple Control Roll** or be subjected to **Control Loss**.

However, **Ice Skates** can be bought or crafted and attached to your wheelchair to help you tackle such environments. These skates are long strips of **animal bones** that stretch from the rear wheels to the front casters and are strapped on, locking the wheels in place and preventing them from moving. This allows the user to skate across ice with ease, adding a +4 to your **Athletics check**. You can either be pushed by an ally *or* can use a **long stick** or other such item to propel yourself along.

Ice Skates				
Name	Avail.	Effect	Weight	Cost
Ice Skates	P	+4 to Athletics when on Ice	1	135

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Ice Skates	12	30 Minutes	Beast Bones (x3), Hardened Leather (x2)	98	120

### Ice Skates

In our world, there is historical evidence dating the creation and use of ice skates on boots and transportation as far back as the **Middle Ages** (especially in Viking societies).

### Sledding

If you encounter deep snow whilst in your wheelchair, you can have your chair's wheels removed and replaced with wide **wooden skis** instead. This turns your wheelchair into a **sled** and can either be **pushed** by an ally *or* **pulled** by animals such as a **horse**. Applying wooden skis is only necessary if the snow is at a level that is deeper than the height of the chair's wheels.

Wooden Skis				
Name	Avail.	Effect	Weight	Cost
Skis	P	+4 to Athletics when in Snow	2	395

Novice Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Skis	14	1 Hour	Ester Grease (x2), Hardened Leather (x6), Hardened Timber (x4), Wax (x8)	340	384

### Swampy & Overgrown

This is the same for the chair as written in the *Core Rulebook* (p.165).

### Water

When fighting or falling into water that is deeper than the wheelchair with you sitting in it, the chair immediately begins to **sink** by 1m every 2 Rounds. You can exit the chair by undoing the seat belts or having another person help you.

## Chairs From Across The Continent

All over the Continent, there are craftsmen who design and make a variety of wheelchairs, each style influenced by countries and their peoples. You can buy a **basic wheelchair** from anywhere on the Continent, but can only buy **stylised wheelchairs** from specific countries – e.g., you can only buy an **elderfolk wheelchair** in **Dol Blathanna**. Though more expensive than the basic wheelchair, these stylised chairs have added effects due to the treatments and craftsmanship they've gone through. Refer to each style for further information.

### Elderfolk Wheelchairs

Elderfolk wheelchairs, much like elven weapons, are crafted works of art – a true testament to their culture. These chairs can only be found and are made by craftsmen in **Dol Blathanna**, carved from lightweight woods like yew and treated with strong resins. The Aen Seidhe style has been fashioned into every aspect of it, from arching patterns to wheels engraved with Elder Speech runes.

Per its lightweight nature, this chair grants you a **+1 DEX** whenever you are in it.

Elderfolk Wheelchair – Dol Blathanna												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	4	N/A	R	N/A	15	N/A	N/A	+1 DEX	N/A	0	9	910

## Scoia'tael

Though they also have the same stats as the Elderfolk Wheelchair, **Scoia'tael Wheelchairs** are more often than not decorated differently. They are typically painted shades of green, grey, black, blue, and brown in order to blend in with the forests they live in. Some even attach their squirrel tails to areas like the armrests and push handles.

## Human Wheelchairs

Wheelchairs crafted by humans are designed for practicality, maneuverability, and are heavily influenced by the culture of the countries they hail from. Per their more streamlined designs, this chair grants you a **+1 REF** whenever you are in it.

Different aesthetic designs from locations across the Continent have been described below, though none of them offer any additional effects. Human nobles with these chairs typically decorate them in a more opulent fashion that reflects their wealth and status.

Human Wheelchair – Northern Realms, Nilfgaardian Empire, Skellige Isles												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	4	N/A	C	N/A	15	N/A	N/A	+1 REF	N/A	0	10	620

## Nilfgaardian Empire

Wheelchairs from Nilfgaard follow the usual fashion conventions of the Empire: dark colours (predominantly black) with graceful designs. A frequent emblem seen on many a Nilfgaardian noble's wheelchair is the iconic blazing gold sun of their religion.

## Northern Realms

Wheelchairs from the Northern Realms are typically brightly painted and decorated, adorned with simple and complex patterns that involve plants and birds. Some more religious folk also etch the symbols of the Eternal Fire into their chairs, whereas others carve in iconography of Melitele.

## Ofier

Wheelchairs from Ofier are a wonder to behold, covered in royal blues and metallic paints – sometimes even gilded with real gold and silver. Their wheels are fashioned in a style reflective of a chariot, but on a smaller, more practical scale – a testament to their love of horses and racing them. They are an uncommon sight outside of Ofier, and always draw attention whenever they are seen elsewhere on the mainland Continent.

## Skellige Isles

Wheelchairs from Skellige are adorned with thick, warm furs and animal teeth – mostly that of wolves and bears. The frames and wheels are etched with Skelligian runes and painted with the colours of the user's clan. Refer to the **list** below for the **six Skelligian clans** and their colours.

- **Clan An Craite:** Red, Brown, and Black.
- **Clan Tuirseach:** Blue with bearskins.
- **Clan Brokvar:** Black and Grey.
- **Clan Hemaey:** Yellow, Black, and White.
- **Clan Dimun:** Brown, Black, and Olive.
- **Clan Drummond:** Purple, Black, and Blue motifs.

## The Seventh Clan

Clan Tordarroch were a Skelligian clan once hailing from the isle of Undvik. However, they were driven from their homes after an ice giant and its army of trained sirens attacked. Their Jarl, **Harald Houndsnout**, recently returned to the isle in the hopes of reclaiming it, but hasn't been heard from since. The remaining Tordarrochs have since sought asylum from other clans, giving up on ever returning home.



## Zerrikania

Wheelchairs from Zerrikania are carved from a blend of strange red and orange wood, metals, and white and black antelope horns. Etchings of intricate designs wind their way through every part, depicting scales in some places and emerald green fire in others. It is often thought that these designs represent the golden dragon **Zerrikanterment**, whom they supposedly worship.

## Mage Wheelchairs

Wheelchairs crafted by Mages are designed to be part of the conduit that is their body. Using a blend of magical gems and metals such as silver, these chairs increase the user's Focus by +1. Different aesthetic designs from different magical Schools have been described below, though none of them offer any other bonuses.

Mage Wheelchair – Aretuza, Ban Ard, Druids, Gweison Haul, Priests												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	4	N/A	R	N/A	15	N/A	N/A	Additional 1d6+2 silver damage vs monsters. Focus (1).	N/A	1	11	995

### Aretuza

Wheelchairs from the School of Aretuza are ornate constructions completely tailored to the taste of the Sorceress using it. Some Sorceresses are even known to cast glamour spells on their chairs so that they change colour to match their outfit. It's safe to say that these wheelchairs are regarded as being just as beautiful as the Sorceresses using them.

### Ban Ard

Wheelchairs from Ban Ard Academy of Magic are stunning but more toned down when compared to their Aretuzan counterparts. Frequently seen colourings on these chairs are black with red and gold motifs and filigree. Every now and then, they are also engraved with the emblem of a unicorn – the icon of Kaedwen.

### Druids

Wheelchairs from Druid Circles are simple-looking in their design, but are decorated with etchings of Elder Speech runes, animal hides and bones, and woven strands of willow and other such pliable woods. Their chairs reflect the living world around them and are very personal to the Druid using it – they even adorn areas with the bones and pelts of their favourite animals, or engravings of plants.

### Gweison Haul

Wheelchairs from Gweison Haul Magic Academy are subject to the same designs seen on wheelchairs from the **Nilfgaardian Empire** with only minimal changes: engravings of Elder Speech runes.

### Priests

Wheelchairs from Priests are designed after the deity they worship, making them more varied in appearance. Refer to the **list** below for the **four religions** and their symbolism.

- **Melitele:** Melitele is the result of numerous Northern goddess cults being gathered into one entity. She appears in three forms: the maid, the mother, and the crone, and is said to know the experiences of all. The colours associated with her are greens, browns, and copper. Her priests often depict her with food to signify harvests and doves to signify the peace and tolerance Melitele values.
- **The Eternal Fire:** The Church of the Eternal Flame began in Novigrad and is a religion built on fear-mongering, intolerance, and a hatred for all Magic (that doesn't come from the Eternal Fire, of course). The colours associated with the Flame are reds, blacks, yellows, oranges, and golds as blazing as the Fire itself. Frequent symbolism is that of white roses, some ablaze and others framed by golden silk ribbons depending on one's sympathies for **Jacques de Aldersberg** or **Siegfried of Denesle**. Flaming roses stand for the Church's militancy, whereas ribbons signify a more tempered attitude.

- **Freya:** Freya is the Great Mother ('Modron') of Skellige and is also depicted in three different forms: the maid, the mother, and the crone – being capable of understanding all. Though there are similarities between her and Melitele, comparisons aren't appreciated by Skelligans *at all*. Colours most associated with her are blues, greys, and whites. Frequent symbolism is that of mistletoe, diamonds, cats, and falcons. Mistletoe is a blessed plant and the cat and falcon are two forms Freya often presents herself as.
- **The Great Sun:** The Great Sun is the *only* official religion in Nilfgaard and its numerous provinces, though other religions are tolerated. Colours associated are black, white, and gold and the established symbol is the sun with its blazing edges.

### The Church of Kreve

The Church of Kreve was a cult from the North that worshipped a lesser-known god of the sky, Kreve. It has since been driven out, replaced by the Church of the Eternal Fire.

## Mahakam Wheelchairs

Wheelchairs crafted by Mahakam dwarves are designed to be as resilient and tough as the mountains they come from, cast from Mahakam steel with a reinforced frame that grants it 6 Stopping Power. These wheelchairs are typically covered in tight, looping knot patterns that are engraved into the steel clasps and axle as well as the chair's frame.

Mahakam Wheelchair – Mahakam Mountains												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	6	N/A	R	N/A	15	N/A	N/A	+2 Stopping Power	N/A	0	13	1498



## Joren of Ellander

A Wolf Witcher from the golden days, Joren was paralysed from the waist down after an accident during a Hunt with a Fiend. As seen in the image on the previous page, Joren's wheelchair had none of the features shown in the Basic Wheelchair model (such as push rims and seatbelts) which he found limited his mobility as he had to rely on others (usually young Witcher initiates) to move him and his chair around.

Tired of this, Joren set to work on drawing up the designs for a new wheelchair model. One that would support his back and legs, be comfortable, and give him control over his own mobility. The result of his tireless trials and errors was the now-Continent recognised **basic wheelchair** and the **Witcher Wheelchair models**.

Joren later died in the Siege of Kaer Morhen, defending his home and the children who had not yet been put through the Trials. He remains an important figure in engineering disability aids and is still greatly respected by the Dwarves of Mahakam, whom found his designs unique and intuitive.

## Witcher Wheelchairs

Wheelchairs crafted by Witchers are resilient and lighter, crafted from wood and metal and silver. These chairs are more geared towards resilience in combat.

Witcher Wheelchair – Witcher Schools												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	5	+1	R	N/A	15	N/A	N/A	Additional 2d6 silver damage vs monsters. +1 REF	N/A	1	9	1398

## Witcher Schools

The same way Witchers have **legendary prosthetics**, they also have their own **legendary wheelchairs**. Refer to section **Witchers & Wheelchairs** for further information.

## Crafting Wheelchair Variants

Following are the **Crafting Diagrams** for the wheelchairs from across the Continent.

Elderfolk Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Elderfolk)	18	10 Hours	Hardened Timber (x8), Iron (x4), Leather (x5), Nails (x12), Resin (x14), Steel (x4), Studded Leather (x2)	810	896

Journeyman Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Human)	18	9 Hours	Dark Iron (x4), Hardened Timber (x8), Iron (x7), Nails (x10), Resin (x10)	578	606

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Mage)	20	13 Hours	Dark Iron (x4), Fifth Essence (x2), Hardened Timber (x8), Nails (x14), Resin (x8), Silver (x4), Steel (x3)	922	976

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Mahakam)	20	12 Hours	Dark Steel (x5), Etching Acid (x10), Gemstone (x3), Hardened Timber (x8), Mahakam Steel (x6), Nails (x12), Resin (x8)	1398	1456

Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Witcher)	20	13 Hours	Dark Iron (x4), Fifth Essence (x2), Hardened Timber (x8), Meteorite (x4), Nails (x14), Resin (x8), Silver (x4), Steel (x3)	1257	1368

## Legendary Witcher Wheelchair Styles

The same way each School has a unique medallion, armour style, and **legendary prosthetics**, they were once wheelchairs designed to be just as indicative of the School that created them. Over the generations, these design diagrams have become lost to time, very rarely – if ever – turning up. They are legendary now, even to other Witchers.

**Grand Master Armourers** are the only people capable of crafting these wheelchairs from their strange and intricate diagrams. These items are beyond anything an average or novice craftsmen could ever create and therefore **cannot be bought, only crafted**.

### The Bear School

*Legendary Witcher Gear (Wheelchair)*

Legendary wheelchairs crafted by the Bear School were constructed to be resilient, heavy, and durable. They were tough and hardy, just like the Witchers of the School they came from.

Refer to the **diagram** below for crafting this item.

Bear School Wheelchair – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	7	+1	R	N/A	30	N/A	N/A	Additional 6d6 silver damage vs monsters. Meteorite. Resistance (Fire, Piercing, Slashing). Stun (-2).	N/A	1	12	N/A

Grand Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Bear School)	30	72 Hours	Dark Iron (x8), Drake Oil (x8), Ester Grease (x10), Fifth Essence (x2), Hardened Timber (x8), Meteorite (x10), Nails (x14), Resin (x8), Silver (x8), Steel (x6)	2995	3036

### The Cat School

*Legendary Witcher Gear (Wheelchair)*

Legendary wheelchairs crafted by the Cat School were constructed to be lightweight with razor sharp edges on the outer frame and serrated blades affixed to the wheel rims. They were light, nimble, and able to puncture through armour when ramming.

Cat School Wheelchair – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	6	+1	R	N/A	25	N/A	N/A	Ablating. Additional 4d6 silver damage vs monsters. Armour Piercing. Meteorite.	N/A	1	8	N/A

Grand Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Cat School)	30	72 Hours	Dark Iron (x4), Drake Oil (x4), Ester Grease (x5), Etching Acid (x6), Fifth Essence (x2), Hardened Timber (x8), Mahakam Steel (x6), Meteorite (x6), Nails (x14), Ogre Wax (x8), Resin (x8), Sharpening Grit (x8), Silver (x8), Steel (x4)	3052	3152



## The Gryphon School

### *Legendary Witcher Gear (Wheelchair)*

Legendary wheelchairs crafted by the Gryphon School were constructed to enhance the user's connection to Chaos and amplify their Signs. They were sturdy, and engraved with Elder Speech runes and precious magical stones.

Gryphon School Wheelchair – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	6	+1	R	N/A	25	N/A	N/A	Additional 4d6 silver damage vs monsters. Focus (4). Greater Focus. Meteorite.	N/A	1	9	N/A

Grand Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Gryphon School)	30	72 Hours	Dark Iron (x6), Drake Oil (x8), Ester Grease (x6), Fifth Essence (x6), Hardened Timber (x8), Meteorite (x8), Nails (x14), Ogre Wax (x8), Pearl (x5), Resin (x8), Sharpening Grit (x10), Silver (x8), Steel (x4)	3554	3636

## The Viper School

### *Legendary Witcher Gear (Wheelchair)*

Legendary wheelchairs crafted by the Viper School were constructed to be lightweight with hidden plates that concealed poisonous barbs that would release whenever the outer frame of the chair was struck or gabbed by an outside force. They were light, nimble, and able to puncture through armour and cause bleeding.

Refer to **Black Venom & Viper School Poisons** under the **Viper School Arm & Leg Prosthetics** for the variant of **poison** specially crafted by the Viper School.

Viper School Wheelchair – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	6	+1	R	N/A	25	N/A	N/A	Additional 4d6 silver damage vs monsters. Armour Piercing. Bleeding (50%). Meteorite.	N/A	1	7	N/A

Grand Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Viper School)	30	72 Hours	Darkening Oil (x8), Dark Iron (x4), Drake Oil (x8), Etching Acid (x10), Fifth Essence (x2), Hardened Timber (x8), Meteorite (x6), Nails (x14), Ogre Wax (x10), Resin (x10), Sharpening Grit (x10), Silver (x8), Steel (x4)	2766	2892

## **The Wolf School**

### *Legendary Witcher Gear (Wheelchair)*

Legendary wheelchairs crafted by the Wolf School were constructed to be perfectly balanced to the user, granting them astounding accuracy. They were engraved with grooves that kept blows glancing off the frame, giving the chair its user resistance to certain types of damage.

Wolf School Wheelchair – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	5	+3	R	N/A	25	N/A	N/A	Additional 4d6 silver damage vs monsters. Balanced. Meteorite. Resistance (Slashing & Piercing)	N/A	2	8	N/A

Grand Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Wolf School)	30	72 Hours	Dark Iron (x6), Drake Oil (x8), Ester Grease (x10), Etching Acid (x10), Fifth Essence (x2), Hardened Timber (x8), Mahakam Steel (x5), Meteorite (x6), Nails (x14), Ogre Wax (x10), Resin (x8), Sharpening Grit (x10), Silver (x6), Steel (x5)	3225	3358

## **The Manticore School (Optional)**

### *Legendary Witcher Gear (Wheelchair)*

**The Manticore School is not confirmed as canon, but if you are including them in your game, the rulings for their wheelchair is here.**

Legendary wheelchairs crafted by the Manticore School were constructed to be durable yet pliable, the weight and maneuverability lending the user a better chance of grappling enemies and dragging them down. Their wheels had strange designs, apparently lending the chair good grip on surfaces.

Manticore School Wheelchair – Legendary Witcher Gear												
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight	Cost
N/A	7	+2	R	N/A	25	N/A	N/A	Additional 5d6 silver damage vs monsters. Grappling. Meteorite. Stun (-2)	N/A	1	8	N/A

Grand Master Diagram					
Name	Crafting DC	Time	Components	Investment	Cost
Wheelchair (Manticore School)	30	72 Hours	Chain Mail (x5), Dark Iron (x6), Drake Oil (x10), Ester Grease (x10), Etching Acid (x10), Fifth Essence (x2), Gemstone (x10), Hardened Timber (x8), Meteorite (x6), Nails (x14), Ogre Wax (x10), Resin (x8), Silver (x6), Steel (x5)	4354	4493

# ZANGVEBAR HORSES

Your character is a **Medical Zebra**, someone diagnosed with a rare disease or condition – such as **Ehlers-Danlos Syndrome**. Though zebras do exist in the Witcher setting, they are instead called **Zangvebar horses**, hence the name. Chronically ill people across the Continent have since adopted this name, referring to themselves and others like them as **Zangvebars** or **Zangvebar horses**.

There are no set mechanics for this section. Instead, this relies on your own **roleplay**. However, you can make use of the mechanics from other sections within this supplement that represent the symptoms you may experience – i.e., using the **Chronic Levels table** if your condition presents with the symptoms of chronic fatigue and/or chronic pain. You can also refer to and use mobility/disability aids within other subsections – i.e., wheelchairs, seeing-eye canes, walking canes, joint supports, etc.

## Why Zebras?

In the medical field, the term 'zebra' is used to mean a person has a rare disease or condition. Often, doctors and other medical professionals are taught to assume that a patient has a simple explanation for their illness to avoid misdiagnosing rare conditions. However, this often leads to patients who *do* have these rare conditions remaining undiagnosed and not treated or believed about their condition for *years*.

# Disability Before The Path: Witcher Lifepath Variant

Prospective Witchers are usually children taken in by a School from anywhere between the ages of 1 year to 13. They are put through rigorous, brutal, and *cruel* levels of training, designed to break their spirits and reforge them into the perfect weapon for killing monsters. However, as mentioned in other areas of this supplement: *what if your Witcher arrives at their School with a disability?*

This section accounts for disabilities your Witcher may have encountered and developed *before* they completed their training and went on the Path.

## Age Has No Bearing

Disability isn't picky about who it affects. Even if you weren't born with a disability, it is possible you will develop one throughout adolescence or even adulthood. Witcher Schools will still accept recruits regardless of whether or not they are able-bodied.

## Echoes Of The Grasses

*"It's a time I don't like to think back much on. Dark, painful - I was the only boy in my lot to make it through. There's nothing that can make you forget the stench of vomit, sweat, and half-corroded bodies waiting to be rebuilt. I still bear the scars, cut into my wrists where the poisonous tubes penetrated. Sometimes, I still wake to screams. Boys dying, choking in my ears. The crack of my own bones, splintered and reforming.*

*How I begged. How we all begged - just for it to stop. Please stop. For some reprieve. To just kill us rather than-*

*I'm sorry... can we stop talking about this?"*

***Witcher Eskel***

*"They said I did well, the first round; subjected me to a second. My opinion meant nothing, nothing any of us said mattered. Not there, not in that place. Once they have you strapped to Sad Albert... all you can do is suffer.*

*Three days. I was blind for three days. My blood... everything - it burned. I remember Vesemir's voice. How he spoke to me. He was my lifeline then. I clung to it.*

*I have been wounded - more times than I care to count - and yet nothing could compare to the agony I felt then; completely blind and held down.*

*There is nothing like it. Indescribable pain beyond any measure.*

***Witcher Geralt***

Refer to the **How Did Your Trials Go?** table in the *Core Rulebook* (p.239). If you roll a **1-3**, instead of taking -1 to your EMP and/or Body, roll again on the **Echoes of the Grasses** table for any resulting conditions and/or disabilities.

The Trial of the Grasses involves literally *breaking down* the body using a mixture of dangerous chemicals. As a result, it is likely the Witcher subjected to the process will develop a condition(s) or disability(ies) as a result.

You don't have to use this table, and can instead refer to any of the other content in this resource.

Echoes of the Grasses	
Roll (d6)	Result
1	<b>Loss of Limb.</b> During the process of reconstructing your body with magic, you lost a limb. This could be the result of a limb not reforming, or it having caught an infection and becoming gangrenous, requiring amputation. Your Witcher will have been fitted with a Witcher-grade prosthetic and taught to fight and cast Signs with it. Refer to section <b>Witcher Prosthetics</b> .
2	<b>Irritated Stomach Lining.</b> The mutagens and toxic mixtures you imbibed during the Grasses affected your stomach, causing it to become increasingly agitated the more potions you imbibe. Refer to section <b>Toxic Irritation</b> below.
3	<b>Over-Active Immune System.</b> Your immune system is typical of a Witchers' in that you don't catch common or non-magical plagues/illnesses, but it appears to do its job a little <i>too well</i> . It often hyper-reacts to harmless things – i.e., pollen and fur. Refer to section <b>Allergies (Severe Reactions)</b> . An over-reactive immune system may result in an <b>auto-immune disease</b> . If this occurs, refer to section <b>Zangvebar Horses</b> .
4	<b>Volatile Chaos.</b> Despite magic being used in their creation, Witchers are low-magic beings. Their thin ties to it are the reason they can only cast Signs – considered the lowest and easiest form of casting magic. The Grasses left you somewhat <i>more</i> tied to Chaos than is typical, granting a permanent <b>+1 to your Stamina (STA)</b> . However, whenever you invest more than 5 STA into a Sign, you have a 10% of losing control and causing a <b>magical backfire</b> . If this happens, you and every creature within 2 meters of you, take 2d6 Elemental damage. This chance increases to 20% if you invest 7 or more STA, and the resulting damage is 3d6.
5	<b>Residual Aches.</b> Your joints have never been the same since the Grasses, giving you aches and lingering pains that are uncomfortable at best and agonising at worst. Refer to sections <b>Chronic Levels</b> and <b>Arthritis</b> .
6	<b>Narrow Airways.</b> Your air passages struggled through the strain of the Grasses and have been left with significant scar tissue, narrowing the airways in your lungs. You have a slight wheeze when you breathe or speak and poor air quality (e.g., dust, smoke, etc.) only serves to aggravate it more. Refer to section <b>Asthma &amp; Respiratory Conditions</b> .

## Toxic Irritation

The Trial of the Grasses had an effect on your stomach, leaving the lining of it thinner. As such, it becomes easily aggravated by the toxic Potions you imbibe. You don't have a reduced Toxicity Level, but crossing into the higher percentiles will cause you **significant pain** and even **bodily harm**. As a result, you keep on-top of your Toxicity Level, both in and out of combat. Refer to the **table** for Toxicity Levels and their correlating effects.

Toxicity Level	Effect
25%	Your stomach is somewhat unsettled, achy and uncomfortable. Otherwise, you remain unbothered.
50%	Your stomach begins to cramp, causing random, sporadic pains that you feel in your abdomen and chest. Though painful, you see no further signs of aggravation.
75%	The toxins in your system have started to wear at the thin lining of your stomach, causing it to ulcerate and constantly throb with pain. You are <b>nauseous</b> and every 3 Rounds must roll under your Body total or spend the Round vomiting up blood.
100%	Your stomach lining is practically <i>eroding</i> under the stress of the toxins you have imbibed, causing you immense pain. You begin to feel woozy from both pain and the blood loss caused by vomiting. Make a <b>Stun</b> save every 5 Rounds.

Witchers with stomach lining irritation from the Grasses are trained to brew **White Honey** from a young age. You receive it as a **schematic** to take with you on the Path. It doesn't count against any other schematics you know as a result of your Lifepath.



## **Gruelling Training**

The next most common cause of lasting injuries and disabilities in a Witcher's training are the **Gauntlet** and the **Pendulum**. All Schools have some form of these two training exercises, being designed to test and refine a Witcher's speed, agility, and physical endurance - all of which are considered to be the most crucial skills a Witcher has.

The Gauntlet involves a long, winding circuit filled with traps, snares, and pitfalls over dangerous terrains. Recruits are forced to run it almost every single day. The Pendulum is a metal-studded log that must be simultaneously attacked and dodged, usually requiring recruits to keep their balance by forcing them to run the exercise high up on wooden stakes and beams.

Both of these exercises were responsible for killing off high numbers of recruits before they could even make it to the Trial of the Grasses. Even now, they can still claim the life of a fully-fledged Witcher.

Common accidents on these two exercises range from fractions to crush injuries to shattered bones - all things that are likely to cause lasting injuries.

*"Blindfolded, crooked stakes driven into the eastern wall of Kaer Morhen. Unable to see, but very much able to feel the rush of air as the pendulum swung mere inches from my face. I tried to grasp the training sword in my shaking hands.*

*Varn had gone up before me - under the harsh gaze of the trainer who only ever barked orders and sneered at our failures. We were children, but we were also Witchers. For us, training is suffering, suffering is learning, learning is survival. We had still hoped for Vesemir to be the one on duty that day - he was harsh, but fair. We respected him for that - honest, yet always reassuring. But we had no such luck.*

*Varn lasted less than a minute before a scathing critique of his opening stance distracted him - made him hesitate. He was clipped, knocked from the stakes, and sent plummeting down 60ft to dash against the rocks below. The crack made Eskel flinch behind me.*

*The Witcher instructing us merely tutted and rolled his eyes, demanding I step up next. I was powerless to refuse him. I broke my arm.*

*But at least I didn't join Varn down there."*

**Witcher Geralt**

*"We were drunk, young, and it was a bad idea. But it's always like that with us three. Vesemir says we've aged him by at least 50 years. But that's just the old man droning on like always, 'Back in my day, a Witcher never let his senses get so dulled with cheap Temyrian Rye!'.*

*Regardless, a bet was made and I lost, and Eskel says he has an 'idea' for my forfeit. I should've said 'no' right then, but never let it be said I'm a coward and never let it be said by those two pricks - they'll never let it go. So, Eskel dares me to run part of the Gauntlet and I, pissed out of my skull, agree to it. Even Geralt was so far gone that he cheered us on - that really should've been the warning sign that it was a terrible idea.*

*I made it pretty far, and fuck if I know how I did it, as drunk as I was. But it was the snowmelt down the north narrow pass that tripped me in the end. A misplaced step on the slick ground and loose rocks and my feet shot out from under me, dislodging half the path as I fell. It's still mostly a blur and I must've been unconscious at some point, because there's nothing but a blank spot and then I'm waking up to Vesemir yelling and Geralt and Eskel with their tails between their legs.*

*We were idiots. I see that now. Just three barely green Witchers running the high of shit booze and our own arrogance. The old man was right to tear into us for it. My broken ribs and having to be bed-ridden under Vesemir's care was punishment enough, but Geralt and Eskel were sent to clean up the rock slide I'd slipped on. Something about seeing the blood where I'd nearly cracked my head open serving as a lesson on being reckless.*

*Even now, Eskel still hesitates when he reaches that strip of the path. I don't blame him.*

**Witcher Lambert**

Whenever you roll on the **How Did Your Early Training Go? table** (*Core Rulebook*, p.239) and score a **1 or 9**, you can choose to roll on the **optional Memories of the Pendulum & Gauntlet table** below for a more in-depth explanation of just *how* your injuries in childhood affect you.

Memories of the Pendulum & Gauntlet	
Roll (d6)	Result
1	<b>Broken Limb.</b> Your arm or leg was broken badly, either from a fall on the Gauntlet or being clipped by the Pendulum. Despite healing, it has never been quite the same, frequently becoming stiff. Refer to section <b>Arthritis</b> .
2	<b>Fractured Jaw.</b> Your jaw was fractured after falling from one of the Gauntlet's many high beam sections or when you failed to dodge the Pendulum as it swung into your face. Despite healing, you still experience significant pain and stiffness that often affects your ability to speak. Refer to sections <b>Arthritis</b> and any section that includes <b>Sign Languages</b> if your character chooses to also communicate using signs.
3	<b>Damaged Eye.</b> Your eye took damage, either after the bone of the socket fractured from a tumble on the Gauntlet, or after one of the Pendulum's metal prongs struck your eye, gouging it. Despite healing, you are now blind or have low-vision in that eye. Refer to section <b>Blindness or Low-Vision (LV)</b> .
4	<b>Shattered Bones.</b> You shattered multiple bones from falling down a rocky hillside on the Gauntlet, or off the Pendulum and onto the hard rocks below. Despite healing, you still experience chronic pain, stiffness, and some of the bones never fused back together quite right. Refer to sections <b>Arthritis</b> and <b>Chronic Levels</b> .
5	<b>Paralysis.</b> A part of your spine or nervous system took a serious injury when training on the Gauntlet or Pendulum, leaving you paralysed. This paralysis could be below the waist, or could affect just one or more of your limbs depending on where the injury was. Refer to sections <b>Paralysis</b> and <b>Wheelchairs</b> .
6	<b>Fractured Ribs.</b> Your chest took the brunt of impact on the Gauntlet or Pendulum, crushing your ribs inwards and causing them to fracture, puncturing and damaging a lung in the process. Though healed, you were left with significant scar tissue that caused your airways to narrow. You have a slight wheeze whenever you talk or breathe. Refer to section <b>Asthma &amp; Respiratory Conditions</b> .

## Disability On The Path: Dangerous Hunts

The Path is perilous and long, fraught with danger and hardship. A Witcher spends most seasons - barring Winter - wandering from job to hob, taking on Hunts whenever possible. Injuries on the Path are often life-threatening and a long process to recover from - especially when ingredients for Potions are scarce and funds thin.

As a result, a Witcher is likely to develop a disability or lasting condition from such injuries that will have an impact on their life and career. When you roll on the **Events & Wounds table** (*Core Rulebook*, p.245), and sustain a **wound**, you can refer to the **alternate table** below for more in-depth mechanics and roleplay advice. When using this table, you **don't take any of the 'penalties'** as described in the *Core Rulebook* and instead refer to the sections indicated.

**Remember: Disability representation is a matter of taking 'penalties' - that isn't an accurate depiction of living with a disability. Disabled people adjust to their life with a disability and there is no reason your Witcher (or a character of any Profession) can't do the same.**

Alternate Witcher Wounds	
Roll (d10)	Wounds
1	<p><b>Stiff Joint.</b>            You took a nasty wound to one of your limbs' main joints - wrist, elbow, shoulder, hip, knee, ankle - which shattered bone and tore cartilage and ligaments. Despite risky surgical intervention and doses of Swallow, it hasn't been the same since.            Refer to sections <b>Arthritis</b> and <b>Chronic Levels</b>.</p>
2	<p><b>Blindness/Low-Vision (LV).</b>            A lucky blow from a monster's claws glanced your eye, leaving you blind or with low-vision (50% chance of either).            Refer to section <b>Blinded or Low-Vision</b>.</p>
3	<p><b>Paralysis.</b>            An extensive injury damaged your spinal cord and/or nerves, leaving you paralysed. This paralysis can be from the waist down and/or affect one or more of your limbs.            Refer to sections <b>Paralysis</b> and <b>Wheelchair</b>.</p>
4	<p><b>Crushed Fingers.</b>            Whether from a combat injury, accident, or result of torture, the fingers of one of your hands have been left crushed, crooked, and stiff.            Refer to section <b>Arthritis</b>.</p>
5	<p><b>Foreign Object.</b>            From an embedded arrowhead to a monster's claw that went too deep, you have an object within your body that couldn't be removed even by surgical means. Your body began to heal over and now it is sealed within you, causing constant pain and throbbing aches.            Refer to section <b>Chronic Levels</b>.</p>
6	<p><b>Lung Damage.</b>            Your lungs have sustained significant damage (caused by injury, inhaling toxic fumes or gas, or from magical illness), leaving you with narrow airways and a wheezy, rasping quality to your voice and breath.            Refer to section <b>Asthma &amp; Respiratory Conditions</b>.</p>
7	<p><b>Sensory Loss (Smell).</b>            Whether from injury or from inhaling gas or toxins, the scent receptacles in your nose are damaged, leaving you with a muted sense of smell. You can only smell things with a <b>very strong scent</b> - e.g., rotting flesh, manure, etc. - and subtle smells elude you.            Whenever you roll a <b>Witcher Senses check</b> to track by scent, you have a <b>50% chance</b> of losing the scent after <b>1 Minute</b>. If you lose the scent, you must <b>roll again</b> to try and find it.</p>
8	<p><b>Deep Scarring.</b>            After taking a significant injury, you are left with significant scarring that cuts deep and pulls tight at your skin. Though healed, it still causes you pain.            Refer to section <b>Chronic Levels</b>.</p>
9	<p><b>Deafness/Hard Of Hearing (HOH).</b>            A run-in with a bruxa's screech or a cockatrice's mighty roar has left you deaf or hard of hearing (50% chance of either).            Refer to section <b>Deafness or Hard Of Hearing (HOH)</b>.</p>
10	<p><b>Venomous Damage.</b>            You found yourself in the venomous grip of an Arachasae's teeth, or were lashed by a grave hag's poisonous tongue. The wound festered and the poison entered your system, causing damage before your metabolism could flush it out. As a result, you feel constantly drained.            Refer to section <b>Chronic Levels</b>.</p>

# Disability & Your Lifepath: Accidents, Curses, And Trauma

Whenever you roll an **8, 9, or 10** on the '**Misfortune**' table (*Core Rulebook*, p.32), you can instead refer to the alternative and in-depth exploration of disability, chronic illness, and neurodivergency in this section. As stated throughout this supplement, disability, chronic illness, and neurodivergency are not **flaws** and neither are they **penalties**. They are facts of life that can happen to anyone at random. In the world of *The Witcher*, there are no certainties. One day you could be living a peaceful life in a small hamlet, and the next you could be a refugee, your home burned to ashes before your eyes in a war you had nothing to do with.

Whilst disability can be a 'misfortune' initially, disabled people learn about and grow with it and it becomes the 'new normal'. As such, it is irregular and poor design to assume that a disability can only ever remain a 'penalty' or 'negative' in terms of gameplay - it doesn't take into account how we work with our disabilities and adjust. This section aims to offer you more accurate and positive representation and how you can both roleplay and use mechanics through your character.

## Rolling An Accident

When you roll an **8** on the Misfortune table, you get the 'Accident' result. You can roll on one of the following tables below depending on your character's **Profession**.

### Bard Accidents

Roll (d6)	Result
1	<b>Fall from a stage.</b> During or after a performance, you fell from the stage, landing awkwardly and breaking a limb in the process. Though healed, the limb has never been the same since. Refer to section ' <b>Arthritis</b> ' for more information.
2	<b>Attacked on the road.</b> The roads have always been a dangerous place for young bards who are none the wiser. You were attacked by a gang of ruffians who took what little money you had at the time. You took some nasty injuries and though no broken bones were determined, you have felt chronic pain in some of your joints since. Refer to sections ' <b>Arthritis</b> ' and ' <b>Chronic Fatigue &amp; Pain</b> ' for more information.
3	<b>Poisoned.</b> A rival bard grew so jealous of you that they poisoned your food and/or drink. You barely survived and, as a result, developed a shrinking of the airways in your lungs. Refer to section ' <b>Asthma (Respiratory Conditions)</b> ' for more information.
4	<b>Stabbed by a scorned lover.</b> An argument during an ill-fated love affair got out of hand, resulting in you being stabbed by your then lover. The blade punctured through the bones of your hand, entering at the palm. Though long since healed, you have a scar on either side of your hand where the knife went through, and a dull ache in your fingers that is exacerbated by the cold and damp. Refer to section ' <b>Arthritis</b> ' for information on <b>heated compresses</b> .
5	<b>Injured in a tavern brawl.</b> Taverns often get out of hand, but this time you weren't lucky enough to escape it. A vicious blow from knuckle dusted fingers landed on your cheek, fracturing the bone and part of your eye socket. Though healed, the vision in the affected eye is significantly less than it was before. Refer to section ' <b>Blindness or Low-Vision (LV)</b> ' for more information.
6	<b>Attacked by a monster.</b> Bards are often targets for monsters on the road - lone individuals with little to no understanding of how these creatures behave - <i>the perfect prey</i> . Roll a <b>d10</b> to determine what type of <b>injury</b> you took:  (1-3) - <b>Broken limb(s)</b> . One or more of your limbs were broken. Though healed, they have never been the same since. Refer to section ' <b>Arthritis</b> ' for more information.

	<p><b>(4-7) - Loss of limb.</b> One of your limbs was beyond repair, having to be amputated before infection set in or you bled out. Refer to section <b>Prosthetics</b> for more information.</p> <p><b>(8-9) - Deafened.</b> The powerful shriek of a monster - such as a <b>bruxa</b> -damaged your eardrums and left you deafened or hard of hearing. Refer to section <b>‘Deafness or Hard of Hearing (HOH)’</b> for more information.</p> <p><b>(10) - Paralysis.</b> A heavy blow or cut from deadly claws injured your spinal cord, causing paralysis. Refer to section <b>‘Paralysis’</b> for more information on the different <i>types</i> of paralysis.</p> <p>Additionally, refer to the ‘witness of a monster attack’ section on the ‘Mental Trauma’ table for further information on the psychological effects of this experience.</p>
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## Craftsman Accidents

Roll (d6)	Result
1	<p><b>Burned by the forge.</b></p> <p>Whilst working at the forge, you fumbled or slipped, bare skin coming into contact with the hot tongs. Though healed, you have a tight scar and persistent nerve pain in that area. Refer to section <b>‘Chronic Fatigue &amp; Pain’</b> for more information.</p>
2	<p><b>Attacked by a thief.</b></p> <p>An unfortunately common occurrence, you caught a thief attempting to steal from the stock in your workshop. The altercation ended badly, with you being stabbed through the shoulder with a small blade. Though healed, you have a scar and experience pain whenever you overexert yourself, especially with heavy lifting. Refer to section <b>‘Arthritis’</b> for information on <b>joint supports</b>.</p>
3	<p><b>Injured by unstable alchemical materials.</b></p> <p>Improperly stored alchemical materials came into contact with your bare skin, causing heavy scarring and extensive chronic pain. Refer to section <b>‘Chronic Fatigue &amp; Pain’</b> for more information.</p>
4	<p><b>Crushed by heavy equipment.</b></p> <p>A piece of heavy equipment fell onto one of your limbs, crushing it. Though healed, it is painful and flares up in the cold and damp. Refer to section <b>‘Arthritis’</b> for more information on <b>heated compresses</b> and <b>supports</b>.</p>
5	<p><b>Cut by a blade.</b></p> <p>You slipped whilst working on the edge of a newly-honed sword, cutting deep into the skin of your hand and fingers, damaging the ligaments. Though healed, the fingers of that hand often struggle with pain and stiffness. Refer to section <b>‘Arthritis’</b> and <b>‘Chronic Pain &amp; Fatigue’</b> for more information.</p>
6	<p><b>Scalded by molten metal.</b></p> <p>Whilst working with the casts at the forge, molten metal was accidentally brought into contact with your bare skin, causing severe burns and extensive scarring. Though healed, the skin is tight and constantly painful. Refer to section <b>‘Chronic Fatigue &amp; Pain’</b> for more information.</p>



## Criminal Accidents

Roll (d6)	Result
1	<b>Bolt shot.</b> Whilst on a job, you were shot in the shoulder with a crossbow bolt - a lucky shot when your guard was down. Though healed, the area still causes pain and is a problem when performing certain activities. You have a <b>-1 to BODY</b> whenever you are lifting heavy objects <i>unless</i> you are wearing a <b>joint support</b> . Refer to sections ' <b>Arthritis</b> ' and ' <b>Chronic Fatigue &amp; Pain</b> ' for further information.
2	<b>Poisoned.</b> You were caught out trying to steal an object that was actually coated in a <b>topical poison</b> . The toxic chemicals came into contact with the bare skin of your hands, leaving you severely ill for weeks after. You survived, but have been left with black veins and discoloured skin on the affected areas of your hands, as well as chronic nerve pain. Refer to section ' <b>Chronic Fatigue &amp; Pain</b> ' for further information.
3	<b>Captured by a rival gang.</b> You suffered a terrible beating at the hands of a rival gang. The worst injury you came away with was a fractured jaw, a bad break that, though healed, still causes you significant pain in cold and damp weather. Refer to section ' <b>Arthritis</b> ' for information on <b>heated compresses</b> .
4	<b>Tortured by guards.</b> Captured by guards and thrown into the cells for an impromptu few days' stay, you were treated far rougher than necessary, leaving you with numerous broken fingers. Though long since healed, you still experience aches and pains during damp and cold weather. Refer to section ' <b>Arthritis</b> ' for more information.
5	<b>Injured in a botched escape.</b> In your haste to escape, you fell from a high ledge, breaking a limb(s) when you hit the ground. Though healed, the affected bones and joints have never been the same since, causing you pain - especially during cold and damp weather. Refer to section ' <b>Arthritis</b> ' for more information.
6	<b>Head injury.</b> During a tavern brawl, you were shoved or tripped backwards, falling fast and striking your head with hard force against the bar or other such solid surface. The resulting injury, though healed superficially, left you with some difficulty when processing certain auditory stimuli. Refer to section ' <b>Auditory Processing Conditions</b> ' for further information.

## Doctor Accidents

Roll (d6)	Result
1	<b>Cross-contamination.</b> Whilst working with numerous patients, one of your contaminated tools cut into your skin by accident, infecting you with some form of illness that affected your lungs with congestion. Though you recovered over time, you have been left with a troubled chest ever since. Refer to section ' <b>Asthma (Respiratory Conditions)</b> ' for more information.
2	<b>A brush with the Catriona Plague.</b> Always a risk in your line of work, you came into contact with an outbreak of the <b>Catriona Plague</b> . After weeks of unbearable pain and feverish delirium, you were extremely lucky to pull through, though it has left you with some sort of <b>indeterminable condition</b> that affects you through random symptoms. Refer to sections ' <b>Chronic Fatigue &amp; Pain</b> ' and ' <b>Zangvebar Horses</b> ' for more information.

3	<p><b>Severe allergic reaction to chemicals.</b></p> <p>Whilst working with medical-grade chemicals, you discovered that you are severely allergic to one of them. You experienced an extreme allergic reaction that you were lucky to survive - in no small part thanks to your quick thinking and medical skill. Since discovering this allergen, you have avoided it as best as you can ever since. Refer to section ‘<b>Allergies (Severe)</b>’ for further information.</p>
4	<p><b>Attacked by a disoriented patient.</b></p> <p>Though common in your line of work, this time you were caught by surprise. You were attacked by a patient who was delirious with fever and pain and unable to understand you were trying to help them. They used one of your own tools against you, stabbing into your shoulder with a sharp blade before you could calm them. Though the wound healed, you were left with a joint that flares up in pain whenever you are in cold or damp weather. Refer to section ‘<b>Arthritis</b>’ for more information and advice on <b>heated compresses</b> and <b>joint supports</b>.</p>
5	<p><b>Captured in enemy lines.</b></p> <p>You took an Oath to help whoever needed you, no matter who they are. This led you to the battlefields and, eventually, behind the enemy lines; you saw patients that needed you, not soldiers you were supposed to hate. However, their higher ups didn’t seem to think much of you, immediately suspicious and imprisoning you, injuring you in the process. One (or more) of your limbs were broken and though they healed, you were left with aching joints that flare up during cold and damp weather. Refer to sections ‘<b>Arthritis</b>’ and ‘<b>Chronic Fatigue &amp; Pain</b>’ for more information.</p>
6	<p><b>Burns from a botched experiment.</b></p> <p>Whilst working with chemicals, some of those that mixed had violent reactions, causing severe burns on your fingers from handling them. Though healed, you have tight scarring that is often painful and flares up at random. Refer to section ‘<b>Chronic Fatigue &amp; Pain</b>’ for more information.</p>

### What Is The Catriona Plague?

The Catriona Plague - also called the ‘Red Death’ - is the *Witcher* universe’s version of the **Bubonic Plague**. It is almost always a death sentence to those who have it, though few do, miraculously, survive. Witchers and Mages are the *only* people who cannot catch it due to their magically enhanced immune system.

### Mage Accidents

Roll (d6)	Result
1	<p><b>Magical backfire casting a spell.</b></p> <p>Whilst casting a spell, you made a misstep, fumbling in the process and causing a strong <b>magical backfire</b>. Though healed, the intense sound of erupting magic left you hard of hearing. Refer to section ‘<b>Deafness or Hard of Hearing (HOH)</b>’ for more information.</p>
2	<p><b>Struck by a powerful spell.</b></p> <p>You were struck by a powerful spell cast by a highly skilled Mage. The magical strike has left you with chronic pain and fatigue despite the physical injuries having healed. Refer to section ‘<b>Chronic Fatigue &amp; Pain</b>’ for more</p>

	information.
3	<p><b>Tortured by the Mage Hunters.</b> You were briefly captured by King Radovid's Mage Hunters in Novigrad and were tortured for details and secrets about where to find your brethren. Though you didn't break to their demands, one (or more) of your limbs was broken, shattered from heavy blows and weakened by the dimeritium you were bound with. Though you escaped and healed physically, you still experience pain in your affected limb - especially when the weather is cold or damp. Refer to section '<b>Arthritis</b>' for more information. Additionally, refer to '<b>victim of torture</b>' on the '<b>Mental Trauma</b>' table for information on the psychological effects of what you were forced to endure.</p>
4	<p><b>Wounded in battle.</b> Though rare, Mages have been known to fight in battles, one of the most infamous being the <b>Battle of the Sodden</b> in which many Sorceresses were killed. Roll a <b>d10</b> to determine what type of <b>injury</b> you took:</p> <p><b>(1-3) - Broken limb(s).</b> One or more of your limbs were broken. Though healed, they have never been the same since. Refer to section '<b>Arthritis</b>' for more information.</p> <p><b>(4-7) - Loss of limb.</b> One of your limbs was beyond repair, having to be amputated before infection set in or you bled out. Refer to section <b>Prosthetics</b> for more information.</p> <p><b>(8-9) - Deafened.</b> A severe head injury left you deafened or hard of hearing. Refer to section '<b>Deafness or Hard of Hearing (HOH)</b>' for more information.</p> <p><b>(10) - Paralysis.</b> A heavy blow or cut from a sword injured your spinal cord, causing paralysis. Refer to section '<b>Paralysis</b>' for more information on the different <i>types</i> of paralysis.</p>
5	<p><b>Spell crafting gone wrong.</b> Whilst attempting to create a new spell, something went horribly wrong with the highly volatile Chaos you were manipulating, causing a magical backfire unlike any you have ever witnessed, destroying most of the room, your clothes, and part of one of your limbs. Roll a <b>d6</b> to determine which limb was affected:</p> <p><b>(1) - Right arm.</b> <b>(2-3) - Right leg.</b> <b>(4-5) - Left leg.</b> <b>(6) - Left arm.</b></p> <p>Refer to section '<b>Prosthetics</b>' for more information.</p>
6	<p><b>Severe allergic reaction to dimeritium.</b> Whilst captured - likely by the Mage Hunters - you were bound with dimeritium for an extended period of time, causing a severe allergic reaction. Your skin is more sensitive to dimeritium than most other Mages'. Refer to section '<b>Allergies (Severe)</b>' for more information.</p>

### Man At Arms Accidents

Roll (d6)	Result
1	<p><b>Trampled by a horse.</b> During battle or training, you were trampled by a horse, breaking one or more of your limbs. Though the bones have healed, they have never been the same since, causing you pain - especially when in cold and damp weather. Refer to section '<b>Arthritis</b>' for more information.</p>

2	<p><b>Shot through with a barbed arrow.</b> You were the target of an archer's shot, an arrow with a bodkin head puncturing you in the chest. The shaft was removed but the barbed head burrowed into your body, unable to be removed safely, even with surgery and so it has healed over with scar tissue. As a result, you have constant chronic pain in that area and sometimes find difficulties with your lungs. Refer to sections '<b>Asthma (Respiratory Conditions)</b>' and '<b>Chronic Fatigue &amp; Pain</b>' for more information.</p>
3	<p><b>Took a crushing blow to the head.</b> Struck by a mace in the side of the head, your helmet caved inward, causing a fracture of the cheek and eye socket. Though the bones have healed, you have low-vision in that eye. Refer to section '<b>Blindness or Low-Vision (LV)</b>' for more information.</p>
4	<p><b>Hit by a powerful spell.</b> Though rare, sometimes Mages are brought onto the battlefield to fight. You were unfortunate enough to be hit by a skilled Mage's powerful spell. Though the damage has healed, you are left with extensive scarring across your body and constant chronic pain. Refer to section '<b>Chronic Fatigue &amp; Pain</b>' for further information.</p>
5	<p><b>Poisoned cut.</b> During a scuffle with a group of scouting Scoia'tael, you were injured by a weapon that turned out to be <b>poisoned</b>. You were severely ill but survived and the area of the cut is now discoloured and covered with blackened veins. Your nervous system was affected, leaving you with chronic nerve pain. Refer to section '<b>Chronic Fatigue &amp; Pain</b>' for further information.</p>
6	<p><b>Wounded by shrapnel.</b> You were in the path of an explosive that detonated and embedded your whole body with shrapnel. You were lucky to survive, but have severe nerve pains. Refer to section '<b>Chronic Fatigue &amp; Pain</b>'. Additionally refer to '<b>war trauma</b>' on the '<b>Mental Trauma</b>' table for further information on the psychological effects of the experience.</p>

### Merchant Accidents

Roll (d6)	Result
1	<p><b>Heavy lifting injury.</b> Whilst lifting heavy merchandise, you tripped, knocking your balance off and putting severe stress on your spine. You get flare ups of chronic pain whenever you overexert yourself by lifting an amount over your <b>BODY total</b>. Whenever this happens, refer to section '<b>Chronic Fatigue &amp; Pain</b>' for more information.</p>
2	<p><b>Kicked by a pack horse.</b> The horse that usually pulls your wares along spooked, lashing out and kicking you, breaking your arm. Though the bone has healed, you still experience aches and pains - especially when in cold or damp weather. Refer to section '<b>Arthritis</b>' for information on <b>heated compresses</b> and <b>joint supports</b>.</p>
3	<p><b>Crushed by a cart.</b> Your cart of wares suddenly rolled forward as you were securing goods, crushing your foot. Though the shattered bones eventually healed, you still experience chronic pain and flare ups during cold and damp weather. Refer to sections '<b>Arthritis</b>' and '<b>Chronic Fatigue &amp; Pain</b>' for more information.</p>

4	<p><b>Attacked by bandits.</b> The roads have always been highly dangerous for those carrying expensive goods from town to town. You were attacked by bandits looking to take your wares and any money you had. You took some nasty injuries and though no broken bones were determined, you have felt chronic pain in some of your joints since. Refer to sections '<b>Arthritis</b>' and '<b>Chronic Fatigue &amp; Pain</b>' for more information.</p>
5	<p><b>Encounter with a customs soldier.</b> Since the unrest of constant war, customs soldiers on all sides of the war have become more greedy and cruel than ever before, growing more and more confident in their brutality. You had a run in with one such soldier that ended badly, leaving you with fractured ribs. You take a <b>-1 BODY</b> whenever you lift heavy items and often experience random aches and pains in your chest refer to section '<b>Chronic Fatigue &amp; Pain</b>' for information on <b>painkillers</b>.</p>
6	<p><b>Attacked by a monster.</b> Merchant s, much like Bards, are common targets for monsters on the road. They are mostly defenseless, unaware of monster behaviours, and easy to pick off. Roll a <b>d10</b> to determine what type of <b>injury</b> you took:</p> <p><b>(1-3) - Broken limb(s).</b> One or more of your limbs were broken. Though healed, they have never been the same since. Refer to section '<b>Arthritis</b>' for more information.</p> <p><b>(4-7) - Loss of limb.</b> One of your limbs was beyond repair, having to be amputated before infection set in or you bled out. Refer to section <b>Prosthetics</b> for more information.</p> <p><b>(8-9) - Deafened.</b> The powerful shriek of a monster - such as a <b>bruxa</b> - damaged your eardrums and left you deafened or hard of hearing. Refer to section '<b>Deafness or Hard of Hearing (HOH)</b>' for more information.</p> <p><b>(10) - Paralysis.</b> A heavy blow or cut from deadly claws injured your spinal cord, causing paralysis. Refer to section '<b>Paralysis</b>' for more information on the different <i>types</i> of paralysis.</p> <p>Additionally, refer to the 'witness of a monster attack' section on the 'Mental Trauma' table for further information on the psychological effects of this experience.</p>

### Priest Accidents

Roll (d6)	Result
1	<p><b>Magical backfire casting a spell.</b> Whilst casting a spell, you made a misstep, fumbling in the process and causing a strong <b>magical backfire</b>. Though healed, the intense sound of erupting magic left you hard of hearing. Refer to section '<b>Deafness or Hard of Hearing (HOH)</b>' for more information.</p>
2	<p><b>Wild animal attack.</b> Whilst travelling, you were attacked by a wild animal. Roll a <b>d6</b> to determine what type of <b>injury</b> you took.</p> <p><b>(1-2) - Loss of limb.</b> One of your limbs was beyond repair, having to be amputated before infection set in or you bled out. Refer to section <b>Prosthetics</b> for more information.</p> <p><b>(3-5) - Broken Limb(s).</b> One or more of your limbs were broken. Though healed, they have never been the same since. Refer to section '<b>Arthritis</b>' for more information.</p> <p><b>(6) - Mauled.</b> Your body was covered in serious injuries of torn flesh from sharp claws and teeth. Though healed, the scarred over wounds cause you frequent chronic pain. Refer to section '<b>Chronic Fatigue &amp; Pain</b>' for information on <b>painkillers</b>.</p> <p>Additionally, refer to the '<b>witness of an animal attack</b>' section on the '<b>Mental Trauma</b>' table for further information on the psychological effects of this experience.</p>



3	<p><b>Attacked by bandits.</b></p> <p>The roads have always been highly dangerous for Priests travelling alone, especially if their beliefs are different from the people they are currently visiting and preaching to - Priests of the more 'druidic' variety tend to be left alone, though it's not entirely unheard of for them to be attacked too. You were attacked by bandits looking to take your belongings and any money you had. You took some nasty injuries and though no broken bones were determined, you have felt chronic pain in some of your joints since. Refer to sections '<b>Arthritis</b>' and '<b>Chronic Fatigue &amp; Pain</b>' for more information.</p>
4	<p><b>Struck by a powerful spell.</b></p> <p>You were struck by a powerful spell cast by a highly skilled Mage. The magical strike has left you with chronic pain and fatigue despite the physical injuries having healed. Refer to section '<b>Chronic Fatigue &amp; Pain</b>' for more information.</p>
5	<p><b>Tortured by the Mage Hunters.</b></p> <p>You were briefly captured by King Radovid's Mage Hunters in Novigrad and were tortured for details and secrets about where to find your brethren. Though you didn't break to their demands, one (or more) of your limbs was broken, shattered from heavy blows and weakened by the dimeritium you were bound with. Though you escaped and healed physically, you still experience pain in your affected limb - especially when the weather is cold or damp. Refer to section '<b>Arthritis</b>' for more information. Additionally, refer to '<b>victim of torture</b>' on the '<b>Mental Trauma</b>' table for information on the psychological effects of what you were forced to endure.</p>
6	<p><b>Ritual crafting gone wrong.</b></p> <p>Whilst attempting to create a new ritual, something went horribly wrong with the highly volatile Chaos you were manipulating, causing a magical backfire unlike any you have ever witnessed, destroying most of the room, your clothes, and part of one of your limbs. Roll a <b>d6</b> to determine which limb was affected:</p> <p>(1) - <i>Right arm.</i>  (2-3) - <i>Right leg.</i>  (4-5) - <i>Left leg.</i>  (6) - <i>Left arm.</i></p> <p>Refer to section '<b>Prosthetics</b>' for more information.</p>

## Mental Trauma Table (PTSD)

Whenever you roll a 9 on the Misfortune table, refer to this section for different traumas your character may have experienced. Though there are mechanics provided here, you must also consider the ways in which your character deals with this trauma and how it affects them as a person. Post-Traumatic Stress Disorder (PTSD) affects each individual differently and it is extremely important to keep this in mind with regards to you or someone else's character - even NPCs. The content provided in this section serves as a base for you to build your roleplaying upon.

It is important to be sensitive and considerate, and keep an open line of communication between you, the GM, and your fellow players. Always use a safety card or safety tool system when playing games that handle these sorts of topics - refer to the **TTRPG Safety Toolkit** (Kienna Shaw, et. al) which can be found for free here:

<https://drive.google.com/drive/folders/114jRmhZBpdqkAlhmveis0nmW73qkAZCj>

**Everyone should feel safe and comfortable at the table.**

Roll a further **d10** to determine what your character experienced and how it affects them.

Roll (d10)	Experience
1 - 3	<p><b>War Trauma</b></p> <p>The war has touched almost every part of the Continent and you by no means have to be a soldier to have experienced it. From body pits to the harrowing screams of the dying - soldiers and peasants alike - the horrors of war are all around.</p> <p>However, one event stands out as extremely significant to you. This is your <b>trigger</b>. The event could have happened to you personally, someone you know, or even a complete stranger. You can have one or more of them - discuss this with your GM and other players.</p> <p>Whenever you encounter one of your <b>triggers</b>, you begin experiencing severe <b>panic attacks</b> and must make a <b>Stun</b> save every <b>6 Rounds</b> that you are within sight (or earshot) of your trigger(s) or become overwhelmed (classed as <b>Stunned</b>) for <b>6 Rounds</b>.</p>
4 - 6	<p><b>Witness of a Monster Attack</b></p> <p>Monster attacks are an unimaginable horror to witness and even an experienced Witcher will come across a scene that unsettles them deeply from time to time. From torn up cattle to drowners gorging themselves on a human corpse, monsters are capable of horrifying feats.</p> <p>The breed of monster you saw the day of the attack is your <b>trigger</b>. Whenever you encounter it, in combat or otherwise, you take a <b>-4</b> to your <b>Initiative roll</b> as you are taken aback by the shock and fear of seeing it again.</p>
7 - 8	<p><b>Victim of Torture</b></p> <p>Torture used to be some distant thing saved for truly evil criminals, but times have changed and now anyone can be subjected to it at any second. From the Mage Hunters who capture Mages and alchemists, to a lowly peasant who provided the armies with poor quality grain due to a bad harvest. No one is safe. You were one of them.</p> <p>Torture is an unimaginable thing to go through and it leaves scars far deeper than those at skin level. During the day you try to repress the memories, but at night you experience awful nightmares. Every night, you have a <b>7 in 10 chance</b> of having a nightmare when sleeping.</p>
9 - 10	<p><b>Witness of an Animal Attack</b></p> <p>Animal attacks are more commonplace but are still an awful sight to behold or be victim to. From packs of rabid dogs to a mauling bear, animals are unpredictable at the best of times.</p> <p>The species of animal you saw the day of the attack is your <b>trigger</b>. Whenever you encounter it, in combat or otherwise, you take a <b>-4</b> to your <b>Initiative roll</b> as you are taken aback by the shock and terror of seeing it again.</p>

INT	9
REF	8
DEX	7
BODY	5
SPD	4
EMP	8
CRA	4
WILL	6
LUCK	9
STUN	50
RUN	12
LEAP	2
STA	25
ENC	25
REC	50
HP	30
VIGOUR	0

Punch	1d6
Kick	1d6+4 (+ 1d6)
Skills	
Pick Lock	8
Charisma	8
Deceit	8
Fine Arts	6
Performance	9
Seduction	10
Nordling	8
Elder Speech	8
Social Etiquette	8
Streetwise	6
Dodge/Escape	7
Small Blades	7
Magic	
NONE	



# Ren 'The Nightingale' Falkner

*Ren is a strange lass, I'll give you that. Sometimes she seems fresh outta Oxenfurt the way she chatters on and acts. I think she's just lookin' for her big break - the story that'll make her career; y'know? She does always seem t'be chasin' the coattails of Dandelion. They went t'school together apparently... Now, I won't make assumptions, but whenever Dandelion's concerned, a pretty young lass is never just 'a friend'. They do seem awful close. I just hope she don't get her poor heart broken in the end.*

*But don't let her youth fool ya, heh, she's a wicked one with a knife. Caught her in action once, threatenin' some bard in a back alley in Novigrad. That boy nearly pissed his breeches, let me tell ya! He must've thought she'd be an easy target on account of her leg - but 'course, that don't mean nothin' and he soon found that out for 'imself. Soon as she'd decided she'd put the fear of the gods in him she caught me watchin' and said hello all sweet-like, as though nothin' had happened at all!*

*I admit, I was curious an' so we went for drinks, heh. Turns out she lost her right leg to a Drowner her first year outta Oxenfurt. Says she would've died if not for some Witcher called Kristov of White Orchard. Never 'eard of him myself, but I can't say I know any Gryphons. She said she ain't seen him since, but he stuck around for a while after the attack while she healed. I think she 'opes to find him again one day.*

*Claims she meets up with Dandelion from time to time an' said she'll put in a word about me, see if she can set up a meetin' for drinks, bless her. Turns out one of her main gigs is with the Passiflora in Novigrad performing as Nightingale, but she sometimes plays at The Rosemary and Thyme when Zoltan asks her to - or if Dandelion's home. I hope she gets her big break someday, she seems a sweet lass who just wants to tell a tale. I just hope it ends happily for her, heh.*

- Rodolf Kazmer

*Dearest Dandelion,*

*Thank you so very much for your letter, it was lovely to hear from you. I am as well as I can be, all things considered. The healer said there was little to be done except to amputate which has been done. I will not relay to you the details because-*

*Oh, Julien, I don't think I ever could. I would erase the whole ordeal from my mind if it were possible.*

*I am trying to keep in good spirits but it is difficult, even with Kristov here. He has been kinder than I'm sure I deserve and I can't imagine why he is staying here until I am no longer bed-ridden. I always believed Witchers had emotions, and it is nice to see I was correct in that at least - I certainly wasn't correct about drowners only living in large bodies of water, after all; my current injury can attest to that.*

*I've been considering a prosthetic already - apparently I should be able to commission one from Novigrad, and Kristov has very kindly offered to fetch it for me when it's ready: we sent the measurements off yesterday. The Witcher refuses to accept any coin I offer him for his kindness, but I'm sure I can slip a purse into his saddlebags before he leaves. Perhaps you may see him in Novigrad when he fetches my commission? I shall give him the address for the Rosemary & Thyme, just in case. Give him a room, food, and drink and put it on my tab, please. I think that's a small price to pay for having someone save your life, right?*

*As soon as I'm healed and have the strength to ride again, I intend to return to Novigrad. Hopefully I shall meet you there, but if not it'll be a delight to see Zoltan all the same. Please pass on my warm regards.*

*Take care, Julien.*

*Yours,  
Ren*

Gear				
Violin	A copy of <i>The Stars Above the Path</i>	Spirit Flask	Walking Cane	Gwent Deck (Nilfgaard)
Perfume	Makeup Kit	Thieves' Tools	Prosthetic Leg (High. Q.)	H. Protective Doublet
Daggers (x4)	Fashionable Clothing	Journal	Belt Pouch	Map of the Continent

Ren's Prosthetic Leg											
Base Leg Prosthetic - Higher Quality											
Type	SP	WA	Avail.	DMG	Rel.	Hands	RNG	Effect	Conc.	EN	Weight
B	2	N/A	P	1d6 +4	15	N/A	N/A	Adds (1d6+4) to Kick	S	0	2

## Ren's Disability

Ren is an amputee, having lost the lower portion of her right leg in a Drowner attack that almost claimed her life. Her leg was amputated above the knee in what was a harrowing and traumatic surgical experience - medicine in the Witcher setting having few advancements; even the use of magic would have been just as painful and gruelling. As a result, Ren spent many years processing the incident and though she has come to terms with what happened, she prefers not to talk about what happened beyond the attack and the **Witcher** that helped her - Kristov of White Orchard.

Following is an address of how to roleplay Ren's disability sensitively in your games.

### **Donning & Removing The Prosthetic**

Ren's prosthetic leg is affixed to her stump via a harness. The belts of it strap about her thigh and pelvis, drawing up to a belt about her waist. She wears a sock-like covering over her stump which is padded to prevent chafing and bruises. The prosthetic and its harness takes roughly **2 minutes** to put on and **1 minute** to take off.

Ren typically keeps the limb nearby whenever she isn't wearing it in case she needs it. When not wearing the prosthetic, she uses wooden crutches that sit under her armpits to move around.

### **Mobility**

Ren uses a cane alongside her prosthetic and walks with a slight limp. When she doesn't use her cane, her limp is more pronounced, stepping more heavily onto her left leg to compensate. She can run, jump, and walk, but is careful on uneven terrain as it can jostle the prosthetic and cause bruising.

### **Phantom Limb & Chronic Pain**

Ren has chronic pain from nerve damage and she often experiences phantom limb; feeling as though the lower part of her right leg is still there, resulting in extreme itching and pain. She has a supply of *acorus calamus* - '**Sweet Flag**' - which she buys from herbalists and gathers herself from swamps and marshlands. Ren usually chews these herbs or, when she has time, makes tea from it - it is an effective pain killer.

Additionally, she also does a series of stretches and massages the stump to encourage blood flow and ease both pain and tense muscles. Sometimes, she also uses warmed stones in a **Heated Compress**.

Whenever Ren has a flare up of pain that can't be managed (**Chronic Levels table**), she becomes quiet and withdrawn, getting snappy if someone is pestering or won't leave her alone. She prefers her own company and lying down with the comforts of blankets and warm compresses until the flare passes.



INT	8
REF	14
DEX	13
BODY	10
SPD	7
EMP	4
CRA	6
WILL	8
LUCK	5
STUN	90

RUN	21
LEAP	4
STA	45
ENC	100
REC	60
HP	45
VIGOUR	5

Punch	1d6 + 4
Kick	1d6+8

Skills	
Alchemy	5
Athletics	6
Awareness	10
Deduction	8
Dodge/Escape	7
Riding	5
Spell Casting	6
Stealth	5
Swordsmanship	8
Wilderness Survival	6

Magical Perks
Basic Signs: Quen Axii Yrden Igni Aard



# Voren of Dillingen

*Can't say I ever met another Bear Witcher after Voren. Not that I'm all that surprised considerin' the siege of Haern Cadwch all them years ago. 'Tis a shame, really - Witchers are a scarce lot nowadays an' I ain't stupid enough to think we're better off without 'em, heh.*

*He's a quiet one, that Voren, but I suppose that ain't all too unusual for a Witcher. It was his voice that caught me though - a soft-spoken man, fond of usin' big words and makin' witty quips. Some of the things he said got me an' the lads laughin' ourselves something silly! He carried himself oddly though, if I rightly recall... I've seen a couple o' Witchers in my time, all of 'em carryin' this air about 'em - purposeful and strange-like.*

*But Voren seemed t'draw in on 'imself, like he wanted to be small or somewhere else; truly strange fer a man six feet tall! Held his left arm close to his body too, an' never took both of his gloves off, always leavin' the left one on. I never asked 'im about it - t'were none of my business after all. He stayed for a few rounds of Gwent an' then left, sayin' he had someone t'get back to.*

*I ain't seen nor heard of 'im since. I hope he's alright - he owes me a round if we see each other again after all.*

*- Rodolf Kazmer*

Gear				
A Horse	Witcher Medallion (Bear)	Hanged Man's Venom	Bandages (x5)	Black Blood
Alchemy Set	Witcher's Steel Sword	Wyvern Decoction	A Letter from Yyren	Swallow
Double Woven Gambeson	Witcher's Silver Sword	Splint (Left Hand)	Bedroll	Vampire Oil

## Voren's Disability

Voren took a severe crush injury during his first few years on the Path, when he was still a fresh and inexperienced Witcher. On a Hunt for a territorial Fiend that had been terrorizing the villages in the south of Cintra, Voren severely underestimated the monster's strength and cunning. He was led by local hunters to believe it was a youth, and that cutting it down would be manageable.

The resulting fight was long and drawn out, finding himself in a desperate bid to put down a full-grown Fiend that was at least four centuries old. Though he was eventually successful in slaying it, Voren had his left arm, hand, and fingers crushed beneath one of its weighty blows, shattering the digits and fracturing the bones of his wrist.

Following is an address of how to roleplay Voren's disability sensitively in your games.

### **Life on the Path: The effects on healing**

Though Witcher potions, such as Swallow, might be available, it may not always be imbibed after an injury is sustained. The ingredients to brew potions like Swallow are rare at best and incredibly expensive at worst. As such, any Witcher worth their salt knows to ration them out - using them only when a wound is undeniably fatal, even with their enhanced healing taken into account.

As a result, Voren's crushed arm didn't receive immediate medical attention. Already running low on potions and at a high toxicity level from the fight, he refused to use up a ration of Swallow and instead took the three day ride to the nearest town to see a professional. By that point, his enhanced healing had taken effect and fused the shattered bones together, leaving his lower arm twisted and the fingers unable to bend fully.

### **Combat**

Though Voren is a right-handed swordsman, his left hand was his Signing hand. After the injury, he found himself unable to create more complex Signs such as Firestream without significant pain that would surely distract him mid-fight. During the first year of healing, Voren was **unable to cast Signs at all** and became increasingly frustrated with himself and his situation.

Witchers are taught from a young age that anything that could slow them down in combat will, inevitably, kill them. Voren fell into anger - after all, what good is a Witcher that can't cast Signs? It wasn't until, by chance, he met a Cat School Witcher on the Path with an injury similar to his own - the other's fingers having been crushed in an altercation with a clumsy Rock Troll. The Cat - Hynne of Downwarren - taught Voren how to bind and splint his wrist and fingers in a manner that would support the bones, ease stiffness, and reduce swelling.

Now with proper support, Voren can cast all Basic Signs with his left hand again, but still finds difficulty in performing more complex Signs without causing himself a great deal of pain. As a result, he has learned to compensate and accommodate by improving his sword skills and defensive maneuvers so that he relies less on Signs beyond the basics.

Though he and Hynne became close friends during their time together, they haven't met again in the 50 years since. Voren still keeps an ear and eye out where he can and quietly hopes that Hynne didn't meet some terrible fate.

### **Donning & Removing The Brace**

Voren's brace encases the lower half of his left arm, wrist, hand, and fingers, binding them with a protective apparatus made from cloth, leather straps, buckles, and a thin metallic rod. The brace takes **1 minute** to don and **30 seconds** to remove. When Voren isn't wearing it, he takes a -1 to Reflex Skills made with that hand, including on casting Signs.

### **Nerve Pains**

Voren has constant nerve pain in his left arm. Now 50+ years after the initial injury, the 'everyday' level of pain has become manageable for him. However, flare ups are inevitable. Sometimes these flares are unprovoked and random, whereas at others it is the result of a knock in battle, the cold/damp weather, or simply overexertion.

To prevent wasting Swallow (as it is a poor painkiller), Voren buys and picks his own small pouch's worth of *acorus calamus*, also known as '**Sweet Flag**' - a medicinal herb found in swamps and marshlands. If these herbs are unavailable and the pain too much, Voren will heat stones by a fire and wrap them against the joint in a **Heated Compress**.

# PROSTHETIC UPGRADE TRACKER SHEET

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# About the Author

Sara Thompson (mustangsart) is a disabled game designer and writer for table-top roleplaying games. They are the creator of the Combat Wheelchair homebrew for 5e Dungeons & Dragons, which appeared on hit live play show Critical Role. They have also worked on Starfinder, Pathfinder 2e, Hellboy: The Roleplaying Game, Cyberpunk RED, and more. They currently work on numerous personal projects and games such as The Witcher Pen & Paper and aims to create content that includes disabilities and the positive representation of them.

Medicine on the Path: A Disability Supplement For Use With The Witcher Pen & Paper is one such project. Over 6 months of work has gone into this supplement and Sara aims to continue updating it and accounting for any new rule changes as time goes on.

You can follow Sara's work and any updates on their Twitter: [www.twitter.com/mustangsart](https://www.twitter.com/mustangsart)

If you would like to support their work, you can do so via Patreon or Ko-Fi at the links below.

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Thank you for downloading and reading this supplement. I hope you enjoyed it, and may it serve you in your games or as inspiration for any works of your own.

*Luck on the Path.*

