

Witch Pacts

Pacts

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These are powers that the Witch can gain by making special agreements with different powers that be. The pact once made is always in effects, unless the witch wants to cancel it, which breaks the pact (see below for broken pacts).

In order for a Witch to learn of a Pact she must perform a special ritual of Summoning, which requires a Hard (9) Witchcraft and \$20 (Availability: Scarce) worth of incense, if successful she contacts a supernatural creature in which she may make a pact with.

Each Pact cost 5 Bounty points and some have Drawbacks that the Witch must follow or lose the power until the next full moon.

Broken Pacts: If a pact gets broken then the witch loses that pact permanently and all spell TN for her are raised by +3 (to her casting and to any resist she might make) until the next new moon.

Aged Well

The being has granted you longer life, use it well. You now age 1year for every 3 that passes.

Drawback: Each birthday (once a year) you must give a valuable (Marshal's call) gift to all of your friends or the pact is broken.

Animal Empathy

Animals seem to almost to understand what you are thinking and trust you more than other people. The witch gains a +2 bonus to all Mien aptitudes rolls when dealing with animals, as long as her intentions are good.

Drawback: If the animal is harmed because of the witch's use of this ability, the pact is broken.

Arcane Protection

Whenever, a supernatural power is used against you, your opponent suffers a +2 to his Target Number to affect you.

Cosmic Attunement

Your witch is so in tune with the universe that she can alter it to a limited extent. With this pact you can spend Fate Chips even if you go bust. If spending these chips would change the botch then all is right with the universe again.

Drawback: Must draw one less Fate Chip next session (after Cosmic Attunement is used) or the pact is broken.

Cosmic Communication

Your witch speaks the universal language (no not money) and can make an Onerous (7) Mien roll to communicate basic information in a language she doesn't understand.

Dark Humor

You have the ability to see past the BS and can laugh most of it off as such. With this pact the witch is gains a +4 bonus to all Overawe, Ridicule and Bluff attempts rolls

Drawback: She suffers a -4 to Persuasions rolls because people don't trust her as much.

Elemental Protection

You seem to be comfortable in climates that make others sweat and shiver, you gain +5 to all survival rolls based on extreme temperatures and need not even wear a coat until the temperature reaches freezing (32 degrees Fahrenheit) and don't break a sweat until the temperature reaches 110 degrees Fahrenheit.

Fearless

O.K. maybe your not fearless but you do gain a supernatural resistance to fear. Whenever, you make a *Guts* roll you gain a +2 bonus to your roll.

Gifted

This pact grants your witch the ability to use any Aptitude better. At the beginning of each session choose an Aptitude, then for the rest of the session you will gain a +2 bonus to that Aptitude rolls.

Good Karma

This pact grants you the boon of an extra White Fate Chip at the beginning of the session. This extra Chip cannot be used for bounty and disappears at the end of the session if unused; also the chip can be used for damage or abilities that require a white chip to activate.

Great Toughness

With this pact you can withstand a greater amount of damage, before being harmed. You are considered +1 to you Size for determining damage only.

Guardian

With this pact the being has placed a guardian over you, which can help in times of trouble. This allows the to use her *Witchcraft* Aptitude in place of *Dodge* as she calls upon her protector.

Guidance

This pact bestows great knowledge upon your witch, allowing her a bonus of +2 to all Knowledge and Smarts rolls.

Drawback: If someone asks her a question and she either lies or refuses to answer she has broken the pact.

Immune to Disease

Your witch almost never gets a cold or other sicknesses that seem to plague the Wasted West. Whenever confronted with a sickness roll to resist or heal a disease you gain a +5 bonus to your roll.

Inner Eye

No you don't have any eyes inside you (unless you're a mutant or something). But you do have enhanced senses granting you a +2 bonus to all *Cognition* rolls.

Living Land

You have no trouble finding food and water in the wilderness as the land provides these things for you. Springs will mysteriously open up and fruit will magically grow. There is only enough for the witch and any familiar she might have, everyone else is out of luck.

This pact will not function in areas with a Fear level of 4 or higher.

Read Signs and Omens

With this pact you can calculate your actions upon the immediate future. When you're about to do something dangerous (whether you know it or not) make an Onerous (7) *Knowledge* roll if successful you have calculated the danger of your actions.

Serenity

You have made a pact that to fight evil and as your reward the Fear level around you is reduced by 2 levels. This is centered on you with a radius of 1 yard for every level of Witchcraft you possess.

Drawback: This pact is broken if you somehow manage to raise the Fear level.

Spiritual Whipping Boy

The being you made the pact with has agreed to take some of your pain. When injured you can ignore the penalties for 2 wound levels, of which your buddy (the pact creature feels instead).

Drawback: You must give first aid to a person who is need of it, when not in battle or the pact is broken.

Supernatural Health

You now heal a lot faster than normal and you enjoy extra good health. You can make a natural Healing roll every 3 days and gain a +2 bonus to do so.

Whizzed Right By

Your witch is just hard to hit no matter how hard someone tries. Supernatural forces protect your character causing opponents to suffer a -2 penalty to their *Shootin'* rolls against you.

Tech Ward

The being your witch made the pact with doesn't like tech spirits and thus any Junker item used against you has to make a stability roll with a -2 penalty, but only the first time it is used against you.

Wealth

Wealth is a relative term for the most part, but in the Wasted West it means that stuff is easier to find. This pact grants your witch a +2 bonus to all Scroungin' rolls.

Witchy Woman

You have a way of making people feel the way you want them too. Some witches use this to gain people's confidence while others to put fear into people. Either way, you gain a +2 bonus to all Mien aptitudes rolls when dealing with other people.