

Silver-Eyed Witch

“Say your prayers, wretches. Filth like you is even lower than demons... I'm going to kill every last one of you.” - *Terresa of the faint smile*

Some warriors find their inner strength, able to perform feats thought insurmountable by their own strength alone. Others find the strength of gods, being blessed beings who fight for what is right in the eyes of their god. Others are not so blessed to break the human limit, or to be blessed by a god, and find other means to gain the strength required to fight off the demons of the world. Yet, to fight demons immensely stronger than them, they must first damn themselves irredeemably before they can ever hope to fight these beasts.

Hit Points

Hit Dice: 1d8 per Silver-Eyed Witch level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8(Or 5) + your Constitution modifier per Silver-Eyed Witch level after first.

Proficiencies

Armor: Light Armor, Medium Armor, Chainmail

Weapons: Simple Weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose two from: Acrobatics, Athletics, Perception, Religion, Medicine, Intimidation, and Survival.

Equipment:

You start with the following equipment, in addition to the equipment granted by your background.

- (a) Scale Mail or (b) Leather armor, Light Crossbow, and 20 bolts
- (a) Martial Weapon or (b) 2 Simple Weapons
- (a) Martial Weapon or (b) Light Crossbow and 5 bolts
- (a) Adventurer's Pack or (b) Cleric's Pack

Level	Proficiency Bonus	Features
1	2	Demon Grafted, Weapon Sign, Demon Blood
2	2	Demonic boon
3	2	Quick blade
4	2	Ability Score Increase
5	3	Extra Attack
6	3	Weapon Bond
7	3	Demon Grafting Veteran
8	3	Ability Score Improvement
9	4	Sworn Enemy
10	4	Demon Grafting Enhancement
11	4	Extra Attack(2)
12	4	Ability Score Improvement
13	5	Demon Grafting Master
14	5	Ability Score Improvement
15	5	Demon Blood Improvement
16	5	Strengthened Bond
17	6	Extra Attack(3)
18	6	Ability Score Improvement
19	6	Extra Attack(4)
20	6	Demon Grafting Ascendency

Demon Grafted: You have grafted the corpse of a demon within yourself, it's muscles give you strength, and blood runs through your veins. Terrifying as it is powerful, it has left a scar across the front of your chest, constantly oozing the blood of the demon within. Not all demons are alike, as certain demons are grafted into you for different purposes. Pick one of the following.

Eviscerator: You have grafted the corpse of one of the strongest demons you could find. This has given you unimaginable strength, enough to rival that of the demon itself during it's prime. You can use a bonus action a number of times equal to your strength modifier to increase your strength by 4 for one round. You are still limited to a maximum of 20 strength. You must take a long rest in order to regain your pool for this boon.

Executioner: You found a lithe demon, grafting it's body within yours to give you it's mobility. Your signed weapon now has the Finesse special rule.

Weapon Sign: You have trained with a single weapon every night and day, growing stronger with it and it alone. You may chose 1 weapon and graft your character's sign onto it. This takes three days, and once completed you are proficient with that weapon so long as it has your sign. You can only have one weapon with your sign at a time, and if you add your sign to another weapon, the last weapon loses the sign.

Demon Blood: The blood of a demon runs through you, healing you faster than any mortal could ever heal. Your wounds passively heal twice as quickly as a normal person's, and you can call upon this blood in battle to heal yourself. As a standard action, you can focus the demon blood to seal your wounds, stopping bleeding effects and healing you for 1d10+Your Silver-Eyed Witch levels.

Demonic Boon: You have learned to cope with the demon within you, and even learned to use what little power you can muster from it's muscles and sinew. You may use any of these as bonus actions (Unless stated otherwise in the ability) any number of times per long rest equal to your Strength(Eviscerator) or Dexterity(Executioner) modifier.

Angelic Flight: You jump over the target, not provoking an attack of opportunity, and allowing you to retreat out of combat without provoking one. This does not count as movement.

Heroic Strength: You push your body to your limit, knowing where to stop before the demonblood overtakes you. You gain advantage on any strength test or save and double your lift/pull/push/carry weight for two turns.

Counter Strike: You may use your reaction this turn to attack an enemy which failed to hit you with one of it's attacks. This attack is resolved right after the attack misses.

Quick Blade: Your training with your weapon has become so intense, you can move it at speeds few can match. When using a two handed weapon, you gain +1 AC and can use your weapon to negate damage after a successful Dexterity saving throw.

Weapon Bond: Your weapon has been your confessor and friend longer than any others, and so it has grown to be one of it's own, aiding you in combat against your foes. Your weapon now takes 5 days to bond with and add your sign, but your bonded weapon now becomes a +1 weapon. If your weapon was already +1 (Or higher) then you add one to it's enhancement.

Demon Grafting Mastered: You have mastered the demon within, harnessing it's energy to your fullest potential. Use the same profile as the original demon your picked.

Eviscerator: Your strength with a blade increases exponentially, as you're able to cut through stone and steel with ease. Whenever you activate your boon as a bonus action, you also deal an extra 1d8 + your strength modifier to your damage rolls so long as the effect is still on you.

Executioner: Your speed is blinding, as you are able to dart around others before they can even tell you're an enemy. Add 10 to your movement, and you gain another boon to use as if it were a demonic boon:

Blinding Blade: You push your body to it's limits, flying your blade in a flurry of swings. Double your attacks, though take -5 to every attack roll. This is a full round action.

Sworn Enemy: You have fought many foes, and have chosen a single one to be your enemy. You have studied their patterns, and know their fighting styles. In all regards, you are a master in knowledge about them, able to point out any and all weak points they have. Choose 1 creature type, you gain advantage on any knowledge rolls about that creature type and deal a bonus 2 damage against creatures of that type. At level 12, this increases to 3 bonus damage, at 15th level, it increases to 1d6, at 18th level it increases to 1d10, and at level twenty, you deal 2d6 bonus damage to your chosen creature type. This creature type cannot be changed.

Demonic Grafting Enhancement: After meditation, you realize to reach your true potential, you must further damn your body. You damn your soul eternal even further, summoning a demon into the world through blood magic, only to slay it and graft it into your own body, furthering your fall from the gods. Use the same profile as the original demon you picked.

Eviscerator: The added strength of this new demon adds to your own, allowing you to reach new heights in power. Your strength score can now reach 25, and you gain a permanent +1 to Strength.

Executioner: The speed and movements of the demon you had slain still are remembered by the muscles of the corpse. Your dexterity score can now reach 25, and you gain a permanent +1 to Dexterity.

Demon Grafting Master: You have gone above and beyond what the demon inside of you ever could do. You have used it's powers in ways thought impossible, and have surpassed all expectations. Use the profile for the demon your originally picked.

Eviscerator: You can now use the Eviscerator bonus action up to double your Strength modifier until you take a long rest.

Executioner: Your *Blinding Blade* ability now only gives -3 to every attack made with it.

Demon Blood Improvement: The blood within your veins is now one with your body, accepted as a normal part of you now. You gain Fast Healing(5) unless you reach 0 hit points, at which point the effect is no longer active until you're brought back to at least 1 hit point. You can still use your Demon Blood ability.

Strengthened Bond: Your weapon has grown to be your only true friend on the battlefield, always reliable, always ready to fight with you. Your bound weapon becomes a +2 weapon. If your bound weapon already had any bonuses, it adds 2 to those bonuses.

Demonic Grafting Ascendancy: Your grafts are one with your body now, used as any other part of your body would be. You no longer feel any difference between yourself and your grafts, and can use them as freely as you wish. Use the profile for the demon you originally picked.

Eviscerator: Your Strength score loses it's limit of 25 whilst you are using the Eviscerator bonus action. The bonus action now lasts for 4 turns.

Executioner: You are a blur on the battlefield, able to parry with ease, and dodge even easier. Whenever an attack is made against you, there is a 20% miss chance.

In addition, you may now use your Demonic Boons any number of time up to three times your Strength(Eviscerator) or Dexterity(Executioner) modifier.