

Ice witch



The Ice witch has set her mind to only one sort of spells, she is not capable of performing any other. In opposite to other magicians, the Ice witch may carry (and wield!) a sword.

Attack:

2W0

Defense:

2W0

Move:

2d6



Body: 5

Mind: 5

The Ice witch starts off with 4 spells, she gains one more spell every time he advances to a higher level.

The first spells that the witch has learned are:
Fresh breath
Cloak of ice
Ice shards
Icy shield

Between the adventures the witch obtains with every elevation in levels, a new spell. She may choose one of the 5 others. She can't exchange them.



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