



# THE SOURCE



A HOMEBREW PROFESSION FOR  
USE WITH THE WITCHER TRPG



ELSEWHERE  
& BEYOND



## SKILLS

AWARENESS
WILDERNESS SURVIVAL
1 WEAPON SKILL
CHARISMA
DECEIT
PERSUASION
HEX WEAVING
SPELL CASTING
RESIST MAGIC
RITUAL CRAFTING

## VIGOR

10

## GEAR (PICK 5)

ALCHEMY SET
AEDIRNIAN GAMBESON
PADDED TROUSERS
SECRET POCKET
SACHEL
1 COMMON WEAPON
WRITING KIT
JOURNAL
500 CROWNS OF RITUAL COMPONENTS
7 TRAIL RATIONS

## STARTING MONEY

100 CROWNS X 2D6



## THE SOURCE



he wise fear the otherworldly creatures that cast shadows even in darkness. But true fear comes from the ordinary and one tale tells of the unbridled power from whence such fear spawns.

For once there lived a girl named Sorchanna. Born to simple folk in a village long forgotten, Sorchanna was a troubled but brilliant child. She was neither a great beauty nor scholarly, but her hands could create splendour from any craft. From the depths of her mind's eye, she perceived events yet to be. She could even call upon powerful magic with no incantations nor rituals. Sorchanna was the gift that kept on giving, or so it seemed.

Soon, word of the gifted girl spread far and wide. Until one day, three travellers arrived. First came the lord of the land, wanting her power. Second came a mage, promising to control it. Third came the king, demanding the girl who wielded it. Thrice, Sorchanna refused. It was too

## MAGICAL PERKS

The Source follows the same racial limitations and rules as the Mage, but cannot learn or memorise their magic.

Once per day, the Source may choose 6 of any Novice Spell, Sign, Low Danger Hex or Ritual of their choice. The Source cannot teach, scribe or share this magic with others, and rituals still require their listed components.

much for a troubled mind. Sorchanna erupted in a storm of magic that took with it the king, the mage, the lord and her village. For Sorchanna was power incarnate; raw power made flesh. The gift that kept on taking. Ever an ember ready to ignite and set the world ablaze. Whilst the wise fear darkness, the sage fear the seemingly ordinary people whom they call the Source.





# SELF CONTROL (WILL)

Drawing upon Chaos is a risk within itself. For the Source, maintaining control of power can be the difference between life and death. Whenever the Source attempts to use their magic, they must make a **Self Control** check equal to or greater than the result of that *Spell Casting*, *Hex Weaving* or *Ritual Crafting* roll. Failure requires the Source to roll upon the **Chaos Unleashed Table**. In addition to this, **Self Control** increases the Source's Vigor by +2 for every rank gained in this skill (to a maximum Vigor threshold of 30 at rank 10).

## THE CHOSEN ONE

## THE ORACLE

## THE PRODIGY

BORN OF THE ELDER BLOOD	AURA READING (EMP)	MAGE BANE TRINKET
Whether a descendant of an ancient lineage or blessed by fate and prophecy, the Source is <b>Born of The Elder Blood</b> . This grants the Source a +1 SP bonus against magic damage, toward <i>Resist Magic</i> checks and increases their own magic damage by an amount equal to half their ranks invested into <b>Born of The Elder Blood</b> .	The Source may perceive the energy that surrounds all living things. A successful <b>Aura Reading</b> against a target's <i>Resist Magic</i> grants the Source the ability to see up to 2 colours that represent this target's current emotional state. Furthermore, this skill grants the Source a +3 bonus toward the next social skill used that relates or reacts to the result of this <b>Aura Reading</b> .	The Source owns a simple <b>Mage Bane Trinket</b> made from a trace of dimeritium. The Source can spend an action to equip it and increase their <b>Self Control</b> by no more than half of the ranks gained in this skill. The Source's <i>Hex Weaving</i> , <i>Spell Casting</i> and <i>Ritual Crafting</i> is reduced by the amount, lasting until the <b>Mage Bane Trinket</b> is unequipped.
ECHO OF THE SPHERES (WILL)	PREMONITION (WILL)	GIFTED GENIUS
Immediately after casting magic with a duration that must be rolled for, a Source may roll <b>Echo of the Spheres</b> against a DC16. For every 2 points scored over this DC, the duration of that magic is increased by 1. On reaching rank 7 in <b>Echo of the Spheres</b> , the Source adds 1 journeyman level spell, ritual, alternate sign or medium danger hex to their list of chosen daily magic.	The Source may choose to roll <b>Premonition</b> against a secret DC set by the GM to learn of a target's fate by experiencing a vague vision of omens, dangers or threats that may surround that target. If the Source fails, they are given a false vision. On reaching rank 7 in <b>Premonition</b> , the Source adds 1 journeyman level spell, ritual, alternate sign or medium danger hex to their list of chosen daily magic.	For every 2 ranks gained in <b>Gifted Genius</b> the Source may increase the 10 rank skill-cap on a standard skill to 11. Standard rules for improving these skills with I.P. still apply. On reaching rank 7 in <b>Gifted Genius</b> , the Source adds 1 journeyman level spell, ritual, alternate sign or medium danger hex to their list of chosen daily magic.
TIME DILATION (WILL)	PROPHECY (WILL)	SPELL SAVANT (WILL)
At the top of a new round, the Source may roll <b>Time Dilation</b> to gain an additional turn at a point in the initiative anywhere below their rolled result, at a DC equal to the slowest initiative tracked. This skill costs 10 STA and cannot be used alongside a full round action. Effects triggered at the start of a turn do so only once, and <b>Time Dilation</b> causes the Source to move as a vivid streak of bright light.	At the beginning of a new session, the Source rolls <b>Prophecy</b> 3 times. Before any player, NPC or enemy has rolled a skill, the source may choose to intervene by spending a <b>Prophecy</b> to pre-determine the result instead. Each <b>Prophecy</b> can only be spent once. Unwilling targets may attempt to <i>Resist Magic</i> against a DC equal to 10 + the Source's ranks in <b>Prophecy</b> . If the defence succeeds, <b>Prophecy</b> is still spent.	Before casting any spell, the Source may roll <b>Spell Savant</b> to imbue their next spell with a single special property and unleash their true potential. This increases the spell's STA cost by half of its original value and is made against a DC listed on the <b>Spell Savant</b> table. Upon reaching rank 7 in <b>Spell Savant</b> , the Source adds 1 master level spell, ritual or high danger hex to their list of chosen daily magic.

# CHAOS UNLEASHED TABLE

## AURA READING

ECSTASY   JOY
TRUST   ACCEPTANCE
FEAR   APPREHENSION
SURPRISE   DISTRACTION
SADNESS   PENSIVENESS
DISGUST   BOREDOM
ANGER   ANNOYANCE
ANTICIPATION   INTEREST

## SPELL SAVANT

CONTROL	DC16
The Source can protect a number of targets from the effects of this spell equal to half their ranks in <i>Self Control</i> .	
CONVOLUTE	DC14
Against attempts to magically dispel it, this spell's DC is considered to be 3 points higher.	
EMPOWER	DC17
This spell ignores a target's resistance to it, and turns an immunity into a resistance.	
FRACTURE	DC18
This spell may be cast whilst 1 other ritual, spell or sign is being actively maintained.	
SECURE	DC12
The <i>Spell Casting</i> check for this spell ignores any fumbled or critical success rolls.	
SHAPE	DC17
This spell's width and/or range can be halved or doubled.	

01-10	This spell, sign, hex or ritual fails.	51-52	The Source gains 1 point of general IP.
11-15	The 3 closest targets within a 6m radius of the Source are poisoned.	53-54	Weapons in a 6m radius of the Source benefit from the spell <i>Cadfan's Grasp</i> .
16-20	The Source drains 3 STA from every target in a 6m radius, restoring their own for the combined total in return.	55-56	The target(s) of this magic produce the effect of the <i>Static Storm</i> spell for 1d6 rounds.
21-25	Refund the STA cost, excluding Vigor, for the magic just used.	57-58	The weather changes dramatically within a 10km radius.
26-30	The closest target to the Source gains speed and may use 1 action immediately after this.	59-60	The Source becomes incorporeal for 1 round and cannot interact physically or take damage.
31-32	A portal tears open next to the Source, taking them and the target closest to them to a random location the Source visited in the last week.	61-62	The magic just cast is replaced with another of that same type and a level higher. If this was master level magic, it becomes novice level instead.
33-34	The weather changes for the worst. The spell <i>Lightning Storm</i> appears directly overhead for 2d6 rounds.	63-64	This magic instead heals its target (or targets) as if they were affected by the <i>Magical Healing</i> spell for 1d6 rounds.
35-36	This magic is cast at its maximum capacity in terms of duration, damage, cost and/or its chance to cause a status effect to the target.	65-66	This magic is cast at its lowest capacity in terms of duration, cost and damage. Any percentage chance to cause a status effect is halved.
37-38	The Source vanishes into a different dimension for 1d6 rounds. On their return they are 10 years older. Roll to discover that decade's life event.	67-68	A blast of energy loosens stone in a 100m radius. Avalanches are a risk and structures have a 30% chance to come crashing down or be damaged.
39-40	The Source drains & heals HP from the target closest to them, equal in amount to their own missing health.	69-70	The skies turn blood red and the spell <i>Melgar's Fire</i> rains down from above for 2d6 rounds.
41-42	The worst critical wound suffered within a 6m radius of the Source is instantly healed. Missing limbs & those dead are exempt from this.	71-75	Magic with a cone or radius is doubled and magic with a length is halved. A range of 'self' also targets everybody within a 6m radius.
43-44	All targets within a 6m radius that fail to <i>Resist Magic</i> against a DC18 are blinded and deafened for 1d6 rounds.	76-80	The Source can see the outline of all living creatures within a 20m radius for 1 hour or until dispelled.
45-46	The Source suddenly teleports 6m in a random unobstructed direction.	81-85	The 3 closest targets within a 6m radius of the Source become frozen.
47-48	1 medium or 3 easy monsters appear 6m away from the Source.	86-90	The 3 closest targets within a 6m radius of the Source are set on fire.
49-50	The Source emits a bright flash of light, followed by an earsplitting explosion which can be seen and heard for 5km all around. Everybody within a 20m radius of the blast falls prone and must make a stun save (-2).	91-00	This magic becomes a different spell, sign, ritual or hex of the same type and level at random or chosen by the GM. This changes and replaces that magic within the Source's daily list of spells, signs, hexes and/or rituals.



# CREDITS

Written by Daniel Thiesen, Kimberley de Jong  
Leon Mendez & Mats Horsfjord

Layout & Front Cover by Leon Mendez  
Original Artwork by Kimberley de Jong

## ELSEWHERE & BEYOND

For more original homebrew content for the  
Witcher TRPG, visit us at:

[www.elsewhereandbeyond.com](http://www.elsewhereandbeyond.com)

or follow and support us on:



@elsewherebeyond



Elsewhere & Beyond



/elsewhereandbeyond

*This Homebrew Profession is unofficial content provided under the Homebrew Content Policy of R. Talsorian Games and is not approved or endorsed by RTG. This content references materials that are the property of R. Talsorian Games and its licensees.*

*This homebrew is created and distributed by Elsewhere & Beyond. All content, including layout, design, artwork, style and trade dress is property of Elsewhere & Beyond. Recreating, adapting or redistributing this product is strictly prohibited.*

Copyright © 2022. Elsewhere & Beyond. All Rights Reserved.