WITCH

Caster Level [ ]

Level Bonus [+]

FAMILIAR

Name

Creature type

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					
	1					INT / INT - 4 / INT - 8 / INT - 12
	2					
	3					
	4					
	5					
	6					
	7					
	8					
	9					

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

[ ] %

PATRON SPELLS

Patron

Level	
2	
4	
6	
8	
10	
12	
14	
16	
18	

PREPARED SPELLS

0

☐☐☐ ☐☐☐

1

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

2

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

3

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

4

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

5

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

6

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

7

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

8

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

9

☐☐☐ ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

KNOWN HEXES