

# WITCH

Zauber-  
stufe

Stufen-  
bonus

+

## VERTRAUTER

Name

Kreaturenart

Familiar bonus

## ZAUBER

RW gegen  
Zauber

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonus-  
Zauber

0

1

2

3

4

5

6

7

8

9

IN - 4

IN - 8

IN - 12

RW gegen Zauber (SG) = 10 + IN + Zaubergrad

## ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

%

## PATRON

Patron

Theme

## HEXES

HEXES  
KNOWN

Witch  
Level

Sonstiges

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{aufrunden})$$

HEX  
SAVE DC

Witch  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{IN} \quad (\text{abrunden})$$

Using a hex is a standard action that attacks of opportunity.  
A hex may not be attempted on the same target for 24 hours.

Stufe  
10 May select major hexes

Stufe  
18 May select grand hexes

## VORBEREITETE ZAUBER

0

Patron Spell + 1

1

Patron Spell + 1

2

Patron Spell + 1

3

Patron Spell + 1

4

Patron Spell + 1

5

Patron Spell + 1

6

Patron Spell + 1

7

Patron Spell + 1

8

Patron Spell + 1

9