WITCH

Zauber-stufe

Stufen-bonus +

VERTRAUTER

Name

Kreaturenart

Familiar bonus

ZAUBER

RW gegen Zauber		Zauber pro Tag	=	Grund-zauber	+	Bonus-Zauber
	0					
	1			___		IN / IN-4 / IN-8 / IN-12
	2			___		
	3			___		
	4			___		
	5			___		
	6			___		
	7			___		
	8			___		
	9			___		

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

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

_____ %

PATRON

Patron

Theme

HEXES

HEXES KNOWN

$$\boxed{} = \left(\underline{} \div 2 \right) + \underline{}$$

Witch Level   Sonstiges

(aufrunden)

HEX SAVE DC

$$\boxed{} = 10 + \left(\underline{} \div 2 \right) + IN$$

Witch Level

(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