

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

IN

IN

IN

IN

IN

IN

IN

IN

IN

IN

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

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

%

PATRON

Patron

Theme

HEXES

HEXES
KNOWN

Witch
Level

Sonstiges

= ($\div 2$) +

(aufrunden)

HEX
SAVE DC

Witch
Level

= 10 + ($\div 2$) + IN

(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