WITCH

Caster Level

Level Bonus **+**

FAMILIAR

Name

Creature type

Familiar bonus

SPELLS

Spell Save DC	Spells per day	=	Basis Spreuken	+	Bonus Spells
	0				
	1		____		
	2		____		
	3		____		
	4		____		
	5		____		
	6		____		
	7		____		
	8		____		
	9				

(Bonus spells columns: INT, INT - 4, INT - 8, INT - 12)

Spell Save DC = 10 + INT + Spell Level

ARCANE SPREUK MISLUKKING TREDE

_____ %

PATRON

Patron

Theme

HEXES

HEXES KNOWN

$$\boxed{} = \left(\underline{\text{Witch Level}} \div 2 \right) + \underline{\text{Misc}}$$

(Naar boven afgerond)

HEX SAVE DC

$$\boxed{} = 10 + \left(\underline{\text{Witch Level}} \div 2 \right) + \text{INT}$$

(Naar beneden afgerond)

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

Level **10** May select major hexes

Level **18** May select grand hexes

PREPARED SPELLS

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