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 - 4 IN - 8 IN - 12

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

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

%

PATRON

Patron

Theme

HEXES

HEXES KNOWN

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

(aufrunden)

HEX SAVE DC

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