

WITCH

Caster
Level

Level
Bonus

FAMILIAR

Name

Creature type

Familiar bonus

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					INT - 12
	1					INT - 8
	2					INT - 4
	3					INT
	4					
	5					
	6					
	7					
	8					
	9					

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

PATRON

Patron

Theme

HEXES

HEXES
KNOWN

Witch
Level

Misc

$$\boxed{} = \left(\boxed{} \div 2 \right) + \boxed{} \quad (\text{Round up})$$

HEX
SAVE DC

Witch
Level

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{INT} \quad (\text{Round down})$$

Using a hex is a standard action that provokes 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