		Caster	PREPARED SPELLS			×	
W	<b>ITCH</b>	Level Level	1		-		
		Bonus +			0		
Name	FAMILIAR	,					
Name				Patron Spell + 1			
Creature type				+ 1			
			<u> </u>		-		
Familiar bonus					1		
			1 ———		-		
Spell	SPELLS Spells Ba	ise Bonus			-		
Save DC	per day = Spe			Patron Spell + 1			
0					J		
1					-		
2					2		
3					-		
4					-		
5				Patron Spell + 1			
6					J		
8							
9					3		
					-		
	O + INT + Spell Level	I.D			-		
ARCANE SPELL FAILURE THRESHOLD				Patron Spell + 1	-		
%			000				
PATRON Patron							
i ditoli					4		
Theme					-		
					-		
				Patron Spell + 1			
					,		
					5		
					-		
					-		
				Patron Spell + 1			
					6		
X.	HEXES	*		Patron Spell + 1			
HEXES KNOWN	Witch Level	Misc			7		
=	( ÷ 2)+	+			. "		
		(Round up)					
HEX SAVE DC	Witch Level			Patron Spell + 1			
	,	2) + INT			8		
		(Round down)					
	ndard action that provoke	es attacks of opportur					
A hex may not be attempted on the same target for 24 hours.				Patron Spell + 1			
Level  May select major hexes					9		
Level	irand haves				- <b>7</b>		
18 May select grand hexes							