

# WITCH

Caster  
Level

Level  
Bonus

## FAMILIAR

Name

Creature type

Familiar bonus

## SPELLS

| Spell<br>Save DC |   | Spells<br>per day | = | Base<br>Spells | + | Bonus<br>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

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \boxed{\phantom{000}} \quad (\text{Round up})$$

HEX  
SAVE DC

Witch  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{INT} \quad (\text{Round down})$$

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