WITCH

Caster Level

Level Bonus +

FAMILIAR

Name

Creature type

SPELLS

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

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

PATRON SPELLS

Patron

Level	
2	
4	
6	
8	
10	
12	
14	
16	
18	

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

KNOWN HEXES