

WITCH

Caster
Level

Level
Bonus

+

FAMILIAR

Name

Creature type

SPELLS

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

KNOWN HEXES