# HEXBLADE

Hexblade Level

Hexblade Level ÷ 2 = Nível do Conjurador

## ARCANE RESISTANCE

**SAVING THROW BONUS**

+ = CAR

(From level 2)

## METTLE

Negate the lesser effect on a successful saving throw
Does not apply while sleeping or unconscious

(From level 3)

## FAMILIAR

Nome

Tipo da Criatura

(From level 4)

## MAGIAS

| Magias Conhecidas | Teste de Resistência CD | | Magias por dia | = Base Magia | + Magia Bônus CAR |
|---|---|---|---|---|---|
| | | 1 | | | |
| | | 2 | | | |
| | | 3 | | | |
| | | 4 | | | |

Resistência a Magia CD = 10 + CAR + Nível da Magia (From level 4)

## TALENTO BÔNUS

- ☐ Combat Casting
- ☐ Spell Focus: Enchantment
  - ☐ Greater Spell Focus: Enchantment
- ☐ Spell Focus: Necromancy
  - ☐ Greater Spell Focus: Necromancy
- ☐ Spell Focus: Transmutation
  - ☐ Greater Spell Focus: Transmutation
- ☐ Spell Penetration
  - ☐ Greater Spell Penetration

## HEXBLADE'S CURSE

**CURSES PER DAY** | Curses Today | **WILL SAVE DC** = 10 + ( Hexblade Level ÷ 2 ) + CAR

(Arredonda para Baixo)

**ATAQUE PENALIDADE** –

**DAMAGE PENALTY** –

**SAVING THROW PENALTY** –

**SKILL PENALTY** –

= **HEXBLADE'S CURSE PENALTY** –

## MAGIAS PREPARADAS

| | | |
|---|---|---|
| ☐☐☐ | 1 | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |
| ☐☐☐ | 2 | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |
| ☐☐☐ | 3 | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |
| ☐☐☐ | 4 | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |
| ☐☐☐ | | ☐☐☐ |

## AURA OF UNLUCK

**AURAS POR DIA** = ( Hexblade Level : 12 → 1, 16 → 2, 20 → 3 ) + Outros

Auras Hoje ☐☐☐

**AURAS DURAÇÃO** = 3 + CAR rds

**UNLUCKY MISS CHANCE** = 20 % %

## VARINHAS

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

## PERGAMINHOS

## POÇÕES