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