



HEXBLADE

Hexblade
Level

Hexblade
Level \div 2 = Conjurador
Nível

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 de Resistência CD = Base + Magia Bônus
Conhecidas por dia Magia 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

Hexblade
Level

= 10 + (\div 2) + CAR

(Arredonda para Baixo)

ATAQUE PENALIDADE

DAMAGE PENALTY

SAVING THROW PENALTY

SKILL PENALTY

HEXBLADE'S
CURSE
PENALTY

MAGIAS PREPARADAS

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AURA OF UNLUCK

AURAS
POR DIA

Hexblade
Level

Outros

Auras Hoje

= ($\frac{12 \rightarrow 1}{16 \rightarrow 2}{20 \rightarrow 3}$) +

AURAS
DURAÇÃO

rds = 3 + CAR

UNLUCKY MISS
CHANCE

% = 20 %

VARINHAS

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

CARGAS

#

PERGAMINHOS

POÇÕES