



# HEXBLADE

Hexblade  
Level

Hexblade  $\div 2$  Niveau de  
Level L'anneau de Sort

## ARCANE RESISTANCE

### SAVING THROW BONUS

+ = **CHA** (From level 2)

### METTLE

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

(From level 3)

### FAMILIER

Nom

Type de créature

(From level 4)

### SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	Sorts supplémentaires CHA
		1		
		2		
		3		
		4		

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort (From level 4)

### DONS SUPPLEMENTAIRES

- ☐ Magie de guerre
- ☐ 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  
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$$= 10 + \left( \frac{\text{Hexblade Level}}{2} \right) + \text{CHA}$$

(arrondi à l'inférieur)

### ATTACK PENALTY

### DAMAGE PENALTY

### SAVING THROW PENALTY

### SKILL PENALTY

### HEXBLADE'S CURSE PENALTY

## SORTS PRÉPARÉS

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## AURA OF UNLUCK

### AURAS PER DAY

Hexblade  
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Divers

Auras Today

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

☐ ☐ ☐

### AURAS DURATION

trs

$$= 3 + \text{CHA}$$

### UNLUCKY MISS CHANCE

%

= 20 %

## BAGUETTES

CHARGES

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CHARGES

#

CHARGES

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CHARGES

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CHARGES

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## PARCHEMINS

## POTIONS