



# HEXBLADE

Hexblade  
Level

Hexblade  
Level  $\div 2$  = Livello  
Dell'Incantatore

## 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)

### FAMIGLIO

Nome

Tipo di creatura

(From level 4)

### INCANTESIMI

Incantesimi Conosciuti DC Tiri Salv. Incantesimi al giorno Incantesimi Base Inc. bonus CHA

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CD Tiro Salvz. Dell'incntsm. = 10 + CAR + Liv.Incmts (From level 4)

### TALENTI BONUS

- ☐ 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

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### WILL SAVE DC

Hexblade  
Level

$$= 10 + ( \text{Hexblade Level} \div 2 ) + \text{CAR}$$

(Arrotondato per difetto)

### ATTACK PENALTY

### DAMAGE PENALTY

### SAVING THROW PENALTY

### SKILL PENALTY

### HEXBLADE'S CURSE PENALTY

## INCANTESIMI PREPARATI

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## AURA OF UNLUCK

### AURAS PER DAY

Hexblade  
Level

$$= ( \text{Hexblade Level} : \begin{matrix} 12 \rightarrow 1 \\ 16 \rightarrow 2 \\ 20 \rightarrow 3 \end{matrix} ) +$$

Altro

Auras Today

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### AURAS DURATION

 rds

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

### UNLUCKY MISS CHANCE

 %

$$= 20 \%$$

## BACCHETTE

CARICHE

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CARICHE

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CARICHE

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CARICHE

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## PERGAMENE

## POZIONI