HEXBLADE

Hexblade Level

Hexblade Level ÷ 2 = Zauberstufe

ARCANE RESISTANCE

SAVING THROW BONUS

+ = CH

(From level 2)

METTLE

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

(From level 3)

VERTRAUTER

Name

Art

(From level 4)

ZAUBER

Zauber Bekannt	Zauber Rettungs SG		Zauber pro Tag	= Grund-zauber	+ Bonuszauber CHA
		1			
		2			
		3			
		4			

Zauber Rettungs SG = 10 + CH + Zaubergrad

(From level 4)

BONUS FEATS

- ☐ 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) + CH

(abrunden)

ATTACK PENALTY -

DAMAGE PENALTY -

SAVING THROW PENALTY -

SKILL PENALTY -

= **HEXBLADE'S CURSE PENALTY** -

VORBEREITETE ZAUBER

	1	
	2	
	3	
	4	

AURA OF UNLUCK

AURAS PER DAY = (Hexblade Level : 12 → 1, 16 → 2, 20 → 3) + Sonstiges

Auras Today

AURAS DURATION = 3 + CH Runden

UNLUCKY MISS CHANCE = 20 %

ZAUBERSTÄBE

LADUNGEN #

SCHRIFTROLLEN

TRÄNKE