



HEXBLADE

Hexblade
Level

Hexblade
Level $\div 2 =$ Livello
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 CD TS Incantesimi Inc. al giorno = Inc. Base + Inc. bonus CHA

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CD TS Incantesimo = 10 + CAR + Liv. Incantesimo (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 + (\div 2) + **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

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

Altro

Auras Today

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AURAS
DURATION

 rds

= 3 + **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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CARICHE

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PERGAMENE

POZIONI