LIEVDI ADE Hexblade	Т	EXBLADE'S CURSE	
HEXBLADE Hexblade Level	CURSES Curses	WILL SAVE Hexblade	*
Hexblade ÷ 2 = Zauber- Level ÷ 2 = Zauber-	PER DAY Today	DC Level	`
ARCANE RESISTANCE		= 10 + ( ÷ 2	) + CH
SAVING THROW			(abrunden)
BONUS	ATTACK DAMAGE		
+ = CH (From level 2)	PENALTY PENALTY	HEXBLADE'S CURSE	
METTLE	· · ·	PENALTY	
Negate the lesser effect on a successful saving throw	SAVING THROW SKILL PENALTY PENALTY	= -	
Does not apply while sleeping or unconscious			
(From level 3)  VERTRAUTER			
Name	VOR	RBEREITETE ZAUBER	
Art		<b>1</b>	
(From level 4)			
ZAUBER Zauber Zauber Grund- Bonuszauber		2	
Zauber Zauber Bekannt Rettungs SG Pro Tag = Grund- Honuszauber CHA			
1 0000			
2		3 000	
3 0000			
4			
Zauber Rettungs SG = 10 + CH + Zaubergrad (From level 4)		<u> </u>	
BOUNS TALENT  ☐ Combat Casting		4	
☐ Spell Focus: Enchantment		AURA OF UNLUCK	*
☐ Greater Spell Focus: Enchantment	AURAS Hexblade		Auras Today
□ Spell Focus: Necromancy	PER DAY Level		
☐ Greater Spell Focus: Necromancy	<b>=</b> ( : 16 → 20 →		
☐ Spell Focus: Transmutation	AURAS DURATION	UNLUCKY MISS CHANCE	
☐ Greater Spell Focus: Transmutation	= 2 + CII	0/	
□ Spell Penetration	Runden - 3 + CH	% = 20 %	
☐ Greater Spell Penetration			

ZAUBERSTABE		
	SCHRIFTROLLEN	TRÄNKE
LADOUR CONTROL OF THE		
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# GDD DDD # PROFILE PR		
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