



# 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 CD salvezza  
conosciuti incantesimi

Incantesimi Incantesimi  
al giorno Base

Inc. bonus  
CHA

		1			
		2			
		3			
		4			

CD Salvezza Inc. = 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

WILL SAVE  
DC

Hexblade  
Level

= 10 + (   $\div 2$  ) + CAR

(Arrotondato per difetto)

ATTACK  
PENALTY

DAMAGE  
PENALTY

HEXBLADE'S  
CURSE  
PENALTY

SAVING THROW  
PENALTY

SKILL  
PENALTY

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### INCANTESIMI PREPARATI

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### AURA OF UNLUCK

AURAS  
PER DAY

Hexblade  
Level

Varie

Auras Today

= (  :  ) +

12  $\rightarrow$  1  
16  $\rightarrow$  2  
20  $\rightarrow$  3

☐ ☐ ☐

AURAS  
DURATION

= 3 + CAR

UNLUCKY MISS  
CHANCE

% = 20 %

### BACCHETTE

### PERGAMENE

### POZIONI

CARICHE

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CARICHE

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CARICHE

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CARICHE

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