

# HEXBLADE

Hexblade  
Level

Hexblade ÷ 2 Niveau de  
Level Lanceur de Sort

## ARCANE RESISTANCE

**SAVING THROW  
BONUS**

+	= CHA	(From level 2)
---	-------	----------------

## METTLER

Negate the lesser effect on a successful saving throw  
Does not apply while sleeping or unconscious  
(From level 3)

## FAMILIER

Nom	
Type de créature	(From level 4)

## SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	=	BaseSorts Sorts	Sorts supplémentaires CHA
		1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

$$DD \text{ de jet de sauvegarde d'un sort} = 10 + CHA + \text{niveau de la magie (à partir de 4)}$$

## DONS SUPPLEMENTAIRES

- ☐ 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

## Curses Today

**WILL SAVE**  
DC

Hexblade  
Level

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{00}}{2} \right) + \text{CHA}$$

(arrondi à l'inférieur)

## ATTACK PENALTY

## DAMAGE PENALTY

### HEXBLADE'S CURSE PENALTY

## SAVING THROW PENALTY

**SKILL  
PENALTY**

HEXBLADE'S  
CURSE  
PENALTY

$\{ =$

## SORTS PREPARES

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>2</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>3</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>4</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## AURA OF UNLUCK

**AURAS**  
**PER DAY**

Hexblade  
Level

Divers

Auras Today

$$\boxed{\phantom{000}} = \begin{pmatrix} 12 \rightarrow 1 \\ : 16 \rightarrow 2 \\ 20 \rightarrow 3 \end{pmatrix} + \boxed{\phantom{000}}$$

**AURAS**  
**DURATION**

## UNLUCKY MISS CHANCE

$$\text{trs} = 3 + \text{CHA}$$

$$\boxed{\phantom{00}} \% = 20 \%$$

## BAGUETTES

[illegible]

## PARCHEMINS

[illegible]

## POTIONS

[illegible]