HEXBLADE Hexblade Level	HEXBLADE'S CURSE			Е
2	CURSES PER DAY	Curses Today	WILL SAVE	Hexblade Level
Hexblade + 2 = Livello Level			= 10	$+($ $\div 2) + CAR$
ARCANE RESISTANCE				(Arrotondato per di
VING THROW DNUS	ATTACK	DAMAGE		(Arrotonuato per u
= CAR (5 - 1 - 10)	PENALTY	PENALTY	HEXBLA	DE'S
(From level 2)	-	-	CURSE PENALT	Z.
METTLE *	SAVING THROV	V SKILL	= -	
gate the lesser effect on a successful saving throw es not apply while sleeping or unconscious	PENALTY	PENALTY	. \	
(From level 3)		-		
FAMIGLIO				
me	×	INC	ANTESIMI PREPAI	RATI
po di creatura				
ou di dicatura			<b>1</b>	
(From level 4)				
INCANTESIMI				
esimi CD TS Inc. = Inc. + Inc. bonus sciuti Incantesimi al giorno = Base CHA			2	
1 Dase				
2				
3 , , , , , ,			3 🗆 🗆 🗆	
4				
TS Incantesimo = 10 + CAR + Liv. Incantesimo (From level 4)				
TALENTI BONUS			4 000	
Combat Casting				
Spell Focus: Enchantment	×		AURA OF UNLUCK	
☐ Greater Spell Focus: Enchantment	AURAS	Hexblade Level	Altro	Auras Today
Spell Focus: Necromancy	PER DAY	12 -	→ 1 \	
☐ Greater Spell Focus: Necromancy	=	: 16 - 20 -	→ 2 → 3 <b>/ +</b>	
Spell Focus: Transmutation	AURAS DURATION		UNLUCKY CHANCE	MISS
☐ Greater Spell Focus: Transmutation		3 + CAR		<sub>%</sub> = 20 %
Spell Penetration	r	3 + CAR		% = 20 %
open i eneration				

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* BACCHETTE		
	PERGAMENE	POZIONI
CARGO CO		
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