



HEXBLADE

Hexblade
Level

Hexblade
Level $\div 2$ Nivel de
Lanzador

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)

FAMILIAR

Nombre

Tipo de criatura

(From level 4)

CONJUROS

Conjuros Conocidos CD Salv de Conjuros Conjuros al Día = Conjuro Base + Conjuros Adicionales CAR

		1			
		2			
		3			
		4			

CD Salv Conjuro = 10 + CAR + Nivel Conjuro (From level 4)

DOTES ADICIONALES

- ☐ 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

SALV. VOL.
CD

Hexblade
Level

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

(Redondear abajo)

ATTACK
PENALTY

DAMAGE
PENALTY

HEXBLADE'S
CURSE
PENALTY

SAVING THROW
PENALTY

SKILL
PENALTY

}

=

CONJUROS PREPARADOS

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AURA OF UNLUCK

AURAS
PER DAY

Hexblade
Level

Misc

Auras Today

= (:) +

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

☐ ☐ ☐

AURAS
DURATION

UNLUCKY MISS
CHANCE

turnos

= 3 + CAR

%

= 20 %

VARITAS

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

PERGAMINOS

POCIONES