HEXBLADE

Hexblade Level ☐

Hexblade Level ÷ 2 = Conjurador Nível ☐

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

Nome

Tipo da Criatura

(From level 4)

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	=	Base Magia	+	Bonus Spells CHA
		1					☐ ☐ ☐ ☐
		2					☐ ☐ ☐
		3					☐ ☐ ☐
		4					☐ ☐ ☐

Resistência a Magia CD = 10 + CAR + Nível da Magia (From level 4)

TALENTO BÔNUS

☐ 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 ☐ = 10 + (Hexblade Level ___ ÷ 2) + **CAR**

(Arredonda para Baixo)

ATTACK PENALTY [-]

DAMAGE PENALTY [-]

SAVING THROW PENALTY [-]

SKILL PENALTY [-]

HEXBLADE'S CURSE PENALTY = [-]

MAGIAS PREPARADAS

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____ **1**

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____

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☐ ☐ ☐ _____ | ☐ ☐ ☐ _____ **2**

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____ **3**

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____ **4**

☐ ☐ ☐ _____ | ☐ ☐ ☐ _____

AURA OF UNLUCK

AURAS PER DAY ☐ = (Hexblade Level ___ : 12 → 1 / 16 → 2 / 20 → 3) + Outros _____

Auras Today ☐ ☐ ☐

AURAS DURATION ☐ rds = 3 + **CAR**

UNLUCKY MISS CHANCE ☐ % = 20 %

VARINHAS

	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐

PERGAMINHOS

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POÇÕES

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