HEXBLADE

Hexblade Level

Hexblade Level ÷ 2 = Caster Level

ARCANE RESISTANCE

SAVING THROW BONUS

+ = CHA

(From level 2)

METTLE

Negate the lesser effect on a successful saving throw
Does not apply while sleeping or unconscious

(From level 3)

FAMILIAR

Name

Creature Type

(From level 4)

SPELLS

Spells Known	Spell Save DC		Spells per day	= Basis Spreuken +	Bonus Spells CHA
		1			
		2			
		3			
		4			

Spell Save DC = 10 + CHA + Spell Level

(From level 4)

BONUS PRESTATIES

- ☐ 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) + CHA

(Naar beneden afgerond)

ATTACK PENALTY –

DAMAGE PENALTY –

SAVING THROW PENALTY –

SKILL PENALTY –

} = HEXBLADE'S CURSE PENALTY –

PREPARED SPELLS

☐☐☐	1	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	2	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	3	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	4	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐

AURA OF UNLUCK

AURAS PER DAY = (Hexblade Level : 12 → 1, 16 → 2, 20 → 3) + Misc

Auras Today ☐☐☐

AURAS DURATION = 3 + CHA rds

UNLUCKY MISS CHANCE = 20 % %

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SCROLLS

POTIONS