



HEXBLADE

Hexblade
Level

Hexblade
Level $\div 2 =$ 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	= Base Spells	+ Bonus Spells CHA
<input type="text"/>	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4	<input type="text"/>	<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level (From level 4)

BONUS FEATS

- ☐ 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

Hexblade
Level

= 10 + ($\div 2$) + **CHA**
(Round down)

ATTACK
PENALTY

DAMAGE
PENALTY

HEXBLADE'S
CURSE
PENALTY

SAVING THROW
PENALTY

SKILL
PENALTY

=

PREPARED SPELLS

1

2

3

4

AURA OF UNLUCK

AURAS
PER DAY

Hexblade
Level

Misc

Auras Today

= (:) +

AURAS
DURATION

UNLUCKY MISS
CHANCE

rds = 3 + **CHA**

% = 20 %

WANDS

CHARGES	#	<input type="text"/>
---------	---	----------------------

CHARGES	#	<input type="text"/>
---------	---	----------------------

CHARGES	#	<input type="text"/>
---------	---	----------------------

CHARGES	#	<input type="text"/>
---------	---	----------------------

CHARGES	#	<input type="text"/>
---------	---	----------------------

SCROLLS

<input type="text"/>

<input type="text"/>

<input type="text"/>

<input type="text"/>

<input type="text"/>

POTIONS

<input type="text"/>

<input type="text"/>

<input type="text"/>

<input type="text"/>

<input type="text"/>
