



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

$$= 10 + \left(\frac{\text{Hexblade Level}}{2} \right) + \text{CHA}$$

(Round down)

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

$$= \left(\frac{12 \rightarrow 1}{16 \rightarrow 2} : \frac{20 \rightarrow 3}{} \right) +$$

Misc

Auras Today

AURAS
DURATION

rds

$$= 3 + \text{CHA}$$

UNLUCKY MISS
CHANCE

$$= 20 \%$$

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

SCROLLS

POTIONS