



# 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