HEXBLADE Hexblade Level  Hexblade ÷ 2 = Caster Level  ARCANE RESISTANCE	PER DAY	HEXBLADE urses WILL SAV oday DC	/E He	tblade evel ÷ 2) + CHA			
AVING THROW ONUS  H = CHA (From leve METTLE)  legate the lesser effect on a successful saving throw loos not apply while sleeping or unconscious (From leve FAMILIAR)	ATTACK PENALTY  SAVING THROW PENALTY	DAMAGE PENALTY  - SKILL PENALTY  -	HEXBLADE'S CURSE PENALTY	(Naar beneden afge			
lame	X	PREPARED SPELLS					
reature Type		1					
(From leve	4)						
SPELLS	7						
rells Spell Spells = Basis + Bonus Spells own Save DC per day Spreuken CHA	ells 🗆 🗆 🗆	2					
1 per day Spreuken							
2							
3		3	,				
4							
ell Save DC = 10 + CHA + Spell Level (From leve	4)						
BONUS PRESTATIES		4					
Combat Casting							
Spell Focus: Enchantment	<b>X</b>	AURA OF	UNLUCK				
☐ Greater Spell Focus: Enchantment	AURAS PER DAY	Hexblade Level	Misc	Auras Today			
Spell Focus: Necromancy	= (	$\begin{array}{c} 12 \rightarrow 1 \\ 16 \rightarrow 2 \end{array}$					
☐ Greater Spell Focus: Necromancy	AURAS	20 → 3 /	UNLUCKY MISS				
Spell Focus: Transmutation	DURATION		CHANCE				
☐ Greater Spell Focus: Transmutation	rds = 3 -	- CHA	% = <b>2</b> 0	0 %			
Spell Penetration							
□ Greater Spell Penetration							

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		×	SCROLLS	7	POTIONS	<b>,</b> (
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