



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 |
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| <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"/> |
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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

SAVING THROW PENALTY

SKILL PENALTY

HEXBLADE'S CURSE PENALTY

PREPARED SPELLS

1

2

3

4

AURA OF UNLUCK

AURAS PER DAY

Hexblade
Level

= (:) +

Misc

Auras Today

AURAS DURATION

rds

= 3 + **CHA**

UNLUCKY MISS CHANCE

%

= 20 %

WANDS

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SCROLLS

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