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CHARACTER NAME

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**PLAYER**

CLASS AND LEVEL

RACE

## ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

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CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
<b>AC</b> ARMOR CLASS	= 10 +	+	+	+	+	+	+	+

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

<b>HP</b> HIT POINTS	TOTAL		NONLETHAL DAMAGE	
WOUNDS/CURRENT HP				
DAMAGE REDUCTION				
<b>INITIATIVE</b> MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER	
		=	+	

## CONDITIONAL AC MODIFIERS

CLASS SKILLS?	SKILLS	MAX RANKS (CLASS/CROSS-CLASS)				
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	SKILL NAME					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
<b>WILL</b> (WISDOM)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	

**BASE ATTACK BONUS**  **SPELL RESISTANCE**

**GRAPPLE**  
MODIFIER

=

+

+

+

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

MISC. MODIFIER

**SPEED**

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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**AMMUNITION** \_\_\_\_\_ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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**AMMUNITION** \_\_\_\_\_ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES

**AMMUNITION** \_\_\_\_\_ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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**AMMUNITION** \_\_\_\_\_ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

<input type="checkbox"/> APPRAISE ■	INT		=	+	+	+
<input type="checkbox"/> BALANCE ■	DEX*		=	+	+	+
<input checked="" type="checkbox"/> BLUFF ■	CHA		=	+	+	+
<input type="checkbox"/> CLIMB ■	STR*		=	+	+	+
<input checked="" type="checkbox"/> CONCENTRATION ■	CON		=	+	+	+
<input checked="" type="checkbox"/> CRAFT ■ ( )	INT		=	+	+	+
<input checked="" type="checkbox"/> CRAFT ■ ( )	INT		=	+	+	+
<input checked="" type="checkbox"/> CRAFT ■ ( )	INT		=	+	+	+
<input type="checkbox"/> DECIPHER SCRIPT	INT		=	+	+	+
<input checked="" type="checkbox"/> DIPLOMACY ■	CHA		=	+	+	+
<input type="checkbox"/> DISABLE DEVICE	INT		=	+	+	+
<input type="checkbox"/> DISGUISE ■	CHA		=	+	+	+
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*		=	+	+	+
<input type="checkbox"/> FORGERY ■	INT		=	+	+	+
<input type="checkbox"/> GATHER INFORMATION ■	CHA		=	+	+	+
<input type="checkbox"/> HANDLE ANIMAL	CHA		=	+	+	+
<input type="checkbox"/> HEAL ■	WIS		=	+	+	+
<input type="checkbox"/> HIDE ■	DEX*		=	+	+	+
<input checked="" type="checkbox"/> INTIMIDATE ■	CHA		=	+	+	+
<input type="checkbox"/> JUMP ■	STR*		=	+	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	INT		=	+	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	+	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	+	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	+	+	+
<input type="checkbox"/> KNOWLEDGE ( )	INT		=	+	+	+
<input type="checkbox"/> LISTEN ■	WIS		=	+	+	+
<input type="checkbox"/> MOVE SILENTLY ■	DEX*		=	+	+	+
<input type="checkbox"/> OPEN LOCK	DEX		=	+	+	+
<input type="checkbox"/> PERFORM ( )	CHA		=	+	+	+
<input type="checkbox"/> PERFORM ( )	CHA		=	+	+	+
<input type="checkbox"/> PERFORM ( )	CHA		=	+	+	+
<input checked="" type="checkbox"/> PROFESSION ( )	WIS		=	+	+	+
<input checked="" type="checkbox"/> PROFESSION ( )	WIS		=	+	+	+
<input checked="" type="checkbox"/> RIDE ■	DEX		=	+	+	+
<input type="checkbox"/> SEARCH ■	INT		=	+	+	+
<input type="checkbox"/> SENSE MOTIVE ■	WIS		=	+	+	+
<input type="checkbox"/> SLEIGHT OF HAND	DEX*		=	+	+	+
<input checked="" type="checkbox"/> SPELLCRAFT	INT		=	+	+	+
<input type="checkbox"/> SPOT ■	WIS		=	+	+	+
<input type="checkbox"/> SURVIVAL ■	WIS		=	+	+	+
<input type="checkbox"/> SWIM ■	STR*		=	+	+	+
<input type="checkbox"/> TUMBLE	DEX*		=	+	+	+
<input type="checkbox"/> USE MAGIC DEVICE	CHA		=	+	+	+
<input type="checkbox"/> USE ROPE ■	DEX		=	+	+	+
<input type="checkbox"/> _____	_____		=	+	+	+
<input type="checkbox"/> _____	_____		=	+	+	+

■ Denotes a skill that can be used untrained.

\*Armor check penalty, if any, applies. (Double penalty for Swim.)

[illegible]

CARRYING CAPACITY					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 3 X MAX LOAD

WEALTH			
MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

SPELLS PER DAY			
SPELL SAVE	<input type="text"/>	DC MOD	ARCANE SPELL FAILURE <input type="text"/> %
CONDITIONAL MODIFIERS		HEXBLADE SUFFERS NO FAILURE CHANCE IN LIGHT ARMOR	

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		1 <sup>ST</sup>		
		2 <sup>ND</sup>		
		3 <sup>RD</sup>		
		4 <sup>TH</sup>		

# SPELLS KNOWN

1ST: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2ND: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

3RD: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

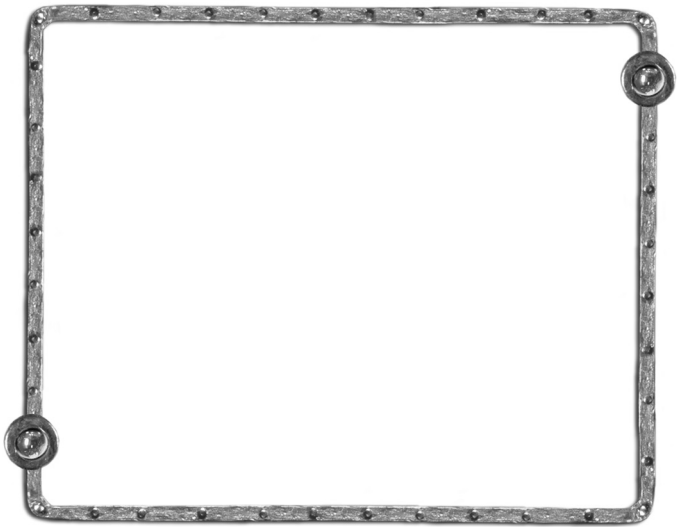
4TH: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

FAMILIAR									
NAME			SIZE		INITIATIVE		SPEED		
HIT POINTS									
ARMOR CLASS			TOUCH AC		FLAT-FOOTED AC		NATURAL AMOR ADJ		
BASE ATTACK			GRAPPLE		ATTACK				
FULL ATTK									
SPACE					REACH				
SAVES			ABILITIES						
<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> </div> <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>FORT</span> <span>REF</span> <span>WILL</span> </div>			<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 2px;"></div> </div> <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>STR</span> <span>DEX</span> <span>CON</span> <span>INT</span> <span>WIS</span> <span>CHA</span> </div>						
FAMILIAR ABILITIES									
SKILLS									
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER				
		<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> </div>	=	+   -	+   -				
		<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> </div>	=	+   -	+   -				
		<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> </div>	=	+   -	+   -				
		<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> </div>	=	+   -	+   -				
		<div style="border: 1px solid black; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;"> </div>	=	+   -	+   -				
FEAT					PAGE REF.				
NOTES									
FEAT					PAGE REF.				
NOTES									

## NOTES

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

CLASS FEATURES	
CLASS FEATURE	PAGE REF.
Weapon and Armor Proficiency	6
NOTES All simple and martial weapons; light armor but not shields	
CLASS FEATURE	PAGE REF.
Hexblade's Curse (Su)	6
NOTES Unleash a curse multiple times per day	
CLASS FEATURE	PAGE REF.
Arcane Resistance (Su)	7
NOTES Charisma bonus to saving throws against spells, spell-like effects	
CLASS FEATURE	PAGE REF.
Mettle (Ex)	7
NOTES Evade Will- and Fortitude-based magical and unusual attacks	
CLASS FEATURE	PAGE REF.
Familiar	7
NOTES Gain a familiar	
CLASS FEATURE	PAGE REF.
Spells	7
NOTES Cast spells from the hexblade spell list	
CLASS FEATURE	PAGE REF.
Bonus Feat	8
NOTES Select bonus feat from list on page 8	
CLASS FEATURE	PAGE REF.
Greater Hexblade's Curse (Su)	8
NOTES Hexblade's Curse penalties become -4	
CLASS FEATURE	PAGE REF.
Aura of Unluck (Su)	8
NOTES Foes have 20% miss chance	
CLASS FEATURE	PAGE REF.
Dire Hexblade's Curse (Su)	8
NOTES Hexblade's Curse penalties become -6	



ARMOR/PROTECTIVE ITEMS			
ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
SPECIAL PROPERTIES			
SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT
SPECIAL PROPERTIES			
PROTECTIVE ITEM		AC BONUS	WEIGHT
PROTECTIVE ITEM		AC BONUS	WEIGHT

RACIAL TRAITS	
LANGUAGES	
INITIAL LANGUAGES=Common + racial languages + Int bonus EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point	