A A Mile			
HEXBLADE Hexblade Level	HEXBLADE'S CURSE		
Hexblade • a Caster	CURSES Curses PER DAY Today	WILL SAVE Hexblade DC Level	
Hexblade 2 = Caster Level			2) + CIIA
ARCANE RESISTANCE		= 10 + (:	2) + CHA
SAVING THROW BONUS			(Round down)
	ATTACK DAMAGE PENALTY PENALTY	HEXBLADE'S	
+ = CHA (From level 2)		CURSE PENALTY	
METTLE	CAVING TUDOM CVIII	-	
Negate the lesser effect on a successful saving throw	SAVING THROW SKILL PENALTY PENALTY	= -	
Does not apply while sleeping or unconscious (From level 3)		7)	
FAMILIAR			
Name	X .	PREPARED SPELLS	*
Creature Type		1	
(From level 4)			
SPELLS			
Spells Spell Spells Base Bonus Spells		2	
Known Save DC per day Spells CHA			
1			
2		3	
3			
4			
Spell Save DC = 10 + CHA + Spell Level (From level 4) BONUS FEATS		4	
□ Combat Casting			
□ Spell Focus: Enchantment		AURA OF UNLUCK	*
☐ Greater Spell Focus: Enchantment	AURAS Hexblade		Auras Today
□ Spell Focus: Necromancy		Misc → 1 \	
☐ Greater Spell Focus: Necromancy	= (: 16 20	→ 2 → 3) +	
□ Spell Focus: Transmutation	AURAS	UNLUCKY MISS CHANCE	
☐ Greater Spell Focus: Transmutation	DURATION		
□ Spell Penetration	rds = 3 + CHA	_% = 20 %	
Greater Spell Penetration			

wands *		
	SCROLLS	POTIONS
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CHARGES THE CHARGE		
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