



# 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 + (   $\div 2$  ) + **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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## POTIONS

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