



# 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

HEXBLADE'S  
CURSE  
PENALTY

SAVING THROW  
PENALTY

SKILL  
PENALTY

}

=

### PREPARED SPELLS

1

2

3

4

### AURA OF UNLUCK

AURAS  
PER DAY

Hexblade  
Level

Misc

Auras Today

= (  :  ) +

12  $\rightarrow$  1  
16  $\rightarrow$  2  
20  $\rightarrow$  3

AURAS  
DURATION

UNLUCKY MISS  
CHANCE

rds

= 3 + **CHA**

%

= 20 %

### WANDS

CHARGES	#	<input type="text"/>
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CHARGES	#	<input type="text"/>
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CHARGES	#	<input type="text"/>
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### SCROLLS

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### POTIONS

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