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Hexblade 1

Black Blade

Hexblade Attack 1

You strike savagely at an enemy, and then channel his pain into dark energy that hits a nearby foe.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you takes damage equal to your Charisma modifier.

Terror Strike

Hexblade Attack 1

You press the attack, muttering a curse of fear under your breath. Something dreadful in your gaze causes your enemy's will to falter and he stumbles back.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square. You can shift into the space that the target occupied.

Destiny Curse

Hexblade Feature 1

You bond your destiny with that of an enemy's, challenging him to combat. If he refuses your challenge, he feels the dark pain of the curse.

At-Will ♦ Martial, Necrotic

Minor Action **Close burst 5**

Target: One creature in burst

Attack: none

Effect: You mark the target. While marked, it takes a -2 penalty to attack rolls to any attack that doesn't include you as a target. Also, it takes necrotic damage equal to 3 + your Wisdom modifier the first time it makes such an attack before the start of your next turn. On your turn, you must engage the target if possible, else the curse ends.

You may only use *Destiny Curse* once per turn.

Backbiter

Hexblade Attack 1

You speak a curse onto your blade as you strike your enemy. As it hits, the curse transfers from your weapon to his.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. The next time the target attacks with his weapon, it bends around to strike him instead. Count this as a basic melee attack against his own AC.

Blackfire Slash

Hexblade Attack 1

You speak a dark word, and your weapon wreathes itself in black flame. In a wide sweeping arc, you sear your opponent's body and soul with unholy fire.

Daily ♦ Martial, Reliable, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + Charisma vs. AC

Hit: 2[W] + Strength modifier damage + Charisma modifier necrotic damage.