

Dread Necromancer Level	
Уровень Заклинателя	
Бонус Уровня	+

КС Спасброска от заклинания		Заклинаний в день	= Базовых + заклинаний	Bonus Spells СЧА
	<b>1</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>2</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>3</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>4</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>5</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>6</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>7</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>8</b>		_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>9</b>		_____	<input type="checkbox"/> <input type="checkbox"/>

КС спаса от заклинания = 10 + ХАР + Уровень заклинания

Spell failure does not apply to Dread Necromancer spells while wearing light armour.

$$\boxed{\phantom{00}} = 10 + (\phantom{00} \div 2) + \text{XAP}$$

$$\boxed{\phantom{000}} = 1d8 + (\phantom{00} \div 4)$$

$$\boxed{\text{hp}} = 1 + \left( \quad \div 4 \right) \quad (\text{Round down})$$

**REBUKES PER DAY** Прочее Сегодня  
 = 3 + **XAP** +

**□ = d20 + XAP**

$$\boxed{\phantom{00}} = \left( \frac{\text{Rebuking Check}}{3} \right) + \phantom{00} - 4$$

$$\boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Округлять к меньшему})$$

$$\square = 2d6 + \text{XAP} +$$

1	Bane	Bestow Wound	Cause Fear	Chill Touch
	Detect Magic	Detect Undead	Doom	Hide from Undead
	Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment

2	Blindness / Deafness	Command Undead	Darkness	Death Knell
	False Life	Gentle Repose	Ghoul Touch	Inflict Moderate Wounds
	Scare	Spectral Hand	Summon Swarm	Summon Undead II

<b>3</b>	Crushing Despair	Death Ward	Halt Undead	Inflct Serious Wounds
	Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch
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4	Animate Dead	Bestow Curse	Contagion	Death Ward
	Dispel Magic	Enervation	Evard's Black Tentacles	Fear
	Giant Vermin	Inflict Critical Wounds	Phantasmal Killer	Poison
	Summon Undead IV			

5	Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic
	Insect Plague	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds
	Nightmare	Oath of Blood	Slay Living	Summon Undead V
	Undeath to Death	Unhallow	Waves of Fatigue	

6 my) □□□ □□□ □□□	Acid Fog	Circle of Death	Create Undead	Eyebite
	Geas/Quest	Harm	Mass Inflict	Moderate Wounds
	Planar Binding	Waves of Exhaustion		

7	Control Undead	Destruction	Finger of Death	Greater Harm
	Mass Inflict Serious Wounds		Song of Discord	Vile Death

8	Create Greater Undead	Horrid Wilting
	Mass Inflict Critical Wounds	Symbol of Death

9	Energy Drain	Imprison Soul	Mass Harm	Plague of Undead
	Wail of the Banshee			

d4 =

Bonus applies to resist sleep, stunning, paralysis, poison or disease.

Bonus applies to resist energy drain, ability drain or inflict spells.

$$\boxed{\phantom{0000}} = \left( \begin{array}{l} 12 \text{ to } 16 \rightarrow \text{level } \div 2 \\ 17 \text{ to } 20 \rightarrow \text{level} \end{array} \right)$$

□

+

Уровень  
Заклинателя

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Заклинателя

[illegible]