

DREAD NECROMANCER

Dread Necromancer Level

Caster Level

Level Bonus

SPELLS

| Spell Save DC | | Spells per day | = Basis Spreuken | + Bonus Spells CHA |
|----------------------|---|----------------------|----------------------|----------------------|
| <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"/> | <input type="text"/> |
| <input type="text"/> | 5 | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 6 | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 7 | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 8 | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 9 | <input type="text"/> | <input type="text"/> | <input type="text"/> |

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPREUK MISLUKKING TREDE

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

ATTACK DC

Dread Necromancer Level

$$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CHA}$$

Use this DC for the Negative Energy Burst will save, the Fear Aura will save, the Scabrous Touch fortitude save and the Enervating Touch removal save (Naar beneden afgerond)

CHARNEL TOUCH

NEGATIVE ENERGY DAMAGE

DN Level

$$\boxed{} = 1d8 + \left(\frac{}{4} \right)$$

UNDEAD HEALING

DN Level

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

REBUKE UNDEAD

REBUKES PER DAY

Misc

Today

$$\boxed{} = 3 + \text{CHA} + \text{Today}$$

1 REBUKING CHECK

$$\boxed{} = d20 + \text{CHA}$$

2 TO REBUKE CREATURE MAX HIT DICE

Dread Necromancer Level

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

3 TO DESTROY CREATURE MAX HIT DICE

Dread Necromancer Level

$$\boxed{} = \frac{}{2} \text{ (Naar beneden afgerond)}$$

4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

$$\boxed{} = 2d6 + \text{CHA} + \text{CHA}$$

KNOWN SPELLS

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

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|---|---|--|---|--|
| 2 | Blindness / Deafness False Life Scare | Command Undead Gentle Repose Spectral Hand | Darkness Ghoul Touch Summon Swarm | Death Knell Inflict Moderate Wounds Summon Undead II |
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|---|---------------------------------------|-------------------------------|----------------------------------|--|
| 3 | Crushing Despair Ray of Exhaustion | Death Ward Speak with Dead | Halt Undead Summon Undead III | Inflict Serious Wounds Vampiric Touch |
|---|---------------------------------------|-------------------------------|----------------------------------|--|

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| 4 | Animate Dead Dispel Magic Giant Vermin Summon Undead IV | Bestow Curse Enervation Inflict Critical Wounds | Contagion Evard's Black Tentacles Phantasmal Killer | Death Ward Fear Poison |
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| 5 | Blight Insect Plague Nightmare Undeath to Death | Cloudkill Lesser Planar Binding Oath of Blood Unhallow | Fire in the Blood Magic Jar Slay Living Waves of Fatigue | Greater Dispel Magic Mass Inflict Light Wounds Summon Undead V |
|---|--|---|---|--|

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

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| 7 | Control Undead Mass Inflict Serious Wounds | Destruction Finger of Death Song of Discord | Greater Harm Vile Death |
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| 8 | Create Greater Undead Mass Inflict Critical Wounds | Horrid Wilting Symbol of Death |
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| 9 | Energy Drain Wail of the Banshee | Imprison Soul Mass Harm | Plague of Undead |
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NEGATIVE ENERGY BURST

NEGATIVE ENERGY DAMAGE

DN Level

$$\boxed{} d4 = \text{CHA}$$

MENTAL BASTION

MENTAL BASTION BONUS

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

NEGATIVE ENERGY RESISTANCE

RESISTANCE BONUS

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

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$$\boxed{}$$

UNDEAD MASTERY

STR AND DEX BONUS

HIT DIE BONUS

$$+ \boxed{}$$

$$+ \boxed{}$$

MAX ANIMATE UNDEAD TOTAL HIT DICE

Caster Level

$$\boxed{} \text{ hd} = (4 + \text{CHA}) \times \text{CHA}$$

MAX CONTROL UNDEAD TOTAL HIT DICE

Caster Level

$$\boxed{} \text{ hd} = (2 + \text{CHA}) \times \text{CHA}$$

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY

DN Level

$$\boxed{} = \left(\frac{}{12 \text{ to } 16 \rightarrow \text{level} \div 2} : \frac{}{17 \text{ to } 20 \rightarrow \text{level}} \right)$$

Negative Levels Today