

Dread Necromancer	
Level	
Caster Level	
Level Bonus	+

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

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

CHARNEL TOUCH	
NEGATIVE ENERGY DAMAGE <div style="border: 1px solid black; width: 100px; height: 40px; margin: 10px 0;"></div>	DN Level
$\text{[Box]} = 1d8 + (\text{[Box]} \div 4)$	
UNDEAD HEALING <div style="border: 1px solid black; width: 100px; height: 40px; margin: 10px 0;"></div>	DN Level
$\text{[Box]} \text{ hp} = 1 + (\text{[Box]} \div 4) \quad (\text{Round down})$	

REBUKES PER DAY = 3 + CHA + Misc Today

$$\square = d_{20} + \text{CHA}$$

Dread Necromancer
Level

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

Dread Necromancer
Level

$$\boxed{} = \div 2 \quad (\text{Round down})$$

Dread Necromancer
Level

= 2d6 + CHA +

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	Ghost Touch	Inflict Moderate Wounds
	Scare	Spectral Hand	Summon Swarm	Summon Undead II
<div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> <div>□</div> </div>				

3	Crushing Despair	Death Ward	Halt Undead	Inflct Serious Wounds
	Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch
<div style="display: flex; flex-direction: column; align-items: center;"> <div>□ □ □</div> <div>□ □ □</div> <div>□ □ □</div> <div>□</div> </div>	<hr/>			

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	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			

NEGATIVE ENERGY DAMAGE	DN Level
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
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82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

$$\boxed{\text{d4}} = \underline{\hspace{2cm}}$$

**MENTAL BASTION
BONUS**

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

RESISTANCE
BONUS

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

NEGATIVE LEVELS PER DAY	DN Level
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$$\boxed{} = \left(\begin{array}{l} 12 \text{ to } 16 \rightarrow \text{level} \div 2 \\ 17 \text{ to } 20 \rightarrow \text{level} \end{array} \right)$$

SCABROUS TOUCH PER DAY

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STR AND DEX BONUS

+

HIT DIE BONUS

+

MAX ANIMATE UNDEAD
TOTAL HIT DICE

Caster
Level

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

MAX CONTROL UNDEAD
TOTAL HIT DICECaster
Level

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

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY	DN Level
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Negative Levels Today