

Dread Necromancer Level	
Nivel de Lanzador	
Bon Nivel	+

CD Salv de Conjuros		Conjuros al Día	= Conjuros Base +	Bonus Spells CHA
	1			□ □ □ □
	2			□ □ □ □
	3			□ □ □ □
	4			□ □ □ □
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	9			□ □

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

<div style="border: 1px dashed black; width: 100px; height: 40px; display: flex; align-items: center; justify-content: center;"> <div style="width: 20px; height: 20px; border: 1px solid black; margin: 0 auto;"></div> <div style="margin-left: 10px;">%</div> </div>	Spell failure does not apply to Dread Necromancer spells while wearing light armour.
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$$\boxed{} = 10 + (\div 2) + \text{CAR}$$

CHARNEL TOUCH	
NEGATIVE ENERGY DAMAGE <div style="border: 1px solid black; width: 150px; height: 40px; margin: 10px 0;"></div>	DN Level
$\text{[Box]} = 1d8 + \left(\text{[Box]} \div 4 \right)$	
UNDEAD HEALING <div style="border: 1px solid black; width: 150px; height: 40px; margin: 10px 0;"></div>	DN Level
$\text{[Box]}_{pg} = 1 + \left(\text{[Box]} \div 4 \right) \quad (\text{Round down})$	

REBUKES PER DAY

Misc	Hoy												
$\boxed{} = 3 + \text{CAR} +$	<table border="1"> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </table>												

$$\square = d20 + \text{CAR}$$

Dread Necromancer
Level

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

Dread Necromancer
Level

$$\boxed{} = \div 2 \quad (\text{Redondear abajo})$$

Dread Necromancer
Level

= 2d6 + CAR +

1	Bane	Bestow Wound	Cause Fear	Chill Touch
	Detect Magic	Detect Undead	Doom	Hide from Undead
	Infllict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment
<div> <div>□ □ □</div> <div>□ □ □</div> <div>□ □ □</div> <div>□</div> </div>				

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
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3	Crushing Despair	Death Ward	Halt Undead	Inflict Serious Wounds
	Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch

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	Destrucción	Finger of Death	Greater Harm
	Mass Inflict Serious Wounds		Song of Discord	Vile Death

8	Create Greater Oniad	Normal Writing		
□□□	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
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2	2
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100	100

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

**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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1	1
2	2
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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

10/10/2019

STR AND DEX BONUS

+

HIT DIE BONUS

+

MAX ANIMATE UNDEAD
TOTAL HIT DICE

Nivel de Lanzador

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

MAX CONTROL UNDEAD
TOTAL HIT DICE

Nivel de Lanzador

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

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY	DN Level
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Negative Levels Today