Dread Necromancer	`	SORTS CONNUS				
Lovol		Bane	Bestow Wound	Cause Fear	Chill Touch	
DREAD Niveau de	1	Detect Magic	Detect Undead	Doom	Hide from Undead	
NECROMANCER ^{nceur de Sort}		Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment	
Niveau +						
Bonus						
SORTS		Blindness / Deafness	Command Undead	Darkness	Death Knell	
Sort Sorts = Base + Bonus Spells DD sauvegarde par jour Sorts CHA	2	False Life	Gentle Repose	Ghost Touch	Inflict Moderate Wounds	
	000 :	Scare	Spectal Hand	Summon Swarm	Summon Undead II	
1						
2						
3	_	Crushing Despair	Death Ward	Halt Undead	Inflict Serious Wounds	
4 0000	3	Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch	
5					·	
6						
		Animate Dead	Bestow Curse	Contagion	Death Ward	
7		Dispel Magic	Enervation	Evard's Black Tentacles		
8		Giant Vermin	Inflict Critical Wounds		Poison	
9 🗀		Summon Undead IV				
DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort						
RISQUE D'ÉCHEC DES SORTS PROFANES						
Spell failure does not apply to		Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic	
% Dread Necromancer spells while wearing light armour.		Insect Plague	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds	
Dread Necromancer		Nightmare	Oath of Blood	Slay Living	Summon Undead V	
ATTACK DC Level		Undeath to Death	Unhallow	Waves of Fatigue		
=10 + (÷2) + CHA						
-10 + (+2) + CHA						
Use this DC for the Negative Energy Burst will save, the Fear Aura will save.		Acid Fog	Circle of Death	Create Undead	Eyebite	
the Scabrous Touch fortitude save		Geas/Quest	Harm	Mass Inflict Moderate	Wounds	
and the Enervating Touch removal save (arrondi à l'inférieur	r) 	Planar Binding	Waves of Exhaustion			
► CHARNEL TOUCH						
NEGATIVE ENERGY DN DAMAGE Level						
DAMAGE Level	7	Control Undead	Destruction	Finger of Death	Greater Harm	
= 1d8 + (÷ 4)		Mass Inflict Serious W	ounds	Song of Discord	Vile Death	
· · · · · · ·						
UNDEAD DN	8	Create Greater Undead	1	Horrid Wilting		
HEALING Level		Mass Inflict Critical W	ounds	Symbol of Death		
pv = 1 + (÷ 4) (Round down)						
pv down)		Energy Drain	Imprison Soul	Mass Harm	Plague of Undead	
REBUKE UNDEAD		Wail of the Banshee				
REBUKES PER DAY Divers Aujourd'hui						
=3 + CHA +		EGATIVE ENERG	TY BURST	SCABROI	JS TOUCH	
-3 · CHA ·				SCABROUS TOUCH P		
1 REBUKING CHECK	DAMA					
= d20 + CHA		d4		UNDEAD	MASTERY	
		MENTAL BASTION		STR AND DEX BONUS HIT DIE BONUS		
2 TO REBUKE CREATURE Dread Necromancer MAX HIT DICE Level	MENT	AL BASTION		+	+	
	BONUS	Bonus a	applies to resist	MAX ANIMATE UNDI	EAD	
$= \left(\begin{array}{c} \text{Rebuking} \div 3 \end{array} \right) + -4$			tunning, paralysis,	TOTAL HIT DICE	EAD Niveau de Lanceur de Sort	
			or disease.		+ CHA) ×	
3 TO DESTROY CREATURE MAX HIT DICE	► NE	GATIVE ENERGY I	RESISTANCE *	hd - (4	* CDA / *	
Dread Necromancer	RESIST			MAX CONTROL UNDI	Miveau ue	
Level	BONUS	Bonus a	ipplies to resist	TOTAL HIT DICE	Lanceur de Sort	
= :2			drain, ability drain t spells.	hd = (2	+ CHA) ×	
(arrondi à l'inférieur		OI IIIIIIC	<u> </u>			
4 CREATURES REBUKED Dread Necromancer	NECT	THE PERSON OF	ENERVATIN	G TOUCH		
TOTAL HIT DICE Level	NEGAT PER DA	TIVE LEVELS DA AY Lev		Negativ	ve Levels Today	
= 2d6 + CHA +		= (12 to 16 → level ÷ • 17 to 20 → level	2		
240			• 17 to 20 → level	,		