

DREAD NECROMANCER

Dread
Necromancer
Level

Nível do Conjurador

Nível
Bônus

MAGIAS

Teste de Resistência CD

Magias
por dia

= Base
Magia

+ Bonus Spells
CHA

	1					
	2					
	3					
	4					
	5					
	6					
	7					
	8					
	9					

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA LIMIAR

%

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

CD ATAQUE

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Level

$$= 10 + (\div 2) + \text{CAR}$$

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 (Arredonda para Baixo)

CHARNEL TOUCH

ENERGIA NEGATIVA
DANO

DN
Level

$$= 1d8 + (\div 4)$$

UNDEAD
HEALING

DN
Level

$$\text{pv} = 1 + (\div 4) \text{ (Round down)}$$

REBUKE UNDEAD

REBUKES PER DAY

Outros

Hoje

$$= 3 + \text{CAR} +$$

1 REBUKING CHECK

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

2 TO REBUKE CREATURE MAX HIT DICE

Dread Necromancer
Level

$$= (\text{Rebuking Check} \div 3) + - 4$$

3 TO DESTROY CREATURE MAX HIT DICE

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$$= \div 2 \text{ (Arredonda para Baixo)}$$

4 CREATURES REBUKED TOTAL HIT DICE

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$$= 2d6 + \text{CAR} +$$

MAGIAS CONHECIDAS

1	Bane Detectar Magia Infligir Ferimento Leve	Bestow Wound Detectar Mortos-Vivos Ray of Enfeeblement	Cause Fear Doom Invocar Mortos-Vivos 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 Invocar Enxame	Death Knell Infligir Ferimentos Moderados Invocar Mortos-Vivos II
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3	Crushing Despair Ray of Exhaustion	Death Ward Speak with Dead	Halt Undead Invocar Mortos-Vivos I	Infligir Ferimento Sêrio Vampiric Touch
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4	Animar Morto Dissipar Magia Giant Vermin Invocar Mortos-Vivos IV	Bestow Curse Enervation Infligir Ferimento Crítico	Praga 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 Infligir Ferimentos Leves em Massa Invocar Mortos-Vivos V
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6	Neblina Ácida Geas/Quest Planar Binding	Circle of Death Harm Waves of Exhaustion	Create Undead Infligir Ferimentos Moderados em Massa	Eyebite
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7	Controlar Mortos-Vivos Infligir Ferimentos Sêrios em Massa	Destrução Song of Discord	Finger of Death Vile Death	Greater Harm
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8	Create Greater Undead Infligir Ferimentos Críticos em Massa	EVAPORAÇÃO Symbol of Death		
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9	Drenar Energia Wail of the Banshee	Imprison Soul Mass Harm	Plague of Undead	
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NEGATIVE ENERGY BURST

ENERGIA NEGATIVA
DANO

DN
Level

$$d4 =$$

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.

ENERVATING TOUCH

NEGATIVE LEVELS
PER DAY

DN
Level

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

Negative Levels Today

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SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$$=$$

UNDEAD MASTERY

FOR E DEX BÔNUS

HIT DIE BONUS

$$+ =$$

$$+ =$$

MAX ANIMATE UNDEAD
TOTAL HIT DICE

Nível do Conjurador

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

MAX CONTROL UNDEAD
TOTAL HIT DICE

Nível do Conjurador

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