

# DREAD NECROMANCER

Dread Necromancer Level

Zauberstufe

Stufenbonus

## ZAUBER

RW gegen Zauber		Zauber pro Tag	= Grundzauber	+ Bonuszauber CH
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

## ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

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

ATTACK DC = 10 + (  $\frac{\text{Dread Necromancer Level}}{2}$  ) + CH

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 (abrunden)

## CHARNEL TOUCH

**NEGATIVE ENERGY DAMAGE** DN Level

$\text{Damage} = 1W8 + (\frac{\text{DN Level}}{4})$

**UNDEAD HEALING** DN Level

TP =  $1 + (\frac{\text{DN Level}}{4})$  (abrunden)

## REBUKE UNDEAD

REBUKES PRO TAG Sonstiges Heute

$\text{Rebukes} = 3 + \text{CH} + \text{Heute}$

### 1 REBUKING CHECK

$\text{Check} = W20 + \text{CH}$

### 2 TO REBUKE CREATURE MAX TW

$\text{Max TW} = (\frac{\text{Rebuking Check}}{3}) + \text{Dread Necromancer Level} - 4$

### 3 TO DESTROY CREATURE MAX TW

$\text{Max TW} = \frac{\text{Dread Necromancer Level}}{2}$  (abrunden)

### 4 CREATURES REBUKED TW GESAMT

$\text{Total TW} = 2W6 + \text{CH} + \text{Dread Necromancer Level}$

## BEKANNTE ZAUBER

1 Bane	Bestow Wound	Furcht auslösen	Kalte Hand
Magie entdecken	Untote entdecken	Doom	verstecken vor Untoten
Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment

2 Blind- oder Taubheit verursachen	Consecrated Undead	Dunkelheit	Death Knell
False Life	Gentle Repose	Ghoul Touch	Inflict Moderate Wounds
Scare	Spectral Hand	Summon Swarm	Summon Undead II

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

4 Animate Dead	Fluch	Ansteckung	Totenwache
Dispel Magic	Enervation	Edwards schwarze Tentakel	Angst
Giant Vermin	Inflict Critical Wounds	Tödliches Phantom	Vergiften
Summon Undead IV			

5 Blight	Todeswolke	Fire in the Blood	Mächtige Magie bannen
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 Säurenebel	Todeskreis	Create Undead	Eyebite
Geas/Quest	Harm	Mass Inflict Moderate Wounds	
Planar Binding	Wellen der Entkräftung		

7 Control Undead	Zerstörung	Finger des Todes	Greater Harm
Mass Inflict Serious Wounds		Song of Discord	Vile Death

8 Create Greater Undead	Verdorren		
Mass Inflict Critical Wounds	Symbol of Death		

9 Energy Drain	Imprison Soul	Mass Harm	Plague of Undead
Wehgeschrei der Todesfee			

## NEGATIVE ENERGY BURST

NEGATIVE ENERGY DAMAGE DN Level

$\text{Damage} = W4$

## MENTAL BASTION

MENTAL BASTION BONUS

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

## NEGATIVE ENERGY RESISTANCE

RESISTENZ BONUS

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

## ENERVATING TOUCH

NEGATIVE LEVELS PRO TAG DN Level

$\text{Pro Tag} = (\frac{\text{DN Level}}{12 \text{ bis } 16 \rightarrow \text{Stufe} \div 2} : 17 \text{ bis } 20 \rightarrow \text{level}})$

## SCABROUS TOUCH

SCABROUS TOUCH PRO TAG

$\text{Pro Tag} = \text{Stufe}$

## UNDEAD MASTERY

STR AND DEX BONUS

$\text{Bonus} = \text{Stufe}$

HIT DIE BONUS

$\text{Bonus} = \text{Stufe}$

MAX ANIMATE UNDEAD TW GESAMT

$\text{Max TW} = (4 + \text{CH}) \times \text{Stufe}$

MAX CONTROL UNDEAD TW GESAMT

$\text{Max TW} = (2 + \text{CH}) \times \text{Stufe}$

Negative Levels Today

Grid for tracking negative levels today.