| Dread<br>Necromancer  |                 |  | MAGIAS CON                               | HECIDAS                            | *   |  |
|---|-----------------|--|--|------------------------------------|---|--|
| Lovel   | _               |  | Bestow Wound                             | Cause Fear                         | Chill Touch                               |  |
| DREAD Nível do Conjurador                                     |                 | -  | Detectar Mortos-Vivos                    |                                    | Hide from Undead                          |  |
| NECROMANCER   |                 | nfligir Ferimento Leve   | Ray of Enfeeblement                      | Invocar Mortos-Vivos               | IUndetectable Alignment                   |  |
| Nível<br>Bônus +  | === -           |  |  |                                    |   |  |
| MAGIAS .  | ·               | Diada a Constant   | 0  | D. d                               | Death Worll                               |  |
| Teste de Magias = Base + Bonus Spells                         |                 | Blindness / Deafness<br>False Life                                     | Gentle Repose                            | Darkness<br>Ghoul Touch            | Death Knell Infligir Ferimentos Moderados |  |
| Resistência CD por dia Magia CHA                              |                 |  | Spectal Hand                             | Invocar Enxame                     | Invocar Mortos-Vivos II                   |  |
| 1 7777  |                 |  | -  |                                    |   |  |
| 2   |                 |  |  |                                    |   |  |
| 3   | 2               | Crushing Despair   | Death Ward                               | Halt Undead                        | Infligir Ferimento Sério                  |  |
| 4   | 3               | Ray of Exhaustion  | Speak with Dead                          | Invocar Mortos-Vivos               | INampiric Touch                           |  |
| 5   |                 |  |  |                                    |   |  |
| 6   |                 |  |  |                                    |   |  |
| <b>7</b>  |                 |  | Bestow Curse                             | Praga                              | Death Ward                                |  |
| 8   | _               |  | Enervation<br>Infligir Ferimento Críti   | Evard's Black Tentacles            | Poison                                    |  |
| 9   |                 | nvocar Mortos-Vivosl   |  | donantasma Kinci                   | 1 013011                                  |  |
| Resistência a Magia CD = 10 + CAR + Nível da Magia            |                 |  |  |                                    |   |  |
| FALHA ARCANA LIMIAR   |                 |  |  |                                    |   |  |
| Spell failure does not apply to % Dread Necromancer spells    |                 | Blight   | Cloudkill                                | Fire in the Blood                  | Greater Dispel Magic                      |  |
| while wearing light armour.                                   |                 | -  | Lesser Planar Binding                    | Magic Jar                          | Infligir Ferimentos Leves em Mass         |  |
| Dread Necromancer CD ATAQUE Level                             |                 | 3  | Oath of Blood<br>Unhallow                | Slay Living<br>Waves of Fatigue    | Invocar Mortos-Vivos V                    |  |
|   |                 | ondeath to Death   | Officialiow                              | waves of ratigue                   |   |  |
| $=10+( \div 2)+CAR$   |                 |  |  |                                    |   |  |
| Use this DC for the Negative Energy Burst will save,          | 1               | Neblina Ácida  | Circle of Death                          | Create Undead                      | Eyebite                                   |  |
| the Fear Aura will save,<br>the Scabrous Touch fortitude save |                 |  | Harm                                     | Infligir Ferimentos Mo             | ·   |  |
| and the Enervating Touch removal save (Arredonda para Bai     | nixo) F         | Planar Binding   | Waves of Exhaustion                      |                                    |   |  |
| CHARNEL TOUCH   |                 |  |  |                                    |   |  |
| ENERGIA NEGATIVA DN DANO Level                                |                 |  |  |                                    |   |  |
| 110.(   | / ,             | 7 Controlar Mortos-VivosDestruição Infligir Ferimentos Sérios em Massa |  | Finger of Death                    | Greater Harm                              |  |
| = 1d8 + ( ÷ 4 )   | 555-            | infligir Ferimentos Seri   | los em Massa                             | Song of Discord                    | Vile Death                                |  |
| UNDEAD DN   |                 | O  |  | EVADODAÇÃO                         |   |  |
| HEALING Level   |                 | Create Greater Undead<br>Infligir Ferimentos Crít                      |  | EVAPORAÇÃO<br>Symbol of Death      |   |  |
| hn = 1 + ( ÷ 4 ) (Round                                       |                 |  |  |                                    |   |  |
| np down)  |                 | Drenar Energia   | Imprison Soul                            | Mass Harm                          | Plague of Undead                          |  |
| REBUKE UNDEAD   | ( 000 \         | Wail of the Banshee  | ,  |                                    |   |  |
| REBUKES PER DAY Outros Hoje                                   | '               |  |  |                                    |   |  |
| =3 + CAR +  | × N             | EGATIVE ENERG  | Y BURST                                  | SCABROU                            | US TOUCH                                  |  |
|   |                 | IA NEGATIVA DI   | N.                                       | SCABROUS TOUCH P                   | ER DAY                                    |  |
| 1 REBUKING CHECK  | DANO            | Lev  | rel                                      |                                    |   |  |
| = d20 + CAR   |                 | d4 =   | )  | UNDEAD                             | MASTERY                                   |  |
|   | 7               | MENTAL BAS   | TION                                     | FOR E DEX BÔNUS                    | HIT DIE BONUS                             |  |
| 2 TO REBUKE CREATURE Dread Necromancer                        | MENTA           | AL BASTION   | 11014                                    | +                                  | +   |  |
| MAX HIT DICE Level  | BONUS           |  | pplies to resist                         | MAN ANDRAME HAID                   | EAD                                       |  |
| = ( Rebuking : 3 ) + - 4                                      |                 | sleep, st  | unning norolygic                         | MAX ANIMATE UNDI<br>TOTAL HIT DICE | Miver do Conjurador                       |  |
| 3 TO DESTROY CREATURE MAX HIT DICE                            | NEG             | ATIVE ENERGY I   | RESISTANCE                               | hd = <b>( 4</b>                    | + CAR ) ×                                 |  |
| Dread Necromancer   | RESIST<br>BONUS |  |  | MAX CONTROL UNDI<br>TOTAL HIT DICE | EAD Nível do Conjurador                   |  |
| Level   | DOMOS           | Bonus a  | pplies to resist                         |                                    |   |  |
| = ÷ 2 (Arredonda para Bai:                                    | ixo)            | energy o<br>or inflict   | ·  |                                    | + CAR ) ×                                 |  |
| 4 CREATURES REBUKED Dread Necromancer                         | NECAT           | ENERVATING TOUCH   |  |                                    |   |  |
| * TOTAL HIT DICE Level  | NEGAT<br>PER DA | TIVE LEVELS DN<br>Leve   |  | Negativ                            | ve Levels Today                           |  |
| = 2d6 + CAR +   |                 | = (  | 12 to 16 → level ÷<br>• 17 to 20 → level | 2 )                                |   |  |
|   |                 |  | 11 to 20 → level                         | ,                                  |   |  |