DREAD NECROMANCER

Dread Necromancer Level

Livello incantatore

Livello Bonus **+**

INCANTESIMI

	CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus CAR
1							☐☐☐☐
2							☐☐☐☐
3							☐☐☐☐
4							☐☐☐☐
5							☐☐☐☐
6							☐☐☐
7							☐☐☐
8							☐☐☐
9							☐☐

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

FALLIMENTO INCANTESIMI ARCANI INCANTESIMI ARC

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

CD ATTACCO

Livello da Necromante del Terrore

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

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 (per difetto)

CHARNEL TOUCH

ENERGIA NEGATIVA DANNO   DN Level

$\boxed{} = 1d8 + (\div 4)$

UNDEAD HEALING   DN Level

$\boxed{}$ pf $= 1 + (\div 4)$ (per difetto)

INTIMORIRE NON MORTI

INTIMORIRE AL GIORNO   Varie   Oggi

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

1 TIRO INTIMORIRE

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

2 INTIMORIRE CREATURE MAX DADI VITA   Livello da Necromante del Terrore

$\boxed{} = (\text{Tiro Intimorire} \div 3) + - 4$

3 DITRUGGERE CREATURE MAX DADI VITA   Livello da Necromante del Terrore

$\boxed{} = \div 2$ (per difetto)

4 CREATURE INTIMORITE TOT DADI VITA   Livello da Necromante del Terrore

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

INCANTESIMI CONOSCIUTI

1	Bane	Bestow Wound	Cause Fear	Chill Touch
☐☐☐	Indiv. del Magico	Detect Undead	Doom	Hide from Undead
☐☐☐	Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Allineamento Indecifrabile
☐☐☐				

2	Cecità/Sordità	Command Undead	Darkness	Death Knell
☐☐☐	False Life	Gentle Repose	Ghoul Touch	Inflict Moderate Wounds
☐☐☐	Scare	Spectal Hand	Summon Swarm	Summon Undead II
☐☐☐				

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

4	Animare Morti	Bestow Curse	Contagio	Death Ward
☐☐☐	Dissolvi Magia	Enervation	Evard's Black Tentacles	Paura
☐☐☐	Giant Vermin	Inflict Critical Wounds	Phantasmal Killer	Veleno
☐☐☐	Summon Undead IV			

5	Blight	Cloudkill	Fire in the Blood	Dissolvi Magia Superiore
☐☐☐	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	Nebbia Acida	Circle of Death	Create Undead	Eyebite
☐☐☐	Geas/Quest	Harm	Mass Inflict Moderate Wounds	
☐☐☐	Planar Binding	Waves of Exhaustion		

7	Controllare Non-morti	Distruzione	Finger of Death	Greater Harm
☐☐☐	Mass Inflict Serious Wounds		Song of Discord	Vile Death
☐☐☐				

8	Create Greater Undead		Horrid Wilting
☐☐☐	Mass Inflict Critical Wounds		Symbol of Death
☐☐☐			

9	Energy Drain	Imprison Soul	Mass Harm	Plague of Undead
☐☐☐	Wail of the Banshee			

NEGATIVE ENERGY BURST

ENERGIA NEGATIVA DANNO   DN Level

$\boxed{ d4} = $

MENTAL BASTION

MENTAL BASTION BONUS

$\boxed{}$ Bonus resistenza a sonno, stordimento, paralisi, veleni o malattie.

NEGATIVE ENERGY RESISTANCE

RESISTENZA BONUS

$\boxed{}$ Bonus resistenza a inc. infliggi ferite, risucchi di energia o caratteristica.

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$\boxed{}$

UNDEAD MASTERY

FOR E DES BONUS   **HIT DIE** BONUS

+   **+**

MAX ANIMATE UNDEAD TOTAL HIT DICE   Livello incantatore

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

MAX CONTROL UNDEAD TOTAL HIT DICE   Livello incantatore

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

ENERVATING TOUCH

LIVELLI NEGATIVI AL GIORNO   DN Level

$\boxed{} = (\begin{cases} \text{da 12 a 16 level} \div 2 \\ \text{da 17 a 20 level} \end{cases})$

Negative Levels Today
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