DREAD NECROMANCER

Dread Necromancer Level

Conjurador Nível

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

Dread Necromancer Level

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

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

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

UNDEAD HEALING   DN Level

$\boxed{}_{pv} = 1 + (\,\underline{} \div 4\,)$ (Round down)

REBUKE UNDEAD

REBUKES PER DAY   Outros   Hoje

$\boxed{} = 3 + CAR + \underline{}$ ☐☐☐☐☐ / ☐☐☐

1 REBUKING CHECK

$\boxed{} = d20 + CAR$

2 TO REBUKE CREATURE MAX HIT DICE   Dread Necromancer Level

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

3 TO DESTROY CREATURE MAX HIT DICE   Dread Necromancer Level

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

4 CREATURES REBUKED TOTAL HIT DICE   Dread Necromancer Level

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

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
- Spectal 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 IV
- Infligir Ferimento Sério
- Vampiric Touch

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4
- Animar Morto
- Dissipar Magia
- Giant Vermin
- Invocar Mortos-VivosIV
- 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 Sérios em Massa
- Destruição
- Song of Discord
- Finger of Death
- Greater Harm
- Vile Death

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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

$\boxed{ d4} = \underline{}$

MENTAL BASTION

MENTAL BASTION BONUS

$\boxed{}$ Bonus applies to resist sleep, stunning, paralysis, poison or disease.

NEGATIVE ENERGY RESISTANCE

RESISTANCE BONUS

$\boxed{}$ Bonus applies to resist energy drain, ability drain or inflict spells.

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY   DN Level

$\boxed{} = (\,\underline{}$: 12 to 16 → level ÷ 2 : 17 to 20 → level $)$

Negative Levels Today
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SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$\boxed{}$

UNDEAD MASTERY

FOR E DEX BÔNUS   **HIT DIE BONUS**

$\boxed{+}$ $\boxed{+}$

MAX ANIMATE UNDEAD TOTAL HIT DICE   Conjurador Nível

$\boxed{}_{hd} = (\,4 + CAR\,) \times \underline{}$

MAX CONTROL UNDEAD TOTAL HIT DICE   Conjurador Nível

$\boxed{}_{hd} = (\,2 + CAR\,) \times \underline{}$