

# DREAD NECROMANCER

Dread Necromancer Level

Nível de 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

Dread Necromancer 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

Dread Necromancer Level

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

### 4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

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

## MAGIAS CONHECIDAS

1	Bane Detectar Magia Infligir Ferimento Leve	Bestow Wound Detectar Mortos-Vivos Ray of Enfeeblement	Cause Fear Doom Invocar Mortos-Vivos	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 Sério 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 Sérios 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.

## SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$$=$$

## UNDEAD MASTERY

FOR E DEX BÔNUS

HIT DIE BONUS

$$+$$

$$+$$

MAX ANIMATE UNDEAD  
TOTAL HIT DICE

Nível de Conjurador

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

MAX CONTROL UNDEAD  
TOTAL HIT DICE

Nível de Conjurador

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

## 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

$$\begin{array}{cccc} \square & \square & \square & \square \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array}$$