

# 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

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

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<br>Detectar Magia<br>Infligir Ferimento Leve | Bestow Wound<br>Detectar Mortos-Vivos<br>Ray of Enfeeblement | Cause Fear<br>Doom<br>Invocar Mortos-Vivos I | Chill Touch<br>Hide from Undead<br>Undetectable Alignment |
|---|---|--|--|---|

|   |   |  |   |   |
|---|---|--|---|---|
| 2 | Blindness / Deafness<br>False Life<br>Scare | Command Undead<br>Gentle Repose<br>Spectral Hand | Darkness<br>Ghoul Touch<br>Invocar Enxame | Death Knell<br>Infligir Ferimentos Moderados<br>Invocar Mortos-Vivos II |
|---|---|--|---|---|

|   |                                       |                               |                                       |  |
|---|---------------------------------------|-------------------------------|---------------------------------------|--|
| 3 | Crushing Despair<br>Ray of Exhaustion | Death Ward<br>Speak with Dead | Halt Undead<br>Invocar Mortos-Vivos I | Infligir Ferimento Sêrio<br>Vampiric Touch |
|---|---------------------------------------|-------------------------------|---------------------------------------|--|

|   |   |  |   |                              |
|---|---|--|---|------------------------------|
| 4 | Animar Morto<br>Dissipar Magia<br>Giant Vermin<br>Invocar Mortos-Vivos IV | Bestow Curse<br>Enervation<br>Infligir Ferimento Crítico | Praga<br>Evard's Black Tentacles<br>Phantasmal Killer | Death Ward<br>Fear<br>Poison |
|---|---|--|---|------------------------------|

|   |  |   |   |  |
|---|--|---|---|--|
| 5 | Blight<br>Insect Plague<br>Nightmare<br>Undeath to Death | Cloudkill<br>Lesser Planar Binding<br>Oath of Blood<br>Unhallow | Fire in the Blood<br>Magic Jar<br>Slay Living<br>Waves of Fatigue | Greater Dispel Magic<br>Infligir Ferimentos Leves em Massa<br>Invocar Mortos-Vivos V |
|---|--|---|---|--|

|   |   |  |   |         |
|---|---|--|---|---------|
| 6 | Neblina Ácida<br>Geas/Quest<br>Planar Binding | Circle of Death<br>Harm<br>Waves of Exhaustion | Create Undead<br>Infligir Ferimentos Moderados em Massa | Eyebite |
|---|---|--|---|---------|

|   |   |                              |                               |              |
|---|---|------------------------------|-------------------------------|--------------|
| 7 | Controlar Mortos-Vivos<br>Infligir Ferimentos Sérios em Massa | Destrução<br>Song of Discord | Finger of Death<br>Vile Death | Greater Harm |
|---|---|------------------------------|-------------------------------|--------------|

|   |  |                               |  |  |
|---|--|-------------------------------|--|--|
| 8 | Create Greater Undead<br>Infligir Ferimentos Críticos em Massa | EVAPORAÇÃO<br>Symbol of Death |  |  |
|---|--|-------------------------------|--|--|

|   |                                       |                            |                  |  |
|---|---------------------------------------|----------------------------|------------------|--|
| 9 | Drenar Energia<br>Wail of the Banshee | Imprison Soul<br>Mass Harm | Plague of Undead |  |
|---|---------------------------------------|----------------------------|------------------|--|

## 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.

## 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

## SCABROUS TOUCH

SCABROUS TOUCH PER DAY

## UNDEAD MASTERY

FOR E DEX BÔNUS

HIT DIE BONUS

+

+

MAX ANIMATE UNDEAD  
TOTAL HIT DICE

Conjurador Nível

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

MAX CONTROL UNDEAD  
TOTAL HIT DICE

Conjurador Nível

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