

DREAD NECROMANCER

Dread Necromancer Level

Nivel de Lanzador

Bon de Nivel

CONJUROS

CD Salv de Conjuros		Conjuros al Día	Conjuros Base	Bonus Spells CHA
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

CD Salv de Conjuero = 10 + CAR + Nivel de Conjuero

UMBRAL DE FALLO DE CONJUERO ARCANO

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

ATTACK DC

Dread Necromancer Level

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

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 (Redondear abajo)

CHARNEL TOUCH

NEGATIVE ENERGY DAMAGE

DN Level

$\text{Damage} = 1d8 + (\text{Level} \div 4)$

UNDEAD HEALING

DN Level

$\text{Healing} = 1 + (\text{Level} \div 4)$ (Round down)

REBUKE UNDEAD

REBUKES PER DAY

Misc

Hoy

$\text{Rebukes} = 3 + \text{CAR} + \text{Hoy}$

1 REBUKING CHECK

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

2 TO REBUKE CREATURE MAX HIT DICE

Dread Necromancer Level

$\text{Hit Dice} = (\text{Rebuking Check} \div 3) + \text{Level} - 4$

3 TO DESTROY CREATURE MAX HIT DICE

Dread Necromancer Level

$\text{Hit Dice} = \text{Level} \div 2$ (Redondear abajo)

4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

$\text{Total Hit Dice} = 2d6 + \text{CAR} + \text{Level}$

CONJUROS CONOCIDOS

1	Bane Detect Magic Inflict Light Wounds	Bestow Wound Detect Undead Ray of Enfeeblement	Cause Fear Doom Summon Undead I	Chill Touch Hide from Undead Undetectable Alignment
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2	Blindness / Deafness False Life Scare	Command Undead Gentle Repose Spectral Hand	Darkness Ghost Touch Summon Swarm	Death Knell Inflict Moderate Wounds Summon Undead II
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3	Crushing Despair Ray of Exhaustion	Death Ward Speak with Dead	Halt Undead Summon Undead III	Inflict Serious Wounds Vampiric Touch
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4	Animate Dead Dispell Magic Giant Vermin Summon Undead IV	Bestow Curse Enervation Inflict Critical Wounds	Contagion 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 Dispell Magic Mass Inflict Light Wounds Summon Undead V
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6	Acid Fog Geas/Quest Planar Binding	Circle of Death Harm Waves of Exhaustion	Create Undead Mass Inflict Moderate Wounds	Eyebite
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7	Control Undead Mass Inflict Serious Wounds	Destrucción Finger of Death Song of Discord	Greater Harm Vile Death
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8	Create Greater Undead Mass Inflict Critical Wounds	Horrid Wilting Symbol of Death
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9	Energy Drain Wail of the Banshee	Imprison Soul Mass Harm	Plague of Undead
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NEGATIVE ENERGY BURST

NEGATIVE ENERGY DAMAGE

DN Level

$\text{Damage} = d4$

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

$\text{Per Day} = \text{Level}$

UNDEAD MASTERY

STR AND DEX BONUS

HIT DIE BONUS

$\text{STR/Dex} = \text{Level}$

$\text{Hit Die} = \text{Level}$

MAX ANIMATE UNDEAD TOTAL HIT DICE

Nivel de Lanzador

$\text{Total Hit Dice} = (4 + \text{CAR}) \times \text{Level}$

MAX CONTROL UNDEAD TOTAL HIT DICE

Nivel de Lanzador

$\text{Total Hit Dice} = (2 + \text{CAR}) \times \text{Level}$

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY

DN Level

$\text{Negative Levels} = (12 \text{ to } 16 \rightarrow \text{level} \div 2, 17 \text{ to } 20 \rightarrow \text{level})$

Negative Levels Today

$\text{Negative Levels Today} = \text{Level}$