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 Conjuro = 10 + CAR + Nivel Conjuro

UMBRAL FALLO DE THRESHOLD

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

ATTACK DC Dread Necromancer Level

= 10 + (÷ 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 (Redondear abajo)

CHARNEL TOUCH

NEGATIVE ENERGY DAMAGE DN Level

= 1d8 + (÷ 4)

UNDEAD HEALING DN Level

pg = 1 + (÷ 4) (Round down)

REBUKE UNDEAD

REBUKES PER DAY Misc Hoy

= 3 + CAR +

1 REBUKING CHECK

= d20 + CAR

2 TO REBUKE CREATURE MAX HIT DICE Dread Necromancer Level

= (Rebuking Check ÷ 3) + - 4

3 TO DESTROY CREATURE MAX HIT DICE Dread Necromancer Level

= ÷ 2 (Redondear abajo)

4 CREATURES REBUKED TOTAL HIT DICE Dread Necromancer Level

= 2d6 + CAR +

CONJUROS CONOCIDOS

1	Bane	Bestow Wound	Cause Fear	Chill Touch
	Detect Magic	Detect Undead	Doom	Hide from Undead
	Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment
2	Blindness / Deafness	Command Undead	Darkness	Death Knell
	False Life	Gentle Repose	Ghost 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	Animate Dead	Bestow Curse	Contagion	Death Ward
	Dispel Magic	Enervation	Evard's Black Tentacles	Fear
	Giant Vermin	Inflict Critical Wounds	Phantasmal Killer	Poison
	Summon Undead IV			
5	Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic
	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	Acid Fog	Circle of Death	Create Undead	Eyebite
	Geas/Quest	Harm	Mass Inflict Moderate Wounds	
	Planar Binding	Waves of Exhaustion		
7	Control Undead	Destrucción	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

NEGATIVE ENERGY DAMAGE 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

STR AND DEX BONUS +

HIT DIE BONUS +

MAX ANIMATE UNDEAD TOTAL HIT DICE Nivel de Lanzador

hd = (4 + CAR) ×

MAX CONTROL UNDEAD TOTAL HIT DICE Nivel de Lanzador

hd = (2 + CAR) ×

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY DN Level

= (: 12 to 16 → level ÷ 2; 17 to 20 → level)

Negative Levels Today