

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 THRESHOLD

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

ATTACK DC = 10 + ($\div 2$) + 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

NEGATIVE ENERGY DAMAGE DN Level

$\square = 1d8 + (\div 4)$

UNDEAD HEALING DN Level

$\square \text{ hp} = 1 + (\div 4)$ (Round down)

REBUKE UNDEAD

REBUKES PER DAY

Outros Today

$\square = 3 + \text{CAR} +$

1 REBUKING CHECK

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

2 TO REBUKE CREATURE MAX HIT DICE

$\square = (\text{Rebuking Check} \div 3) + - 4$

3 TO DESTROY CREATURE MAX HIT DICE

$\square = \div 2$ (Arredonda para Baixo)

4 CREATURES REBUKED TOTAL HIT DICE

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

MAGIAS CONHECIDAS

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

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

3 Crushing Despair Ray of Exhaustion

Death Ward Speak with Dead

Halt Undead Summon Undead III

Inflict Serious Wounds Vampiric Touch

4 Animate Dead Dispel Magic Giant Vermin Summon Undead IV

Bestow Curse Enervation Inflict Critical Wounds

Contagion Evard's Black Tentacles Phantasmal Killer

Death Ward Fear Poison

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 Mass Inflict Light Wounds Summon Undead V

6 Acid Fog Geas/Quest Planar Binding

Circle of Death Harm Waves of Exhaustion

Create Undead Mass Inflict Moderate Wounds

Eyebite

7 Control Undead Mass Inflict Serious Wounds

Destruction Finger of Death Song of Discord

Greater Harm Vile Death

8 Create Greater Undead Mass Inflict Critical Wounds

Horrid Wilting Symbol of Death

9 Energy Drain Wail of the Banshee

Imprison Soul Mass Harm Plague of Undead

NEGATIVE ENERGY BURST

NEGATIVE ENERGY DAMAGE DN Level

$\square d4 =$

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

$\square = (12 \text{ to } 16 \rightarrow \text{level} \div 2 ; 17 \text{ to } 20 \rightarrow \text{level})$

Negative Levels Today

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

\square

UNDEAD MASTERY

STR AND DEX BONUS **HIT DIE BONUS**

\square \square

MAX ANIMATE UNDEAD TOTAL HIT DICE Conjurador Nível

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

MAX CONTROL UNDEAD TOTAL HIT DICE Conjurador Nível

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