

DREAD NECROMANCER

Dread Necromancer Level

Livello Incantatore

Livello Bonus

INCANTESIMI

CD TS Incantesimi	Inc. al Giorno	= Inc. Base	+ Inc. Bonus CAR
1			
2			
3			
4			
5			
6			
7			
8			
9			

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

FALLIMENTO INCANTESIMI ARCANI INCANTESIMI ARCANI

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

CD ATTACCO = 10 + ($\frac{\text{Livello da Necromante del Terrore}}{2}$) + 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 (per difetto)

CHARNEL TOUCH

ENERGIA NEGATIVA DANNO DN Level

$\text{Danno} = 1d8 + (\frac{\text{DN Level}}{4})$

UNDEAD HEALING DN Level

$\text{pf} = 1 + (\frac{\text{DN Level}}{4})$ (per difetto)

INTIMORIRE NON MORTI

INTIMORIRE AL GIORNO Altro Oggi

$\text{Intimorire} = 3 + \text{CAR} + \text{Oggi}$

1 TIRO INTIMORIRE

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

2 INTIMORIRE CREATURE MAX DADI VITA

$\text{Intimorire} = (\frac{\text{Tiro Intimorire}}{3}) + \text{Livello da Necromante del Terrore} - 4$

3 DITRUGGERE CREATURE MAX DADI VITA

$\text{Distruggere} = \frac{\text{Livello da Necromante del Terrore}}{2}$ (per difetto)

4 CREATURE INTIMORITE TOT DADI VITA

$\text{Intimorire} = 2d6 + \text{CAR} + \text{Livello da Necromante del Terrore}$

INCANTESIMI CONOSCIUTI

1	Bane Indiv. del Magico Inflict Light Wounds	Bestow Wound Detect Undead Ray of Enfeeblement	Cause Fear Doom Summon Undead I	Chill Touch Hide from Undead Allineamento Indecifrabile
2	Cecità/Sordità 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	Animare Morti Dissolvi Magia Giant Vermin Summon Undead IV	Bestow Curse Enervation Inflict Critical Wounds	Contagio Evard's Black Tentacles Phantasmal Killer	Death Ward Paura Veleno
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	Dissolvi Magia Superiore Mass Inflict Light Wounds Summon Undead V
6	Nebbia Acida Geas/Quest Planar Binding	Circle of Death Harm Waves of Exhaustion	Create Undead Mass Inflict Moderate Wounds	Eyebite
7	Controllare Non-morti Mass Inflict Serious Wounds	Distruzione 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

ENERGIA NEGATIVA DANNO DN Level

$\text{Danno} = d4$

MENTAL BASTION

MENTAL BASTION BONUS

Bonus resistenza a sonno, stordimento, paralisi, veleni o malattie.

NEGATIVE ENERGY RESISTANCE

RESISTENZA BONUS

Bonus resistenza a inc. infliggi ferite, risucchi di energia o caratteristica.

ENERVATING TOUCH

LIVELLI NEGATIVI AL GIORNO DN Level

$\text{Livelli} = (\frac{\text{da 12 a 16 level} \div 2}{\text{da 17 a 20 level}})$

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$\text{Scabrous Touch} = \text{Dado}$

UNDEAD MASTERY

FOR E DES BONUS **HIT DIE BONUS**

$\text{For E Des} = \text{Dado}$ $\text{Hit Die} = \text{Dado}$

MAX ANIMATE UNDEAD TOTAL HIT DICE Livello Incantatore

$\text{Hit Dice} = (4 + \text{CAR}) \times \text{Livello Incantatore}$

MAX CONTROL UNDEAD TOTAL HIT DICE Livello Incantatore

$\text{Hit Dice} = (2 + \text{CAR}) \times \text{Livello Incantatore}$

Negative Levels Today

$\text{Negative Levels} = \text{Dado}$