

DREAD NECROMANCER

Dread Necromancer Level

Livello Incant.

Livello Bonus

INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus CAR
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	5	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	6	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	7	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	8	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	9	<input type="text"/>		<input type="text"/>		<input type="text"/>

CD Salvezza Inc. = 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 + (÷ 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

= 1d8 + (÷ 4)

UNDEAD
HEALING

DN
Level

pf = 1 + (÷ 4) (per difetto)

INTIMORIRE NON MORTI

INTIMORIRE AL GIORNO Altro Oggi

= 3 + CAR +

1 TIRO INTIMORIRE

= d20 + CAR

2 INTIMORIRE CREATURE MAX DADI VITA

Livello
da Necromante del Terrore

= (Tiro Intimorire ÷ 3) + - 4

3 DITRUGGERE CREATURE MAX DADI VITA

Livello
da Necromante del Terrore

= ÷ 2 (per difetto)

4 CREATURE INTIMORITE TOT DADI VITA

Livello
da Necromante del Terrore

= 2d6 + CAR +

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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

3	Crushing Despair Ray of Exhaustion	Death Ward Speak with Dead	Halt Undead Summon Undead III	Inflict Serious Wounds Vampiric Touch
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

6	Nebbia Acida Geas/Quest Planar Binding	Circle of Death Harm Waves of Exhaustion	Create Undead Mass Inflict Moderate Wounds	Eyebite
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

7	Controllare Non-morti Mass Inflict Serious Wounds	Distruzione Finger of Death Song of Discord	Greater Harm Vile Death
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

8	Create Greater Undead Mass Inflict Critical Wounds	Horrid Wilting Symbol of Death
<input type="text"/>	<input type="text"/>	<input type="text"/>

9	Energy Drain Wail of the Banshee	Imprison Soul Mass Harm	Plague of Undead
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NEGATIVE ENERGY BURST

ENERGIA NEGATIVA
DANNO

DN
Level

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.

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

UNDEAD MASTERY

FOR E DES BONUS

HIT DIE BONUS

MAX ANIMATE UNDEAD
TOTAL HIT DICE

Livello
Incant.

dv = (4 + CAR) ×

MAX CONTROL UNDEAD
TOTAL HIT DICE

Livello
Incant.

dv = (2 + CAR) ×

ENERVATING TOUCH

LIVELLI NEGATIVI
AL GIORNO

DN
Level

= (: da 12 a 16 level ÷ 2 : da 17 a 20 level)

Negative Levels Today