

# DREAD NECROMANCER

Dread Necromancer Level

Nivel de Lanzador

Bon Nivel

## CONJUROS

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

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

## UMBRAL DE FALLO DE CONJUJO 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

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

### 1 REBUKING CHECK

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

### 2 TO REBUKE CREATURE DADOS DE GOLPE MAX.

Dread Necromancer Level

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

### 3 TO DESTROY CREATURE DADOS DE GOLPE MAX.

Dread Necromancer Level

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

### 4 CREATURES REBUKED DADOS DE GOLPE TOTALES

Dread Necromancer Level

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

## CONJUROS CONOCIDOS

1	Bane Detectar Magia Inflict Light Wounds	Bestow Wound Detect Undead Ray of Enfeeblement	Cause Fear Doom Summon Undead I	Chill Touch Hide from Undead Alineamiento Indetectable
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2	Blindness / Deafness False Life Scare	Command Undead Gentle Repose Spectral Hand	Oscuridad 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 Dispel Magic Giant Vermin Summon Undead IV	Bestow Curse Enervation Inflict Critical Wounds	Contagion Evard's Black Tentacles Phantasmal Killer	Death Ward Fear Veneno
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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 Dispel Magic Mass Inflict Light Wounds Summon Undead V
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6	Niebla Ácida Geas/Quest Planar Binding	Circulo de Muerte 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.

## ENERVATING TOUCH

### NEGATIVE LEVELS PER DAY

DN Level

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

## SCABROUS TOUCH

### SCABROUS TOUCH PER DAY

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

## UNDEAD MASTERY

### STR AND DEX BONUS

### HIT DIE BONUS

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

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

### MAX ANIMATE UNDEAD DADOS DE GOLPE TOTALES

Nivel de Lanzador

$\text{Max Animate Undead} = (4 + \text{CAR}) \times \text{Level}$

### MAX CONTROL UNDEAD DADOS DE GOLPE TOTALES

Nivel de Lanzador

$\text{Max Control Undead} = (2 + \text{CAR}) \times \text{Level}$

Negative Levels Today

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