DREAD NECROMANCER

Dread Necromancer Level

Poziom Czarującego

Poziomy Premiowe +

CZARY

ST Rzutu Obronnego		Czary na dzień	= Czary Bazowe	+ Bonus Spells CHA
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

ST Rz. Obr. = 10 + CHA + Poziom CZaru

NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

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

ATTACK DC

Dread Necromancer Level

= 10 + (÷ 2) + CHA

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 (Zaokrąglane w dół)

CHARNEL TOUCH

NEGATIVE ENERGY DAMAGE

DN Level

= 1d8 + (÷ 4)

UNDEAD HEALING

DN Level

pw = 1 + (÷ 4) (Round down)

REBUKE UNDEAD

REBUKES PER DAY

Inne

Dziś

= 3 + CHA +

1 REBUKING CHECK

= k20 + CHA

2 TO REBUKE CREATURE MAX KW

Dread Necromancer Level

= (Rebuking Check ÷ 3) + - 4

3 TO DESTROY CREATURE MAX KW

Dread Necromancer Level

= ÷ 2 (Zaokrąglane w dół)

4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

= 2k6+ CHA +

ZNANE CZARY

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	Zadawanie Średnich Ran
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	Destruction	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

hd = (4 + CHA) × Poziom Czarującego

MAX CONTROL UNDEAD TOTAL HIT DICE

hd = (2 + CHA) × Poziom Czarującego

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY

DN Level

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

Negative Levels Today