

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

$\square = 10 + (\square \div 2) + \text{CHA}$

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

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

UNDEAD HEALING

DN
Level

$\square_{pw} = 1 + (\square \div 4)$ (Round down)

REBUKE UNDEAD

REBUKES PER DAY

Inne

Dziś

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

1 REBUKING CHECK

$\square = k20 + \text{CHA}$

2 TO REBUKE CREATURE MAX KW

Dread Necromancer
Level

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

3 TO DESTROY CREATURE MAX KW

Dread Necromancer
Level

$\square = \square \div 2$ (Zaokrąglane w dół)

4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer
Level

$\square = 2k6 + \text{CHA} + \square$

ZNANE CZARY

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 Zadawanie Średnich Ran 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

$\square d4 = \square$

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

\square

UNDEAD MASTERY

STR AND DEX BONUS

HIT DIE BONUS

\square

\square

MAX ANIMATE UNDEAD TOTAL HIT DICE

Poziom
Czarującego

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

MAX CONTROL UNDEAD TOTAL HIT DICE

Poziom
Czarującego

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

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY

DN
Level

$\square = (\square : \begin{matrix} 12 \text{ to } 16 \rightarrow \text{level} \div 2 \\ 17 \text{ to } 20 \rightarrow \text{level} \end{matrix})$

Negative Levels Today

$\square \square \square \square \square \square$
 $\square \square \square \square \square \square$
 $\square \square \square \square \square \square$