

Dread Necromancer Level	
Poziom Czarującego	
Poziomy Premiowe	+

ST Rzutu Obronnego		Czary Dziennie	=	Czary Bazowe	+	Czary premiowe CHA
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

ATTACK DC Straszny Nekromanta
 Poziom

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

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)

NEGATIVE ENERGY DAMAGE	DN Level
<div></div> = 1d8 + (<div></div> ÷ 4)	
UNDEAD HEALING	DN Level
<div></div> pw = 1 + (<div></div> ÷ 4) (Round down)	

REBUKES PER DAY Inne Dziś

= 3 + **CHA** +

$$\square = k_{20} + \text{CHA}$$

Straszny Nekromanta

Poziom

$$\boxed{} = \left(\frac{\text{Rebuking Check}}{3} \right) + - 4$$

Straszny Nekromanta

Poziom

$$\boxed{} = \div 2 \quad (\text{Zaokrąglane w dół})$$

Straszny Nekromanta

Poziom

= 2k6+ CHA +

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
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2	Blindness / Deafness	Command Undead	Darkness	Death Knell
	False Life	Gentle Repose	Ghost Touch	Zadawanie Średnich Ran
	Scare	Spectral 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	Trucizna
	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			
□□□				
□□□				

$$\text{NEGATIVE ENERGY DAMAGE} = \text{DN Level}$$

MENTAL BASTION

BONUS

Bonus applies to resist sleep, stunning, paralysis, poison or disease

RESISTANCE
BONUS

Bonus applies to resist energy drain, ability drain or inflict spells.

NEGATIVE LEVELS DN
PER DAY Level

$\boxed{} = \left(\begin{array}{l} 12 \text{ to } 16 \rightarrow \text{level} \div 2 \\ 17 \text{ to } 20 \rightarrow \text{level} \end{array} \right)$

Negative Levels Today

$\begin{array}{cccc} \square & \square & \square & \square \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array}$

SCABROUS TOUCH PER DAY

STR AND DEX BONUS	HIT DIE BONUS
+	+

Poziom
Czarującego

$$\boxed{\text{hd}} = (4 + \text{CHA}) \times \dots$$

Poziom
Czarujacego

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

Negative Levels Today