

DEATH MASTER

DM
Level

Nível
Bônus

Conjurador
Nível

MAGIAS

Teste de Resistência CD		Magias por dia	=	Base INT + Bônus de Magias
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

Teste de Magia CD = 10 + INT + Nível da Magia

FALHA ARCANALIMIAR

Death Masters can negate the somatic components of spells by using a vial of blood while casting the spell

%

MASTER OF THE DEAD

VONTADE

RESISTÊNCIA CD

Death Master
Level

$$= 10 + \left(\frac{\text{Death Master Level}}{2} \right) + \text{CAR}$$

Undead must succeed on save or be unable to attack you for 24 hours
unintelligent undead automatically fail.
Use this DC for Sustenance of the Dead as well

SUSTENANCE OF THE DEAD

Temporary
Hit Points

Undead's
Total
Hit Dice

Applies to undead under control within 60 ft. If the creature saves it is no longer under control

$$+ \text{pv} = 2 \times \text{Undead's Total Hit Dice}$$

LICH ABILITIES

TESTE CD

Hit Dice

$$= 10 + \left(\frac{\text{Hit Dice}}{2} \right) + \text{CAR}$$

Use this DC for the damage will (halves) save, the Fear Aura will (negates) save, and the Paralyzing Touch fortitude (negates) save

REBUKE UNDEAD

REBUKES PER DAY

Outros

$$= 3 + \text{CAR} + \text{Outros}$$

1 REBUKING CHECK

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

2 TO REBUKE CREATURE MAX HIT DICE

Death Master
Level

$$= \left(\frac{\text{Rebuking Check}}{3} \right) + \text{Death Master Level}$$

3 TO DESTROY CREATURE MAX HIT DICE

Death Master
Level

$$= \frac{\text{Death Master Level}}{2} \quad (\text{Arredonda para Baixo})$$

4 CREATURES REBUKED TOTAL HIT DICE

Death Master
Level

$$= 2\text{d6} + \text{CAR} + \text{Death Master Level}$$

MAGIAS PREPARADAS

0		
1		
2		
3		
4		
5		
6		
7		
8		
9		

PERGAMINHOS

POÇÕES