

DEATH MASTER

DM
Level

Bonus de
Niveau

+

Niveau de
Lanceur de Sort

SORTS

DD de sauvegarde du sort		Sorts par jour	=	Sorts de base	+	Bonus Spells INT
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	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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DD de jet de sauvegarde d'un sort = 10 + INT + niveau de sort

RISQUE D'ÉCHEC DES SORTS PROFANES

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

%

MASTER OF THE DEAD

JET DE
VOLONTÉ DD

Death Master
Level

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

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

SAVE DC

Dé de vie

$$= 10 + \left(\frac{\text{Dé de vie}}{2} \right) + \text{CHA}$$

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

Divers

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

1 REBUKING CHECK

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

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

$$= \frac{\text{MAX HIT DICE}}{2} \quad (\text{arrondi à l'inférieur})$$

4 CREATURES REBUKED TOTAL HIT DICE

Death Master
Level

$$= 2d6 + \text{CHA} + \text{TOTAL HIT DICE}$$

SORTS PREPARES

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PARCHEMINS

POTIONS