

DEATH MASTER

DM
Level

Bon
de Nivel

+

Nivel de
Lanzador

CONJUROS

CD Salv
de Conjueros

Conjueros
al Día

= Conjueros
Base

+ Bonus Spells
INT

1

2

3

4

5

6

7

8

9

CD Salv Conjuero = 10 + INT + Nivel Conjuero

UMBRAL DE FALLO DE CONJUERO ARCANO

%

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

MASTER OF THE DEAD

WILL
SAVE CD

Death Master
Level

= 10 + ($\div 2$) + 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

Puntos de Golpe
Temporales

Undead's
Total
Hit Dice

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

+ pg

= 2 x

LICH ABILITIES

SAVE DC

Dados de Golpe

= 10 + ($\div 2$) + 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

Misc

= 3 + CAR +

1 REBUKING CHECK

= d20 + CAR

2 TO REBUKE CREATURE DADOS DE GOLPE MAX.

Death Master
Level

= (Rebuking
Check $\div 3$) +

3 TO DESTROY CREATURE DADOS DE GOLPE MAX.

Death Master
Level

= $\div 2$

(Redondear abajo)

4 CREATURES REBUKED DADOS DE GOLPE TOTALES

Death Master
Level

= 2d6 + CAR +

CONJUROS PREPARADOS

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PERGAMINOS

POCIONES