DEATH MASTER DM level	VORBEREI	TETE ZAUBER
Stufen- bonus + Zauber- stufe		0
ZAUBER		
RW gegen Zauber _ Grund Bonus Spells		
Zauber pro Tag zauber INT		
1 7777		
2		1
3 000		
4		
5		
6 000		
7		2 000
8		
9		
RW gegen Zauber (SG) = 10 + IN + Zaubergrad		
ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT		
Death Masters can negate the somatic components of spells by using a vial of blood		3 ====
% components of spells by using a vial of blood while casting the spell		
MASTER OF THE DEAD		
WILL Death Master SAVE DC Level		
/		4
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		5
SUSTENANCE OF THE DEAD		
Temp. Undead's Trefferpunkte Total Applies to undead under		
Hit Dice Control within 60 ft. If the creature saves it is no		
+ TP = 2 × longer under control		6
LICH ABILITIES		
RETTUNGSWURF SG TW		000
=10 + (÷ 2) + CH		
Use this DC for the damage will (halves) save,		
the Fear Aura will (negates) save, and		7
the Paralyzing Touch fortitude (negates) save		
REBUKE UNDEAD		
REBUKES PRO TAG Sonstiges		8
=3 + CH +		
1 REBUKING CHECK		9
=w20 + CH		
	SCHRIFTROLLEN	
2 TO REBUKE CREATURE Death Master Level		
= (Rebuking : 3) +		
3 TO DESTROY CREATUREMAX TW		
Death Master Level		
- :2		
= ÷ 2 (abrunden)		
4 CREATURES REBUKED Death Master TW GESAMT Level		
= 2W6 + CH +		