

# DEATH MASTER

DM  
Level

Nível  
Bônus

+ Conjurador  
Nível

## MAGIAS

Teste de  
Resistência CD

Magias  
por dia

Magias Bônus

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

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

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

$$+ \text{hp} = 2 \times \text{Total Hit Dice}$$

## 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

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

### 2 TO REBUKE CREATURE MAX HIT DICE

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

### 3 TO DESTROY CREATURE MAX HIT DICE

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$$= \left( \frac{\text{Rebuking Check}}{2} \right) \text{ (Arredonda para Baixo)}$$

### 4 CREATURES REBUKED TOTAL HIT DICE

Death Master  
Level

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

## MAGIAS PREPARADAS

0					
1					
2					
3					
4					
5					
6					
7					
8					
9					

## PERGAMINHOS

## POÇÕES