

# DEATH MASTER

DM  
Level

Livello  
bonus

+

Livello  
incantatore

## INCANTESIMI

CD salvezza  
incantesimi

Incantesimi  
al giorno

Incantesimi  
Base

Bonus Spells  
INT

1

2

3

4

5

6

7

8

9

CD TS Incantesimo = 10 + INT + Liv. Incantesimo

## FALLIMENTO INCANTESIMI ARCANI SOGLIA

%

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

## MASTER OF THE DEAD

SALVEZZA

VOLONTÀ 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

Punti Ferita  
Temporanei

Undead's  
Total  
Hit Dice

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

+ pf

= 2 ×

## LICH ABILITIES

TIRI SALVEZZA

Dadi Vita

$$= 10 + ( \div 2 ) + CAR$$

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

Varie

$$= 3 + CAR +$$

### 1 REBUKING CHECK

$$= d20 + CAR$$

### 2 TO REBUKE CREATURE MAX HIT DICE

Death Master  
Level

$$= ( \text{Rebuking Check} \div 3 ) +$$

### 3 TO DESTROY CREATURE MAX HIT DICE

Death Master  
Level

$$= \div 2 \quad (\text{Arrotondato per difetto})$$

### 4 CREATURES REBUKED TOTAL HIT DICE

Death Master  
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$$= 2d6 + CAR +$$

## INCANTESIMI PREPARATI

0

1

2

3

4

5

6

7

8

9

## PERGAMENE

## POZIONI