

DEATH MASTER

DM
LevelStufen-
bonus

+

Zauber-
stufe

ZAUBER

RW gegen Zauber		Zauber pro Tag	= Grund- zauber	+ Bonus Spells INT
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	9			<input type="checkbox"/> <input type="checkbox"/>

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 while casting the spell

MASTER OF THE DEAD

WILL
SAVE DCDeath Master
Level

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

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

Temp.
TrefferpunkteUndead's
Total
Hit DiceApplies to undead under
control within 60 ft. If the
creature saves it is no
longer under control

$$+ TP = 2 \times$$

LICH ABILITIES

RETTUNGSWURF SG

TW

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

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 PRO TAG

Sonstiges

$$= 3 + CH +$$

1 REBUKING CHECK

$$= W20 + CH$$

2 TO REBUKE CREATURE MAX TW

Death Master
Level

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

3 TO DESTROY CREATURE MAX TW

Death Master
Level

$$= \div 2 \quad (\text{abunden})$$

4 CREATURES REBUKED TW GESAMT

Death Master
Level

$$= 2W6 + CH +$$

VORBEREITETE ZAUBER

☐ ☐ ☐

SCHRIFTROLLEN

TRÄNKE