

DEATH MASTER

DM
Level

Livello
Bonus

+

Livello
Incantatore

INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	=	Inc. Base	+	Inc. Bonus INT
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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DC del TS = 10 + INT + Liv. Incantesimo

FALLIMENTO INCANTESIMI ARCANI INCANTESIMI ARCANI

%

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

$$= 10 + (\div 2) + \text{CAR}$$

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

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

$$+ \text{pf} = 2 \times$$

LICH ABILITIES

TIRI SALVEZZA

Dadi Vita

$$= 10 + (\div 2) + \text{CAR}$$

Use this DC for the damage will (halves) save, the Fear Aura will (negates) save, and the Paralyzing Touch fortitude (negates) save

INTIMORIRE NON MORTI

INTIMORIRE AL GIORNO

Altro

$$= 3 + \text{CAR} +$$

1 TIRO INTIMORIRE

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

2 INTIMORIRE CREATURE MAX DADI VITA

Death Master
Level

$$= (\text{Tiro Intimorire} \div 3) +$$

3 DITRUGGERE CREATURE MAX DADI VITA

Death Master
Level

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

4 CREATURE INTIMORITE TOT DADI VITA

Death Master
Level

$$= 2d6 + \text{CAR} +$$

INCANTESIMI PREPARATI

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PERGAMENE

POZIONI