DEATH MASTER DM	VORBEREI	TETE ZAUBER
21.6		
Stufen- bonus + Zauber- stufe		0
ZAUBER		
RW gegen Zauber = Grund- + Bonus Spells		
1		
2		1 000
3		
4		
5		
6		
7		2
8		
9 🗀		
RW gegen Zauber (SG) = 10 + IN + Zaubergrad		
ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT  Death Masters can negate the somatic		3 000
% components of spells by using a vial of blood		3
while casting the spell		
MASTER OF THE DEAD WILL Death Master		
SAVE DC Level		,
=10 + ( ÷2) + CH		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		
SUSTENANCE OF THE DEAD		5
Temp. Undead's Treffernunkte Total Applies to undead under		
Trefferpunkte   Total   Applies to undead under   Hit Dice   control within 60 ft. If the   creature saves it is no		
+ TP = 2 × longer under control		
LICH ABILITIES		6
RETTUNGSWURF SG Trefferwürfel		
=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		
1 REBURING CHECK		9
=w20 + CH		
2 TO REBUKE CREATURE Death Master Level	SCHRIFTROLLEN	TRÄNKE
= ( Rebuking ÷ 3 ) +		
3 TO DESTROY CREATUREMAX TW		
Death Master Level		
= ÷2		
(abrunden)		
CREATURES REBUKED Death Master TW GESAMT Level		
= 2W6 + CH +		