DEATH MASTER DM level	SORTS	PREPARES
Level		000
Niveau Bonus **Niveau de Lanceur de Sort		0
SORTS		
Sort Sorts = Base + Bonus Spells		
DD sauvegarde par jour Sorts INT		
1 7777		
2		1 000
3 000		
4 000		
5		
6 000		
7		2 000
8		
9		
DD de jet de sauvegarde d'un sort = 10 + INT + niveau de sort		
RISQUE D'ÉCHEC DES THRESHOLD		
Death Masters can negate the somatic		3
% components of spells by using a vial of blood while casting the spell		
MASTER OF THE DEAD		
VOLONTE Death Master		
SAUVEGARDE DD Level =10 + (÷ 2) + CHA		4
=10 + (÷ 2) + CHA		<u> </u>
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		5
SUSTENANCE OF THE DEAD		
Temporary Undead's Hit Points Total Applies to undead under		
Hit Dice control within 60 ft. If the creature saves it is no		
t pv = 2 × longer under control		
LICH ABILITIES		6
SAVE DC Hit Dice		
=10 + (÷ 2) + CHA		
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 PER DAY Divers		8
= 3 + CHA +		
1 REBUKING CHECK		
= d20 + CHA		9
	PARCHEMINS	POTIONS
2 TO REBUKE CREATURE Death Master MAX HIT DICE Level	1 ARGILMING	TOTIONS
= (Rebuking ÷ 3) +		
3 TO DESTROY CREATURE		
MAX HIT DICE		
Death Master Level		
- + 2		
arrondi à l'inférieu	r)	
4 CREATURES REBUKED Death Master TOTAL HIT DICE Level		
= 2d6 + CHA +		