



UNDEAD LORD

DE

Nivel de
Clérigo

Nivel de
Lanzador

(CLÉRIGO)

DEATH DOMAIN

| | |
|-----------------|-------------|
| Dominio | |
| Poder Concedido | |
| Nivel | Nivel |
| CD | CD |
| Usos al día | Usos al día |

CONJUROS

| CD Salv de Conjuros | Conjuros al Día | Conjuros Base | Conjuros Adicionales |
|---------------------|-----------------|---------------|--------------------------------|
| 0 | +1 | +1 | SAB - 4 SAB - 8 SAB - 12 |
| 1 | +1 | +1 | |
| 2 | +1 | +1 | |
| 3 | +1 | +1 | |
| 4 | +1 | +1 | |
| 5 | +1 | +1 | |
| 6 | +1 | +1 | |
| 7 | +1 | +1 | |
| 8 | +1 | +1 | |
| 9 | +1 | +1 | |

CD Salv de Conjur = 10 + SAB + Nivel de Conjur

| | | | | |
|-------------------|-------------|----------|---|---|
| Heridas Leves | 1d8 + Nivel | (1 - 5) | 1 | 5 |
| Heridas Moderadas | 2d8 + Nivel | (3 - 10) | 2 | 6 |
| Heridas Graves | 3d8 + Nivel | (5 - 15) | 3 | 7 |
| Heridas Críticas | 4d8 + Nivel | (7 - 20) | 4 | 8 |
| Curar / Infligir | 10 x Nivel | | 6 | 9 |

CORPSE COMPANION

Companion

Creating a corpse companion takes 8 hours, and the companion may have hit dice up to your cleric level.

CANALIZAR ENERGÍA

Clérigo Bueno



Clérigo Malvado



Canalizar Energía Positiva

Curar Heridas

Infligir Heridas

CANALIZAR AL DÍA

| | | |
|--|------|-----|
| | Misc | Hoy |
| | | |
| | | |
| | | |

TIRADA DE ENERGÍA

d6 = ($\frac{\text{Nivel de Clérigo}}{2}$) + (Redondear arriba)

CD SALV VOLUNTAD

Nivel de Clérigo

Misc

$10 + (\frac{\text{Nivel de Clérigo}}{2}) + \text{CAR} +$

CHANNEL RANGE

30'

Radio centrado en el Clérigo

UNLIFE HEALER

Nivel 8 All spells, channelling and other effects to heal undead are "empowered" for +50%.

Nivel 16 All spells, channelling and other effects to heal undead always do their maximum effect +50%.

CONJUROS PREPARADOS

0

Conjuro de Dominio +1

1

Conjuro de Dominio +1

2

Conjuro de Dominio +1

3

Conjuro de Dominio +1

4

Conjuro de Dominio +1

5

Conjuro de Dominio +1

6

Conjuro de Dominio +1

7

Conjuro de Dominio +1

8

Conjuro de Dominio +1

9