



UNDEAD LORD

VON

Kleriker-Stufe

Zauberstufe

(CLERIC)

DEATH DOMAIN

Domäne

Verliehene Fähigkeiten

Verliehene Fähigkeiten

| Stufe | SG | Einsetzbar pro Tag |
|-------|----|--------------------|
| | | |
| | | |
| | | |
| | | |

ZAUBER

| Zauber Rettungs SG | Zauber pro Tag | = Grund-zauber | + Bonuszauber |
|--------------------|----------------|----------------|---------------|
| | 0 | | |
| | 1 | +1 | |
| | 2 | +1 | |
| | 3 | +1 | |
| | 4 | +1 | |
| | 5 | +1 | |
| | 6 | +1 | |
| | 7 | +1 | |
| | 8 | +1 | |
| | 9 | +1 | |

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration = WE + Zauberstufe

| | | | | | |
|---------|--------------------|-------------|----------|---|---|
| INFLECT | Leichte Wunden | 1W8 + Stufe | (1 - 5) | 1 | 5 |
| | Mittelschw. Wunden | 2W8 + Stufe | (3 - 10) | 2 | 6 |
| | Schwere Wunden | 3W8 + Stufe | (5 - 15) | 3 | 7 |
| | Kritische Wunden | 4W8 + Stufe | (7 - 20) | 4 | 8 |
| | Heilen / Leid | 10 × Stufe | | 6 | 9 |

CORPSE COMPANION

Companion

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

ENERGIE FOKUSSIEREN

Guter Kleriker ☐



Böser Kleriker ☐

Negative Energie

Wunden heilen

Wunden verursachen

FOKUSSIEREN

PRO TAG

Sonstiges

Heute

= 3 + CH +

ENERGIE WURF

Kleriker-Stufe

Sonstiges

W6 = (÷ 2) + (aufrunden)

CHANNEL RANGE

30 m

Radius um den Kleriker

UNLIFE HEALER

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

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

VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9