



CLOISTERED CLERIC

VON

Kleriker-Stufe

Zauber-stufe

DOMAIN

Domäne

Verliehene Fähigkeiten

Verliehene Fähigkeiten

Stufe

Stufe

SG

SG

Einsetzbar pro Tag

Einsetzbar pro Tag

Einsetzbar pro Tag

Einsetzbar pro Tag

ZAUBER

Zauber Rettungs SG

Zauber pro Tag

=

Grund-zauber

+

Bonuszauber

0

1

2

3

4

5

6

7

8

9

+1

+1

+1

+1

+1

+1

+1

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+1

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration

=

WE

+

Zauber-stufe

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 x Stufe

6

9

BREADTH OF KNOWLEDGE

Cleric Level

Knowledge bonus

=

÷ 2

Can make knowledge checks untrained.

ENERGIE FOKUSSIEREN

Guter Kleriker

☐



☐



☐

Böser Kleriker

Positive ENERGIE FOKUSSIEREN
Wunden heilen

Negative ENERGIE FOKUSSIEREN
Wunden verursachen

FOKUSSIERT

PRO TAG

Sonstiges

Heute

☐☐☐

= 3 +

CH

+

☐☐☐

☐☐☐

☐☐☐

ENERGIE WURF

Kleriker-Stufe

Sonstiges

W6

= (

÷ 2

) +

☐☐☐☐☐☐

(aufrunden)

Kleriker-Stufe

Sonstiges

☐☐☐☐☐☐

= 10 + (

÷ 2

) +

CH

+

☐☐☐☐☐☐

WELL-READ

Stufe

2

+2 to skill checks, caster level checks and saving throws if pertaining to glyphs, runes and other writing.

VERBAL INSTRUCTIONS

Stufe

3

ALLIES

Cleric Level

=

÷ 3

VORBEREITETE ZAUBER

0

Domänenzauber +1

1

Domänenzauber +1

2

Domänenzauber +1

3

Domänenzauber +1

4

Domänenzauber +1

5

Domänenzauber +1

6

Domänenzauber +1

7

Domänenzauber +1

8

Domänenzauber +1

9