



UNDEAD LORD

VON

Kleriker-Stufe

Zauberstufe

(CLERIC)

DEATH DOMAIN

Domäne

Verliehene Fähigkeiten

Verliehene Fähigkeiten

Stufe

SG

Einsetzbar pro Tag

Einsetzbar pro Tag

Einsetzbar pro Tag

Einsetzbar pro Tag

Stufe

SG

Einsetzbar pro Tag

ZAUBER

Zauber Rettungs SG

Zauber pro Tag

=

Grund-zauber

+

Bonuszauber

0

+1

+1

+1

+1

+1

2

+1

+1

+1

+1

+1

3

+1

+1

+1

+1

+1

4

+1

+1

+1

+1

+1

5

+1

+1

+1

+1

+1

6

+1

+1

+1

+1

+1

7

+1

+1

+1

+1

+1

8

+1

+1

+1

+1

+1

9

+1

+1

+1

+1

+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 × 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

Positive ENERGIE FOKUSSIEREN

Wunden heilen

Negative Energie

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