



CLOISTERED CLERIC

DER DOMÄNE

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

RW gegen
Zauber

Zauber
pro Tag

=

Grund-
zauber

+

Bonuszauber

0

1

2

3

4

5

6

7

8

9

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

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+1

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+1

+1

VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9

Domänenzauber +1

Domänenzauber +1

Domänenzauber +1

Domänenzauber +1

Domänenzauber +1

Domänenzauber +1

Domänenzauber +1

Domänenzauber +1

Domänenzauber +1

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

Kleriker 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

FOKUSSIERTEN

PRO TAG

Sonst. Mod.

Heute

= 3 +

CH

+

ENERGIE
WURF

Kleriker-
Stufe

Sonst. Mod.

W6

= (

÷ 2

) +

(aufrunden)

WILLEN RETTUNGSWISSEN (SG)

Sonst. Mod.

= 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

Kleriker Level

=

÷ 3