

DOMAIN

Domäne		Verliehene Fähigkeiten		Verliehene Fähigkeiten	
	Stufe		Stufe		Stufe
	SG		SG		SG
	Einsetzbar pro Tag <div style="display: flex; align-items: center; gap: 10px;"> <div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div> </div>	<div style="display: flex; align-items: center; gap: 10px;"> <div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div> </div> Einsetzbar pro Tag <div style="display: flex; align-items: center; gap: 10px;"> <div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div> </div>	Einsetzbar pro Tag <div style="display: flex; align-items: center; gap: 10px;"> <div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div> </div>	Einsetzbar pro Tag <div style="display: flex; align-items: center; gap: 10px;"> <div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div> </div>	Einsetzbar pro Tag <div style="display: flex; align-items: center; gap: 10px;"> <div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div> </div>

ZAUBER

RW gegen Zauber		Zauber pro Tag	=	Grund- zauber	+	Bonuszauber
	0					WE WE -4 WE -8 WE -12
	1	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8	+1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9	+1		+1		<input type="checkbox"/> <input type="checkbox"/>

$$\text{RW gegen Zauber (SG)} = 10 + \text{WE} + \text{Zaubergrad}$$

Wundkonzentration	=	WE	+	Zauberstufe
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

BREADTH OF KNOWLEDGE

Kleriker Level

Knowledge bonus = ÷ 2

Can make knowledge checks untrained.

ENERGIE FOKUSSIEREN

Guter Kleriker ☐

☐ Böser Kleriker

FOKUSSIEREN

Negative Energie fokussiere

Wunden heilen

Wunden verursachen

FOKUSSIERT

PRO TAG

Sonst.

Heute

$$\boxed{} = 3 + \text{CH} + \boxed{}$$

ENERGIE
WURF

Kleriker-
Stufe

Sonst.

$$W6 = \left(\frac{\text{Stufe}}{\div 2} \right) + \text{sonst.} \quad (\text{aufrunden})$$

WILLEN RETTUNGSWURDE (SG)

Kleriker-
Stufe(S

Sonst.

$$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CH} + $$

WELL-READ

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

VERBAL INSTRUCTIONS

Staff	ALLIES	Kleriker Level
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3 = \div 3

VORBEREITETE ZAUBER

[illegible]