



UNDEAD LORD

DER DOMÄNE

Kleriker-Stufe

Zauber-stufe

(KLERIKER)

DEATH DOMAIN

Domäne

Verliehene Fähigkeiten

Verliehene Fähigkeiten

Stufe

SG

Einsetzbar pro Tag

Einsetzbar pro Tag

Einsetzbar pro Tag

Einsetzbar pro Tag

Einsetzbar pro Tag

ZAUBER

RW gegen Zauber

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

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

Konzentration

=

WE

+

Zauber-stufe

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

POSITIVE ENERGIE FOKUSSIEREN

Wunden heilen

Negative Energie fokussieren

Wunden verursachen

FOKUSSIEREN

PRO TAG

Sonst.

Heute

= 3 +

CH

+

Heute

ENERGIE WURF

Kleriker-Stufe

Sonst.

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