



# CRUSADER DER DOMÄNE

Crusader  
Level

Zauber-  
stufe

(KLERIKER)

## DOMAIN

Domäne

Verliehene Fähigkeiten

Verliehene Fähigkeiten

Stufe

Stufe

SG

SG

Einsetzbar  
pro Tag

□□□□  
□□□□

□□□□  
□□□□

Einsetzbar  
pro Tag

□□□□  
□□□□

## BONUSTALENTE

1

5

10

15

20

## 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

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

+1

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

Konzentration

□□□□

=

WE

+

Zauber-  
stufe

Zauber-  
stufe

HEILEN / VERLETZEN

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

## ENERGIE FOKUSSIEREN

Guter Kleriker

□

☠

☠

□

Böser Kleriker

POSITIVE ENERGIE FOKUSSIEREN  
Wunden heilen

NEGATIVE ENERGIE FOKUSSIEREN  
Wunden verursachen

## FOKUSSIERTEN

PRO TAG

Sonst.

Heute

□□□□

=

3

+

CH

+

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

□□□□

## VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9