



WARRIOR PRIEST

Warrior Priest
Level

Poziom
Czarującego

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Poziom	
ST Rz. Obr.	Poziom
$\text{Poziom} = 10 + \left(\frac{\text{ST Rz. Obr.}}{2} \right) + \text{RZT}$	
Użyć dziennie	Poziom
$\text{Użyć dziennie} = 3 + \left(\frac{\text{Poziom}}{2} \right)$	

CZARY

ST Rzut Obronnego		Czary Dziennie	=	Czary Bazowe	+	Czary Premiowe
	0					RZT - 4 RZT - 8 RZT - 12
	1					
	2					
	3					
	4					
	5					
	6					

ST Rz. Obr. = 10 + RZT + Poziom Czar

Lekkie Rany	1k8 + Poziom (1 - 5)	1	5
Średnie Rany	2k8 + Poziom (3 - 10)	2	6
Poważne Rany	3k8 + Poziom (5 - 15)	3	7
Krytyczne Rany	4k8 + Poziom (7 - 20)	4	8
Leczenie / Zadawanie	10x Poziom	6	9

FERVOUR

Poziom Inflict or cure wounds with a touch.

2 Good Warrior Priest ☐ ☐ Evil Warrior Priest

Leczenie Ran Zadawanie Ran

Harm Undead Heal Undead

Kierunkowanie Pozytywnej Energii Kierunkowanie Negatywnej Energii

FERVOUR PER DAY

Warrior Priest Level

Inne

$\text{FERVOUR PER DAY} = \left(\frac{\text{Warrior Priest Level}}{2} \right) + \text{RZT} + \text{Inne}$

HEAL / DAMAGE

Warrior Priest Level

$\text{HEAL / DAMAGE} = \left(\frac{\text{Warrior Priest Level}}{2} - 1 \right) \div 3$

Spend one use of Fervour to cast a prepared spell which targets only yourself as a swift action with no somatic component.

KIERUNKOWANIE ENERGII

Poziom 4 Spend two uses of Fervour to channel energy

WOLA

ST Rz. Obr

Warrior Priest Level

Inne

$\text{WOLA} = 10 + \left(\frac{\text{Warrior Priest Level}}{2} \right) + \text{RZT} + \text{Inne}$

ASPECT OF WAR

Poziom 20 For one minute, use your level as your Base Attack Bonus, gain damage reduction 10/-, move at full speed regardless of armour or encumbrance, and blessings do not count against your daily total.

SACRED WEAPON / ARMOUR

Warrior Priest Level	Weapon Damage	Weapon Enhancement	Armour Enhancement
1	Small / Large k6		
3			
4		+1	
5	k8		
6	k6 / 2k6		
7			+1
8		+2	
9			
10	k10		+2
12	k8 / 2k8	+3	
13			+3
15	2k6		
16	k10 / 3k6	+4	+4
18			
19			+5
20	2k8	+5	
	2k6 / 3k8		

- ☐ Brilliant energy +4
- ☐ Defending +1
- ☐ Disruption +2
- ☐ Flaming +1
- ☐ Frost +1
- ☐ Keen +1
- ☐ Shock +1



DOBRY

- ☐ Axiomatic +2
- ☐ Merciful +1
- ☐ Ghost touch +1
- ☐ Holy +2



CHAOTYCZNY

- ☐ Anarchic +2
- ☐ Vicious +1
- ☐ Mighty cleaving +1
- ☐ Unholy +2



NEUTRAL

- ☐ Spell storing +1
- ☐ Thundering +1
- ☐ Glamered +1



Fortification:

- ☐ Normal (10 pts) +2
- ☐ Improved (20 pts) +4
- ☐ Greater (30 pts) +5
- ☐ Light (25%) +1
- ☐ Moderate (50%) +3
- ☐ Heavy (75%) +5



Odporność na czary

- ☐ 13 pts +2
- ☐ 15 pts +3
- ☐ 17 pts +4
- ☐ 19 pts +5

PRZYGOTOWANE CZARY

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES