



WARRIOR PRIEST

Warrior Priest
Level

Caster
Level

BLESSINGS

Blessing

Minor Power

Major Power

Level
10

Save DC

$\text{Level} = 10 + (\text{Level} \div 2) + \text{WIS}$

Uses per day

$\text{Level} = 3 + (\text{Level} \div 2)$

SPELLS

Spell Save DC

Spells per day

Base Spells

Bonus Spells

WIS - 4

WIS - 8

WIS - 12

WIS - 16

WIS - 20

WIS - 24

WIS - 28

WIS - 32

WIS - 36

WIS - 40

WIS - 44

WIS - 48

WIS - 52

WIS - 56

WIS - 60

WIS - 64

WIS - 68

WIS - 72

WIS - 76

WIS - 80

WIS - 84

WIS - 88

WIS - 92

WIS - 96

WIS - 100

WIS - 104

WIS - 108

WIS - 112

WIS - 116

WIS - 120

WIS - 124

WIS - 128

WIS - 132

WIS - 136

WIS - 140

WIS - 144

WIS - 148

WIS - 152

WIS - 156

WIS - 160

WIS - 164

WIS - 168

WIS - 172

WIS - 176

WIS - 180

WIS - 184

WIS - 188

WIS - 192

WIS - 196

WIS - 200

SACRED WEAPON / ARMOUR

Sacred Weapons

includes deity's favoured weapon and any focus weapons

Warrior Priest Level	Bonus feat	Weapon Damage Sml / Lrg	Weapon Enhancement	Armour Enhancement
1		d6 d4 / d8		
3	■			
4			+1	
5		d8 d6 / 2d6		
6	■			
7				+1
8			+2	
9	■			
10		d10 d8 / 2d8		+2
12	■		+3	
13				+3
15	■	2d6 d10 / 3d6		
16			+4	+4
18	■			
19				+5
20		2d8 2d6 / 3d8	+5	

WEAPON SPECIAL ABILITIES

<input type="checkbox"/> Brilliant energy	+4
<input type="checkbox"/> Defending	+1
<input type="checkbox"/> Disruption	+2
<input type="checkbox"/> Flaming	+1
<input type="checkbox"/> Frost	+1
<input type="checkbox"/> Axiomatic	+2
<input type="checkbox"/> Merciful	+1
<input type="checkbox"/> Ghost touch	+1
<input type="checkbox"/> Holy	+2
<input type="checkbox"/> Anarchic	+2
<input type="checkbox"/> Vicious	+1
<input type="checkbox"/> Mighty cleaving	+1
<input type="checkbox"/> Unholy	+2
<input type="checkbox"/> Spell storing	+1
<input type="checkbox"/> Thundering	+1

ARMOUR SPECIAL ABILITIES

<input type="checkbox"/> Glamerd	+1
Energy resistance:	
<input type="checkbox"/> Normal (10 pts)	+2
<input type="checkbox"/> Improved (20 pts)	+4
<input type="checkbox"/> Greater (30 pts)	+5
Fortification:	
<input type="checkbox"/> Light (25%)	+1
<input type="checkbox"/> Moderate (50%)	+3
<input type="checkbox"/> Heavy (75%)	+5
Spell resistance:	
<input type="checkbox"/> 13 pts	+2
<input type="checkbox"/> 15 pts	+3
<input type="checkbox"/> 17 pts	+4
<input type="checkbox"/> 19 pts	+5

PREPARED SPELLS

Spell Save DC = 10 + WIS + Spell Level

Concentration

$\text{Level} = \text{WIS} +$

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FERVOUR

Level 2

Inflict or cure wounds with a touch.

Good Warrior Priest

Cure Wounds

Harm Undead

Channel Positive Energy

Evil Warrior Priest

Inflict Wounds

Heal Undead

Channel Negative Energy

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CHANNEL ENERGY

Level 4

Spend two uses of Fervour to channel energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

Channel Negative Energy

ASPECT OF WAR

Level 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.