



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 / ARMOR

Sacred Weapons

includes deity's favored weapon and any focus weapons

Warrior Priest Level	Bonus feat	Weapon Damage Sm / Lg	Weapon Enhancement	Armor 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

ARMOR SPECIAL ABILITIES

<input type="checkbox"/> Glamer	+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

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

Light Wounds

Moderate Wounds

Serious Wounds

Critical Wounds

Heal / Harm

1d8 + Level (1 - 5)

2d8 + Level (3 - 10)

3d8 + Level (5 - 15)

4d8 + Level (7 - 20)

10 × Level

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

FERVOR

Level

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

Fervor

PER DAY

Level

Misc

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

Heal / Damage

Level

Misc

$\text{Level} = (\text{Level} - 1) \div 3$

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

CHANNEL ENERGY

Level

Spend two uses of Fervor to channel energy

Will

SAVE DC

Level

Misc

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

ASPECT OF WAR

Level

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

20