



# WARRPRIEST

DE

Warpriest  
Level

Nivel de  
Lanzador

## BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Nivel	
CD Salvacion	Nivel
$\text{Usos por día} = 10 + \left( \frac{\text{Nivel}}{2} \right) + \text{SAB}$	
$\text{Usos por día} = 3 + \left( \frac{\text{Nivel}}{2} \right)$	

## CONJUROS

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
0			SAB - 4 SAB - 8 SAB - 12
1			
2			
3			
4			
5			
6			

CD Salv de Conjuo = 10 + SAB + Nivel de Conjuo

CURAR / INFLIGIR	Heridas Leves	1d8 + Nivel	(1 - 5)	Nivel de Conjuo	Nivel Conjuo en Grupo
	Heridas Moderadas	2d8 + Nivel	(3 - 10)	1	5
	Heridas Graves	3d8 + Nivel	(5 - 15)	2	6
	Heridas Críticas	4d8 + Nivel	(7 - 20)	3	7
	Curar / Infligir	10 × Nivel		4	8
				6	9

## FERVOUR

Nivel Inflict or cure wounds with a touch.

2 Good Warpriest ☐ ☐ Evil Warpriest   
Curar Heridas Infligir Heridas  
Harm Undead Heal Undead

CANALIZAR ENERGÍA POSITIVA

CANALIZAR ENERGÍA NEGATIVA

FERVOUR PER DAY	Warpriest Level	Misc
HEAL / DAMAGE	Warpriest Level	

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

## CANALIZAR ENERGÍA

Nivel 4 Spend two uses of Fervour to channel energy

CD SALV VOLUNTAD	Warpriest Level	Misc

## ASPECT OF WAR

Nivel 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

Sacred Weapons

includes deity's favoured weapon and any focus weapons

Warpriest Level	Weapon Damage	Weapon Enhancement	Armour Enhancement
1	d6		
3	d4 / d8		
4		+1	
5	d8		
6	d6 / 2d6		
7		+1	
8		+2	
9			
10	d10		+2
12	d8 / 2d8	+3	
13			+3
15	2d6		
16	d10 / 3d6	+4	+4
18			
19			+5
20	2d8	+5	
	2d6 / 3d8		

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



LEGAL

- ☐ Axiomatic +2
- ☐ Merciful +1



BUENO

- ☐ Ghost touch +1
- ☐ Holy +2



CAÓTICO

- ☐ Anarchic +2
- ☐ Vicious +1



MALICIA

- ☐ Hendedura Poderosa +1
- ☐ Impía +2



NEUTRAL

- ☐ Spell storing +1
- ☐ Thundering +1

- ☐ Glamerd +1

Energy resistance: ☐ Normal (10 pts) +2

☐ Improved (20 pts) +4

☐ Greater (30 pts) +5

Fortification: ☐ Light (25%) +1

☐ Moderate (50%) +3

☐ Heavy (75%) +5

Spell resistance: ☐ 13 pts +2

☐ 15 pts +3

☐ 17 pts +4

☐ 19 pts +5

## CONJUROS PREPARADOS

0	
1	
2	
3	
4	
5	
6	