



WARRIOR PRIEST

Warrior Priest
Level

Caster
Level

BLESSINGS

Blessing

Minor Power

Major Power

Level

10

Save DC

Level

_____ = 10 + (_____ ÷ 2) + WIS

Uses per day

Level

_____ = 3 + (_____ ÷ 2)

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				WIS - 4 WIS - 8 WIS - 12
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Spell Save DC = 10 + WIS + Spell Level

CURE / INFLECT	Light Wounds	1d8 + Level	(1 - 5)	1	5
	Moderate Wounds	2d8 + Level	(3 - 10)	2	6
	Serious Wounds	3d8 + Level	(5 - 15)	3	7
	Critical Wounds	4d8 + Level	(7 - 20)	4	8
	Heal / Harm	10 × Level		6	9

FERVOUR

Level 2 Inflict or cure wounds with a touch.

Good Warrior Priest ☐ ☐ Evil Warrior Priest

Cure Wounds ☐ Inflict Wounds ☐

Harm Undead ☐ Heal Undead ☐

Channel Positive Energy ☐ Channel Negative Energy ☐

FERVOUR
PER DAY

Warrior Priest
Level

Misc

_____ = (_____ ÷ 2) + WIS + _____

HEAL /
DAMAGE

Warrior Priest
Level

d6 = (_____ - 1) ÷ 3

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

CHANNEL ENERGY

Level 4 Spend two uses of Fervour to channel energy

WILL
SAVE DC

Warrior Priest
Level

Misc

_____ = 10 + (_____ ÷ 2) + WIS + _____

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.

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	

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



- ☐ Axiomatic +2
- ☐ Merciful +1



- ☐ Ghost touch +1
- ☐ Holy +2



- ☐ Anarchic +2
- ☐ Vicious +1



- ☐ Mighty cleaving +1
- ☐ Unholy +2



- ☐ 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

PREPARED SPELLS

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WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES