



WARRIOR PRIEST

DE

Warrior Priest
Level

Conjurador
Nível

BLESSINGS

Blessing

Minor Power

Major Power

Nível

10

Teste de CD

Nível

$\text{CD} = 10 + (\text{Nível} \div 2) + \text{SAB}$

Uses per day

Nível

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

MAGIAS

Teste de Resistência CD = 10 + SAB + Nível da Magia

CD	0	1	2	3	4	5	6

Teste de Resistência CD = 10 + SAB + Nível da Magia

Concentração

$\text{CD} = \text{SAB} +$

Light Wounds	1d8 + Nível	(1 - 5)	1	5
Ferimentos Moderados	2d8 + Nível	(3 - 10)	2	6
Ferimentos Sérios	3d8 + Nível	(5 - 15)	3	7
Ferimento Críticos	4d8 + Nível	(7 - 20)	4	8
Heal / Harm	10 × Nível		6	9

FERVOUR

Nível

2

Good Warrior Priest ☐ ☒ Evil Warrior Priest

Curar Ferimentos

Harm Undead

Canal de Energia Positiva

Channel Negative Energy

FERVOUR PER DAY

$\text{Fervour} = (\text{Nível} \div 2) + \text{SAB} +$

CURAR / DANO

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

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

CANALIZAR ENERGIA

Nível

4

Spend two uses of Fervour to channel energy

VONTADE CD DE RESISTÊNCIA

$\text{CD} = 10 + (\text{Nível} \div 2) + \text{SAB} +$

ASPECT OF WAR

Nível

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	Talento Bônus	Dano da Arma	Melhorias da Arma	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	
18	■			
19				+5
20		2d8	+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
Resistência a energia	Normal (10 pts) +2
<input type="checkbox"/> Improved (20 pts)	+4
<input type="checkbox"/> Greater (30 pts)	+5
Fortificar:	Light (25%) +1
<input type="checkbox"/> Moderate (50%)	+3
<input type="checkbox"/> Heavy (75%)	+5
Spell resistance:	13 pts +2
<input type="checkbox"/> 15 pts	+3
<input type="checkbox"/> 17 pts	+4
<input type="checkbox"/> 19 pts	+5

MAGIAS PREPARADAS

0	
1	
2	
3	
4	
5	
6	