



WARRIOR PRIEST

Livello
Sacerdote Guerriero

DEL

Livello
Incantatore

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Livello 10	
CD Salvezza	Livello
$\text{CD Salvezza} = 10 + (\text{Livello} \div 2) + \text{SAG}$	
Usi al giorno	Livello
$\text{Usi al giorno} = 3 + (\text{Livello} \div 2)$	

INCANTESIMI

CD TS Incantesimi	Inc. al Giorno	Inc. Base	Inc. Bonus
0			SAG - 4 SAG - 8 SAG - 12
1			
2			
3			
4			
5			
6			

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

CURA / INGLIGGI	Ferite Leggere	1d8 + Livello (1 - 5)	1	5
	Ferite Moderate	2d8 + Livello (3 - 10)	2	6
	Ferite gravi	3d8 + Livello (5 - 15)	3	7
	Ferite Critiche	4d8 + Livello (7 - 20)	4	8
	Guarire / Ferire	10 × Livello	6	9

FERVOUR

Livello Inflict or cure wounds with a touch.

2 Good Warpriest ☐ ☐ Evil Warpriest
Curare Ferite
Harm Undead
Incanalare energia positiva

Infliggere Ferite
Heal Undead
Incanalare Energia Negativa

FERVOUR PER DAY

Livello
Sacerdote Guerriero

Varie

$\text{Fervour} = (\text{Livello} \div 2) + \text{SAG} + \text{CD Salvezza}$

HEAL / DAMAGE

Livello
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$\text{Heal / Damage} = (\text{Fervour} - 1) \div 3$

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

INCANALARE ENERGIA

Livello **4** Spend two uses of Fervour to channel energy

VOLONTÀ

CD SALVEZZA

Livello
Sacerdote Guerriero

Varie

$\text{Volontà} = 10 + (\text{Livello} \div 2) + \text{SAG} + \text{CD Salvezza}$

ASPECT OF WAR

Livello **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

Livello	Weapon Damage P / G	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



LEGALE

- ☐ Axiomatic +2
- ☐ Merciful +1



BUDISMO

- ☐ Ghost touch +1
- ☐ Holy +2



CAOTICO

- ☐ Anarchic +2
- ☐ Vicious +1



MAUVAGE

- ☐ Mighty cleaving +1
- ☐ Unholy +2



NEUTRAL

- ☐ Spell storing +1
- ☐ Thundering +1

- ☐ Glamerred +1

- Energy resistance:
- ☐ Normale (10 punti) +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

INCANTESIMI PREPARATI

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES