



WARRIOR PRIEST

Warrior Priest
Level

Caster
Level

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Level	Level
10	
Save DC	Level
$\text{Save DC} = 10 + \left(\frac{\text{Level}}{2} \right) + \text{WIS}$	
Uses per day	Level
$\text{Uses per day} = 3 + \left(\frac{\text{Level}}{2} \right)$	

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					WIS - 4 WIS - 8 WIS - 12
1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

FEROVOUR

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

$$\text{Fervour} = \left(\frac{\text{Level}}{2} \right) + \text{WIS} + \text{Misc}$$

HEAL / DAMAGE

Warrior Priest Level

$$\text{Heal / Damage} = \left(\frac{\text{Level}}{2} - 1 \right) \div 3$$

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

$$\text{Will Save DC} = 10 + \left(\frac{\text{Level}}{2} \right) + \text{WIS} + \text{Misc}$$

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

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES