



WARRIOR PRIEST

OF

Warrior Priest
Level

Caster
Level

BLESSINGS

Blessing

Blessing

Minor Power

Minor Power

Major Power

Major Power

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	Basis Spreuken	Bonuspreuken
	0		WIS - 4 WIS - 8 WIS - 12
	1		
	2		
	3		
	4		
	5		
	6		

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 Inflict or cure wounds with a touch.

2

Good Warrior Priest



Evil Warrior Priest

Cure Wounds

Harm Undead

Inflict Wounds

Heal Undead

Channel Positive Energy

Channel Negative Energy

FERVOUR
PER DAY

Warrior Priest
Level

Misc

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

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	

<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"/> Keen	+1
<input type="checkbox"/> Shock	+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



<input type="checkbox"/> Glamerd	+1
Energy resistance:	<input type="checkbox"/> Normal (10 pts) +2
	<input type="checkbox"/> Improved (20 pts) +4
	<input type="checkbox"/> Greater (30 pts) +5
Fortification:	<input type="checkbox"/> Light (25%) +1
	<input type="checkbox"/> Moderate (50%) +3
	<input type="checkbox"/> Heavy (75%) +5
Spell resistance:	<input type="checkbox"/> 13 pts +2
	<input type="checkbox"/> 15 pts +3
	<input type="checkbox"/> 17 pts +4
	<input type="checkbox"/> 19 pts +5

PREPARED SPELLS

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES