



WARRIOR PRIEST

Warrior Priest
Level

Уровень
Заклинателя

BLESSINGS

| Blessing | Blessing |
|--------------|-------------|
| Minor Power | Minor Power |
| Major Power | Major Power |
| Уровень | Уровень |
| 10 | |
| КС Спаса | Уровень |
| | |
| Uses per day | Уровень |
| | |

$\text{KS} = 10 + \left(\frac{\text{Уровень}}{2} \right) + \text{МУД}$

$\text{УС} = 3 + \left(\frac{\text{Уровень}}{2} \right)$

ЗАКЛИНАНИЯ

| КС Спаса от заклинания | Заклинаний в день | Базовых Заклинаний | Доп. Заклинаний |
|------------------------|-------------------|--------------------|--------------------------------|
| 0 | | | МУД - 4 МУД - 8 МУД - 12 |
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |
| 5 | | | |
| 6 | | | |

КС Спаса от заклинания = 10 + МУД + Уровень заклинания

| Лечение / Урон | Легкие Ранения | Средние Ранения | Серьезные Ранения | Критические Ранения | Лечение / Урон |
|-----------------------|------------------------|------------------------|------------------------|---------------------|----------------|
| 1d8 + Уровень (1 - 5) | 2d8 + Уровень (3 - 10) | 3d8 + Уровень (5 - 15) | 4d8 + Уровень (7 - 20) | 10 × Уровень | |
| Уровень заклинания | Уровень заклинания | Уровень заклинания | Уровень заклинания | Уровень заклинания | |
| 1 | 2 | 3 | 4 | 6 | |
| 5 | 6 | 7 | 8 | 9 | |

FERVOUR

Уровень Inflict or cure wounds with a touch.

2 Good Warrior Priest ☐ Evil Warrior Priest ☐

Лечение Ранений Harm Undead

Нанести Ранения Heal Undead

Проведение Позитивной Энергии

Проведение Негативной Энергии

FERVOUR PER DAY

Warrior Priest Level

Прочее

$\text{F} = \left(\frac{\text{Уровень}}{2} \right) + \text{МУД} + \text{Прочее}$

HEAL / DAMAGE

Warrior Priest Level

$\text{d6} = \left(\frac{\text{Уровень}}{2} - 1 \right) \div 3$

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

ПРОВЕДЕНИЕ ЭНЕРГИИ

Уровень 4 Spend two uses of Fervour to channel energy

ВОЛЯ КС СПАСА

Warrior Priest Level

Прочее

$\text{KS} = 10 + \left(\frac{\text{Уровень}}{2} \right) + \text{МУД} + \text{Прочее}$

ASPECT OF WAR

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.

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SACRED WEAPON / ARMOUR

Sacred Weapons

includes deity's favoured weapon and any focus weapons

| Warrior Priest Level | Weapon Damage Мал / Большой | Weapon Enhancement | 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 | 2K6 | | |
| 16 | d10 / 3d6 | +4 | +4 |
| 18 | | | |
| 19 | | | +5 |
| 20 | 2d8 | +5 | |
| | 2d6 / 3d8 | | |

- ☐ 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

ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

| | |
|---|--|
| 0 | |
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES