



WARPRIEST DER DOMÄNE

Warpriest
Level

Zauber-
stufe

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Stufe 10	
RW SG	Stufe
$\text{Stufe} = 10 + \left(\frac{\text{Stufe}}{2} \right) + \text{WE}$	
Einsetzbar pro Tag	Stufe
$\text{Einsetzbar pro Tag} = 3 + \left(\frac{\text{Stufe}}{2} \right)$	

ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
0			WE - 4 WE - 8 WE - 12
1			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
2			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
3			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
4			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
5			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
6			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

HEILEN / VERLETZEN	Leichte Wunden	Mittelschw. Wunden	Schwere Wunden	Kritische Wunden	Heilen / Leid
	1W8 + Stufe (1 - 5)	2W8 + Stufe (3 - 10)	3W8 + Stufe (5 - 15)	4W8 + Stufe (7 - 20)	10 × Stufe

FERVOUR

Stufe Inflict or cure wounds with a touch.

2 Good Warpriest ☐ ☐ Evil Warpriest
Wunden heilen Wunden verursachen
Harm Undead Heal Undead

POSITIVE ENERGIE FOKUSSIEREN

Negative Energie fokussieren

FERVOUR PER DAY	Warpriest Level	Sonstiges
$\text{FERVOUR PER DAY} = \left(\frac{\text{Stufe}}{2} \right) + \text{WE} + \text{Sonstiges}$		
HEAL / DAMAGE	Warpriest Level	Sonstiges
$\text{HEAL / DAMAGE} = \left(\frac{\text{Stufe}}{2} - 1 \right) \div 3$		

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

ENERGIE FOKUSSIEREN

Stufe 4 Spend two uses of Fervour to channel energy

WIL SG RETTUNGSWURF	Warpriest Level	Sonstiges
$\text{WIL SG RETTUNGSWURF} = 10 + \left(\frac{\text{Stufe}}{2} \right) + \text{WE} + \text{Sonstiges}$		

ASPECT OF WAR

Stufe 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

Warpriest Level	Bonustalent	Weapon Damage klein/groß	Weapon Enhancement	Armour Enhancement
1		W6 W4 / W8		
3	■			
4			+1	
5		W8 W6 / 2W6		
6	■			
7				+1
8			+2	
9	■			
10		W10 W8 / 2W8		+2
12	■		+3	
13				+3
15	■	2W6 W10 / 3W6		
16			+4	+4
18	■			
19				+5
20		2W8 2W6 / 3W8	+5	

- ☐ Brilliant energy +4
- ☐ Defending +1
- ☐ Disruption +2
- ☐ Flaming +1
- ☐ Frost +1
- ☐ Keen +1
- ☐ Shock +1



RECHTSCHAFFEN

- ☐ Axiomatic +2
- ☐ Merciful +1
- ☐ Ghost touch +1
- ☐ Holy +2



RECHTSCHAFFEN

- ☐ Anarchic +2
- ☐ Vicious +1



RECHTSCHAFFEN

- ☐ Mighty cleaving +1
- ☐ Unholy +2



RECHTSCHAFFEN

- ☐ Spell storing +1
- ☐ Thundering +1



RECHTSCHAFFEN

- ☐ Glamerd +1



RECHTSCHAFFEN

- Energy resistance: ☐ Normal (10 pts) +2
- ☐ Improved (20 pts) +4
- ☐ Greater (30 pts) +5



RECHTSCHAFFEN

- Fortification: ☐ Light (25%) +1
- ☐ Moderate (50%) +3
- ☐ Heavy (75%) +5



RECHTSCHAFFEN

- Spell resistance: ☐ 13 pts +2
- ☐ 15 pts +3
- ☐ 17 pts +4
- ☐ 19 pts +5



RECHTSCHAFFEN

VORBEREITETE ZAUBER

0	
1	
2	
3	
4	
5	
6	