



# WARRIOR PRIEST

Livello  
Sacerdote Guerriero

DEL

Livello  
Incantatore

## BLESSINGS

Blessing

Minor 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					<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
2					<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
3					<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
4					<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
5					<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
6					<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12

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 2 Inflict or cure wounds with a touch.  
**Good Warpriest** ☐ **Evil Warpriest** ☐   
Curare Ferite Infriggere Ferite  
Harm Undead Heal Undead  
Incanalare energia positiva Incanalare Energia Negativa

**FERVOUR PER DAY** Livello Sacerdote Guerriero Varie  
 $\text{CD Salvezza} = (\text{Livello} \div 2) + \text{SAG} + \text{Varie}$

**HEAL / DAMAGE** Livello Sacerdote Guerriero  
 $\text{CD Salvezza} = (\text{Livello} - 1) \div 3$

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** Livello Sacerdote Guerriero Varie  
 $\text{CD Salvezza} = 10 + (\text{Livello} \div 2) + \text{SAG} + \text{Varie}$

## 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

- ☐ 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: ☐ 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