



WARPRIEST

Warpriest
Level

Nivel de
Lanzador

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Nivel	
CD Salvacion	Nivel
$\text{CD Salvacion} = 10 + \left(\frac{\text{Nivel}}{2} \right) + \text{SAB}$	
Usos por día	Nivel
$\text{Usos por día} = 3 + \left(\frac{\text{Nivel}}{2} \right)$	

CONJUROS

CD Salv de Conjujos	Conjujos al Día	Conjujos Base	Conjujos Adicionales
0			SAB - 4 SAB - 8 SAB - 12
1			
2			
3			
4			
5			
6			

CD Salv de Conjujo = 10 + SAB + Nivel de Conjujo

Curar / Infligir	Nivel de Conjujo	Nivel de Conjujo en Grupo
Heridas Leves	1d8 + Nivel	(1 - 5)
Heridas Moderadas	2d8 + Nivel	(3 - 10)
Heridas Graves	3d8 + Nivel	(5 - 15)
Heridas Críticas	4d8 + Nivel	(7 - 20)
Curar / Infligir	10 × Nivel	

FERVOUR

Nivel Inflict or cure wounds with a touch.

2 Good Warpriest ☐ ☐ Evil Warpriest
Curar Heridas Infligir Heridas
Harm Undead Heal Undead

CANALIZAR ENERGÍA POSITIVA

Canalizar Energía Negativa

FERVOUR PER DAY	Warpriest Level	Misc
	$\text{FERVOUR PER DAY} = \left(\frac{\text{Warpriest Level}}{2} \right) + \text{SAB} + \text{Misc}$	
HEAL / DAMAGE	Warpriest Level	
d6	$\text{HEAL / DAMAGE} = \left(\frac{\text{Warpriest Level}}{2} - 1 \right) \div 3$	

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

CANALIZAR ENERGÍA

Nivel 4 Spend two uses of Fervour to channel energy

CD SALV VOLUNTAD	Warpriest Level	Misc
	$\text{CD SALV VOLUNTAD} = 10 + \left(\frac{\text{Warpriest Level}}{2} \right) + \text{SAB} + \text{Misc}$	

ASPECT OF WAR

Nivel 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	Weapon Damage Peg / Gde	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



LEGAL

- ☐ Axiomatic +2
- ☐ Merciful +1



BUENO

- ☐ Ghost touch +1
- ☐ Holy +2



CAÓTICO

- ☐ Anarchic +2
- ☐ Vicious +1



MALIGNO

- ☐ Hendedura Poderosa +1
- ☐ Impía +2



NEUTRAL

- ☐ 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

CONJUROS PREPARADOS

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES