



WARRIOR PRIEST

Livello
Sacerdote Guerriero

Livello
Incantatore

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major 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	Inc. al Giorno	Inc. Base	Inc. Bonus
Incantesimi			
0			SAG - 4
1			SAG - 8
2			SAG - 12
3			
4			
5			
6			

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

CURA / INGLIGGI	Ferite Leggere	Ferite Moderate	Ferite gravi	Ferite Critiche	Guarire / Ferire
	1d8 + Livello (1 - 5)	2d8 + Livello (3 - 10)	3d8 + Livello (5 - 15)	4d8 + Livello (7 - 20)	10 × Livello

FERVOUR

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

FERVOUR PER DAY	Livello Sacerdote Guerriero	Varie
$\text{CD Salvezza} = (\text{Livello} \div 2) + \text{SAG} +$		
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 CD SALVEZZA	Livello Sacerdote Guerriero	Varie
$\text{CD Salvezza} = 10 + (\text{Livello} \div 2) + \text{SAG} +$		

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



LEGALE

- ☐ Axiomatic +2
- ☐ Merciful +1



BUDNO

- ☐ Ghost touch +1
- ☐ Holy +2



CAOTICO

- ☐ Anarchic +2
- ☐ Vicious +1



MALVAGIO

- ☐ Mighty cleaving +1
- ☐ Unholy +2



NEUTRAL

- ☐ 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