



WARRIOR PRIEST

Livello
Sacerdote Guerriero

DEL

Livello
incantatore

BLESSINGS

Blessing

Blessing

Minor Power

Minor Power

Major Power

Major Power

Livello

10

CD Salvezza

Livello

$$= 10 + (\div 2) + \text{SAG}$$

Usi al giorno

Livello

$$= 3 + (\div 2)$$

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

Concentrazione

$$= \text{SAG} +$$

CURA / INGLIGGI

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

Livello Inc.

Livello Inc. Massa

FERVOUR

Livello 2 Inflict or cure wounds with a touch.

Good Warpriest
Curare Ferite
Harm Undead



Evil Warpriest
Infliggere Ferite
Heal Undead

Incanalare energia positiva

Incanalare Energia Negativa

FERVOUR
PER DAY

Livello
Sacerdote Guerriero

Varie

$$= (\div 2) + \text{SAG} +$$

HEAL /
DAMAGE

Livello
Sacerdote Guerriero

$$\text{d6} = (- 1) \div 3$$

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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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

$$= 10 + (\div 2) + \text{SAG} +$$

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	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	

WEAPON SPECIAL ABILITIES

<input type="checkbox"/>	Brilliant energy	+4
<input type="checkbox"/>	Defending	+1
<input type="checkbox"/>	Disruption	+2
<input type="checkbox"/>	Flaming	+1
<input type="checkbox"/>	Frost	+1
<input type="checkbox"/>	Axiomatic	+2
<input type="checkbox"/>	Merciful	+1
<input type="checkbox"/>	Ghost touch	+1
<input type="checkbox"/>	Holy	+2
<input type="checkbox"/>	Anarchic	+2
<input type="checkbox"/>	Vicious	+1
<input type="checkbox"/>	Mighty cleaving	+1
<input type="checkbox"/>	Unholy	+2
<input type="checkbox"/>	Spell storing	+1
<input type="checkbox"/>	Thundering	+1

ARMOUR SPECIAL ABILITIES

<input type="checkbox"/>	Glamerd	+1
Energy resistance:	<input type="checkbox"/> Normale (10 punti)	+2
	<input type="checkbox"/> Improved (20 pts)	+4
	<input type="checkbox"/> Greater (30 pts)	+5
Fortification:	<input type="checkbox"/> Light (25%)	+1
	<input type="checkbox"/> Moderate (50%)	+3
	<input type="checkbox"/> Heavy (75%)	+5
Spell resistance:	<input type="checkbox"/> 13 pts	+2
	<input type="checkbox"/> 15 pts	+3
	<input type="checkbox"/> 17 pts	+4
	<input type="checkbox"/> 19 pts	+5

INCANTESIMI PREPARATI

0	
1	
2	
3	
4	
5	
6	