



WARRPRIEST

Warrior Priest
Level

DE

Nível do Conjurador

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Nível	
Teste de CD	Nível
$\text{Uses per day} = 10 + \left(\frac{\text{Nível}}{2} \right) + \text{SAB}$	
$\text{Uses per day} = 3 + \left(\frac{\text{Nível}}{2} \right)$	

MAGIAS

Teste de Resistência CD	Magias por dia	= Base Magia	+ Magias Bônus
0			SAB - 4 SAB - 8 SAB - 12
1			<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
2			<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
3			<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
4			<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
5			<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
6			<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12

Teste de Resistência CD = 10 + SAB + Nível da Magia

CURAR / INFLIGIR	Light Wounds	1d8 + Nível	(1 - 5)	Nível de Magia	Mass Spell Level
	Ferimentos Moderados	2d8 + Nível	(3 - 10)	1	5
	Ferimentos Sérios	3d8 + Nível	(5 - 15)	2	6
	Ferimento Críticos	4d8 + Nível	(7 - 20)	3	7
	Heal / Harm	10 × Nível		4	8
				6	9

FERVOUR

Nível Infligir ou curar ferimentos com o toque

2 Good Warpriest ☐ ☐ Evil Warpriest
Curar Ferimentos Infligir Ferimentos
Harm Undead CURA MORTO

Canalizar Energia Positiva Channel Negative Energy

FERVOUR PER DAY	Warrior Priest Level	Outros

CURAR / DANO	Warrior Priest Level	Outros

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

CANALIZAR ENERGIA

Nível 4 Spend two uses of Fervour to channel energy

VONTADE CD DE RESISTÊNCIA	Warrior Priest Level	Outros

ASPECT OF WAR

Nível 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

Warrior Priest Level	Dano da Arma	Melhorias da Arma	Armour Enhancement
1	peq / gde 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

Resistência a energia ☐ Normal (10 pts) +2

☐ Improved (20 pts) +4

☐ Greater (30 pts) +5

Fortificar: ☐ Light (25%) +1

☐ Moderate (50%) +3

☐ Heavy (75%) +5

Spell resistance: ☐ 13 pts +2

☐ 15 pts +3

☐ 17 pts +4

☐ 19 pts +5

MAGIAS PREPARADAS

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES