



WARPRIEST DER DOMÄNE

Warpriest
Level

Zauber-
stufe

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Stufe 10	
RW SG	Stufe
$\text{Stufe} = 10 + (\text{Stufe} \div 2) + \text{WE}$	
Einsetzbar pro Tag Stufe	
$\text{Stufe} = 3 + (\text{Stufe} \div 2)$	

ZAUBER

RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
0			WE - 4 WE - 8 WE - 12
1			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
2			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
3			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
4			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
5			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12
6			<input type="checkbox"/> WE - 4 <input type="checkbox"/> WE - 8 <input type="checkbox"/> WE - 12

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

HEILEN / VERLETZEN	Leichte Wunden	Mittelschw. Wunden	Schwere Wunden	Kritische Wunden	Heilen / Leid
	1W8 + Stufe (1 - 5)	2W8 + Stufe (3 - 10)	3W8 + Stufe (5 - 15)	4W8 + Stufe (7 - 20)	10 × Stufe

FERVOUR

Stufe Inflict or cure wounds with a touch.

2 Good Warpriest ☐ ☐ Evil Warpriest
Wunden heilen Harm Undead
Wunden verursachen Heal Undead

POSITIVE ENERGIE FOKUSSIEREN

Negative Energie fokussieren

FERVOUR
PER DAY

Warpriest
Level

Sonstiges

$\text{Fervour} = (\text{Stufe} \div 2) + \text{WE} + \text{Sonstiges}$

HEAL /
DAMAGE

Warpriest
Level

$\text{Heal} = \text{W6} - 1 \div 3$

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

ENERGIE FOKUSSIEREN

Stufe
4

Spend two uses of Fervour to channel energy

WIL

SG RETTUNGSWURF

Warpriest
Level

Sonstiges

$\text{Willpower} = 10 + (\text{Stufe} \div 2) + \text{WE} + \text{Sonstiges}$

ASPECT OF WAR

Stufe
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	Bonustalent	Weapon Damage klein/groß W6 W4 / W8	Weapon Enhancement	Armour Enhancement
1				
3	■			
4			+1	
5		W8 W6 / 2W6		
6	■			
7				+1
8			+2	
9	■			
10		W10 W8 / 2W8		+2
12	■		+3	
13				+3
15	■	2W6 W10 / 3W6		
16			+4	+4
18	■			
19				+5
20		2W8 2W6 / 3W8	+5	

<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"/> Keen	+1
<input type="checkbox"/> Shock	+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



<input type="checkbox"/> Glamerd	+1
Energy resistance:	<input type="checkbox"/> Normal (10 pts) +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

VORBEREITETE ZAUBER

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES