



WARRPRIEST

Warrior Priest
Level

Nivel de
Lanzador

BLESSINGS

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

CONJUROS

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

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

Curar / Infligir	Nivel	Heridas Leves	Heridas Moderadas	Heridas Graves	Heridas Críticas	Curar / Infligir
1	2	1d8 + Nivel	2d8 + Nivel	3d8 + Nivel	4d8 + Nivel	10 × Nivel
2	3	(1 - 5)	(3 - 10)	(5 - 15)	(7 - 20)	
3	4					
4	5					
5	6					
6	7					
7	8					
8	9					

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	Warrior Priest Level	Misc
HEAL / DAMAGE	Warrior Priest Level	
d6		

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	Warrior Priest Level	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

Warrior Priest Level	Weapon Damage	Weapon Enhancement	Armour Enhancement
1	d6		
3	d6		
4		+1	
5	d8		
6	d6 / 2d6		
7			+1
8		+2	
9			
10	d10		+2
12	d8 / 2d8	+3	
13			+3
15	2d6		
16	d10 / 3d6	+4	+4
18			
19			+5
20	2d8	+5	
	2d6 / 3d8		

- ☐ 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



MALICIA

- ☐ Hendedura Poderosa +1
- ☐ Impia +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	