| WARPRIEST Warpriest Level | | | SACRED WEAPON / ARMOUR | | | | | | | | |
|--|--|---|------------------------|-------------------------|-----------------|------------------------------|-----------------------------------|--|----------|--------------------------|--|
| OF . | | Sacred Weapons | | | | | ☐ Brilliant energy | | +4 | | |
| ************************************** | Caster Level | includes deity's favoured weapon and any focus weap | | | y focus weapons | Defending ☐ Disruption | | +1 +2 | AP(| | |
| BLESSINGS | | Warpriest | s feat | Weapon Damage | Weapon | Armour | ☐ Disruption ☐ Flaming | | +1 | S | |
| Blessing | Blessing | Level | Bonus feat | Sml / Lrg 1 | Enhancement | Enhancement | _ 11000 | | +1 | WEAPON SPECIAL ABILITIES | |
| | | 1 | | d4 / d8 | | | ☐ Keen — ☐ Shock | (| +1 | IAL | |
| Minor Power Major Power Major Power | | 3 | | | | | — Axion ☐ Axion ☐ Merci | natic | +2 | ABII | |
| | | 4 +1 d8 | | | | Merciful +1 ☐ Ghost touch +1 | | | | | |
| | | 5 d6 / 2d6 | | | Ghost □ Holy | Ghost touch ☐ Holy | | | | | |
| Major rower | | | | | | | | Anarchic Signature Signature | | - | |
| Level 10 | | | | | | +1 | _ | | +1 | _ | |
| Save DC Level | | 8 | | | +2 | | □ Might □ Unhol | y cleaving y | +1 +2 | | |
| = 10 + (÷ 2) + WIS | | 9 | | d10 | | | — ছু □ Spell storing □ Thundering | | +1 | - | |
| Uses per day Level | | 10 | | d8 / 2d8 | 18 / 208 | | | nundering +1 amered +1 | | - _A | |
| = 3 + (÷ 2) | | 12 | | | +3 | | | □ Normal (10 pts) | +1 | - RM | |
| | | 13 | | 1.0 | | +3 | _ | ☐ Improved (20 pts) | +4 | OUR | |
| SPELLS | * | 15 | | 2d6 d10 / 3d6 | | | Fortification: | ☐ Greater (30 pts) | +5 | - Y | |
| Spell Spells = Base Save DC per day = Spells | + Bonus Spells | 16 | | | +4 | +4 | _ | ☐ Moderate (50%) | +3 | CLA | |
| O per day Spens | WIS - 4 WIS - 8 WIS - 12 | 18 | | | | | Spell resistance: | ☐ Heavy (75%) ☐ 13 pts | +5 | LAB | |
| 1 | | 19 | | | | +5 | _ | ☐ 15 pts | +3 | E | |
| 2 | | 20 | | 2d8 2d6 / 3d8 | +5 | | | □ 17 pts □ 19 pts | +4 +5 | LES | |
| 3 | | `* | | | H | PREPARED | SPELLS | | | , | |
| 4 | | | | | | | | | | | |
| 5 | | | | | | 0 | | | | | |
| 6 | - 111 | | | | | | | | | | |
| Spell Save DC = 10 + WIS + Spell Level | _ | | | | | | | | | | |
| · · · · · · · · · · · · · · · · · · · | | | | | | | | | | | |
| Light Wounds 1d8 + Level (1 - 5 Moderate Wounds 2d8 + Level (3 - 10 Moderate Wounds 3d8 + Level (5 - 15 Moderate Wounds 3d8 + Level (5 - 1 |) | | | | | 1 | | | | | |
| | | | | | | | | | | | |
| | 5) T 3 R 7 8 8 8 8 8 8 8 8 8 | | | | | | | | | | |
| Critical Wounds 4d8 + Level (7 - 20) Heal / Harm 10 × Level | 6 Se S 9 | | | | | | | | | | |
| FERVOUR | | | | | | | | | | | |
| Inflict or cure wounds with a touch | | | 2 | | | | | | | | |
| Level | | | | | | | | | | | |
| 2 Good Warpriest Cure Wounds Harm Undead Channel Positive Energy Good Warpriest Inflict Wounds Heal Undead Channel Negative Energy | | | | | | | | | | | |
| | | | | | | | | | | | |
| FERVOUR Warpriest PER DAY Level Misc | | | | | | | | | | | |
| PER DAY Level + V | 3 | | | | | | | | | | |
| | | | 000 | | | | | | | | |
| HEAL / Warpriest DAMAGE Level | | | | | | | | | | | |
| | | | | | | | | | | | |
| 40 - (| | | | | | | | | | | |
| Spend one use of Fervour to cast a prepared spell which targets only yourself as a swift action with no somatic component. CHANNEL ENERGY | | | 4 | | | | | | | | |
| | | | | | | | | | | | |
| Level | | | | | | | | | | | |
| Level Spend two uses of Fervour to channel | | | | | | | | | | | |
| WILL Warpriest Level Misc =10 + (÷ 2) + WIS + ASPECT OF WAR | | | | | | 5 | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| For one minute, use your level as your Base Attack Bonus, gain damage reduction 10/—, move at full speed regardless of armour or encumberance, and blessings do not count | | | | | | 6 | | | | | |
| | | | | | | | | | | | |
| against your daily total. | | | | | | | | | | | |