



# WARRIOR PRIEST

Livello  
Sacerdote Guerriero

DEL

Livello  
Incantatore

## BLESSINGS

Blessing

Minor Power

Major Power

Livello

10

CD Salvezza

Livello

$\text{CD Salvezza} = 10 + \left( \frac{\text{Livello}}{2} \right) + \text{SAG}$

Usi al giorno

$\text{Usi al giorno} = 3 + \left( \frac{\text{Livello}}{2} \right)$

## INCANTESIMI

CD TS	Incantesimi	Inc. al Giorno	Inc. Base	Inc. Bonus
	0			SAG - 4
	1			SAG - 8
	2			SAG - 12
	3			
	4			
	5			
	6			

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

CURA / INGLIGGI	Ferite Leggere	1d8 + Livello (1 - 5)	1	5
	Ferite Moderate	2d8 + Livello (3 - 10)	2	6
	Ferite gravi	3d8 + Livello (5 - 15)	3	7
	Ferite Critiche	4d8 + Livello (7 - 20)	4	8
	Guarire / Ferire	10 × Livello	6	9

## FERVOUR

Livello 2 Inflict or cure wounds with a touch.

☐ Good Warpriest ☐ Evil Warpriest

Curare Ferite Infriggere Ferite

Harm Undead Heal Undead

Incanalare energia positiva Incanalare Energia Negativa

**FERVOUR PER DAY**

Livello Sacerdote Guerriero

$\text{CD Salvezza} = \left( \frac{\text{Livello}}{2} \right) + \text{SAG} + \text{Varie}$

**HEAL / DAMAGE**

Livello Sacerdote Guerriero

$\text{CD Salvezza} = \left( \frac{\text{Livello}}{2} \right) - 1 \div 3$

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

## INCANALARE ENERGIA

Livello 4 Spend two uses of Fervour to channel energy

**VOLONTÀ**

Livello Sacerdote Guerriero

$\text{CD Salvezza} = 10 + \left( \frac{\text{Livello}}{2} \right) + \text{SAG} + \text{Varie}$

## 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		
3	d4 / d8		
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

- ☐ 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

- Energy resistance:
- ☐ Normale (10 punti) +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

## INCANTESIMI PREPARATI

0	
1	
2	
3	
4	
5	
6	

WEAPON SPECIAL ABILITIES

ARMOUR SPECIAL ABILITIES