WARPRIEST Warpriest Level	SACRED WEAPON / ARMOUR					
OF Level	Sacred Weapo	ns			ludes deity's favoured weapon and any focus wea	apons
Caster Level						
	eat	Weapon		l .		+4
BLESSINGS	Warpriest Level Nones Leaf	Damage Sml / Lrg	Weapon Enhancement	Armour Enhancement	□ Defending	+1
Blessing Blessing	1				☐ Disruption ☐ Flaming	+2 +1
Minor Dower		d4/d8			☐ Frost	+1
Minor Power Minor Power	3	l			Ø	+2
	4		+1		Axiomatic Merciful	+1
Major Power Major Power	5	d8 d6 / 2d6			Ghost touch	+1
	6					+2
Level 10	7			+1	Anarchic	+2 +1
Save DC Level	8		+2	_	□ Mighty cleaving	+1
	9 ■	<u> </u>			Unholy	+2
= 10 + (÷ 2) + WIS		d10			Spell storing Spell storing Thundering	+1
Uses per day Level	10	d8 / 2d8		+2		+1
=3+(÷2)	12	l	+3		Glamered	+1
SPELLS	13			+3	Energy resistance: Normal (10 pts) Improved (20 pts)	+2 +4
	15	2d6			☐ Greater (30 pts)	+5
Spell Spells = Base + Bonus Spells Save DC Spells + Spells + Spells + Spells		d10 / 3d6		_	Fortification: Light (25%)	+1
o SWISS	16		+4	+4	☐ Moderate (50%) ☐ Heavy (75%)	+3 +5
1	18	l				+2
	19			+5	□ 15 pts	+3
2	20	2d8 2d6/3d8	+5		☐ 17 pts ☐ 19 pts	+4 +5
3	``	200 / 300	ī	PREPARED		
4 000						
5 0 0 0				0		
6						
Spell Save DC = 10 + WIS + Spell Level						
- WIC +						
Concentration = WIS +						
Ft Light Wounds 1d8 + Level (1 - 5) 1 _ 5				1		
Light Wounds 1d8 + Level (1 - 5) 1 5 6 8						
Serious Wounds 3d8 + Level (5 - 15) 3 7						
Moderate Wounds 2d8 + Level (3 - 10) 2 3 6 6 6 6 6 6 6 6 6						
## Critical Wounds 4d8 + Level (7 - 20)						
FERVOUR						
				2		
annot or oure wounds with a todon.						
Cure Wounds Inflict Wounds						
Harm Undead Heal Undead Channel Positive Energy Channel Negative Energy						
FERVOUR Warpriest						
PER DAY Level Misc						
$=(\div_2)+WIS+$				3		
HEAL / Warpriest						
DAMAGE Level						
$d6 = (-1) \div 3$						
Spend one use of Fervour to cast a prepared spell which targets only yourself as a swift action with no somatic component.						
CHANNEL ENERGY						
Level Spend two uses of Fervour to channel energy						
WILL Warpriest				5		
SAVE DC Level Misc						
=10+(÷2)+WIS+						
ASPECT OF WAR						
For one minute, use your level as your Base Attack Bonus,				6		
Level gain damage reduction 10/-, move at full speed regardless 20 of armour or encumberance, and blessings do not count				U		
against your daily total						