



WARRIOR PRIEST

DEL

Warrior Priest
Level

Livello
incantatore

BLESSINGS

Blessing

Minor Power

Major Power

Livello

10

Save DC

Livello

$\text{DC} = 10 + (\text{Livello} \div 2) + \text{SAG}$

Uses per day

Livello

$\text{Uses} = 3 + (\text{Livello} \div 2)$

INCANTESIMI

CD TS Incantesimi

Inc. al giorno

=

Inc. Base

+

Inc. Bonus

SAG - 4

SAG - 8

SAG - 12

0

1

2

3

4

5

6

CD TS Incantesimo = 10 + SAG + Liv. Incantesimo

Concentrazione

= SAG +

Ferite Leggere

1d8 + Livello (1 - 5)

Ferite Moderate

2d8 + Livello (3 - 10)

Ferite Gravi

3d8 + Livello (5 - 15)

Ferite Critiche

4d8 + Livello (7 - 20)

Guarire / Ferire

10 × Livello

Livello Incantesimo

Livello Inc. Mass.

1

2

3

4

5

6

7

8

9

FERVOUR

Livello

2

Good Warrior Priest

Curare Ferite

Harm Undead

Incantare energia positiva

Evil Warrior Priest

Infliggere Ferite

Heal Undead

Incantare Energia Negativa

Fervore

Warrior Priest

Level

Altro

$\text{Fervore} = (\text{Livello} \div 2) + \text{SAG} +$

HEAL / DAMAGE

Warrior Priest

Level

Altro

$\text{Heal} = (\text{Livello} - 1) \div 3$

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

INCANTARE ENERGIA

Livello

4

Spend two uses of Fervour to channel energy

VOLONTÀ

CD SALVEZZA

Warrior Priest

Level

Altro

$\text{Volontà} = 10 + (\text{Livello} \div 2) + \text{SAG} +$

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

Warrior Priest Level	Bonus feat	Weapon Damage Pcl / Grn	Weapon Enhancement	Armour Enhancement
1		d6 d4 / d8		
3	■			
4			+1	
5		d8 d6 / 2d6		
6	■			
7				+1
8			+2	
9	■			
10		d10 d8 / 2d8		+2
12	■		+3	
13				+3
15	■	2d6 d10 / 3d6		
16			+4	+4
18	■			
19				+5
20		2d8 2d6 / 3d8	+5	

WEAPON SPECIAL ABILITIES

<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"/> 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

ARMOUR SPECIAL ABILITIES

<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

INCANTESIMI PREPARATI

0	
1	
2	
3	
4	
5	
6	