



WARPRIEST

VON

Warpriest
Level

Zauber-
stufe

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Stufe	
10	
Save DC	Stufe
$\text{Stufe} = 10 + \left(\frac{\text{Stufe}}{2} \right) + \text{WE}$	
Uses per day	Stufe
$\text{Uses} = 3 + \left(\frac{\text{Stufe}}{2} \right)$	

ZAUBER

Zauber Rettungs SG	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
0			WE - 4 WE - 8 WE - 12
1			□ □ □
2			□ □ □
3			□ □ □
4			□ □ □
5			□ □ □
6			□ □ □

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration

$\text{Konzentration} = \text{WE} +$

Leichte Wunden	1W8+ Stufe	(1 - 5)	1	5
Mittelschw. Wunden	2W8+ Stufe	(3 - 10)	2	6
Schwere Wunden	3W8+ Stufe	(5 - 15)	3	7
Kritische Wunden	4W8+ Stufe	(7 - 20)	4	8
Heilen / Leid	10 × Stufe		6	9

FERVOUR

Stufe 2 Inflict or cure wounds with a touch.

Good Warpriest ☐ Wunden heilen
Evil Warpriest ☐ Wunden verursachen
Harm Undead
Heal Undead
Negative Energie

FERVOUR
PER DAY

Warpriest
Level

Sonstiges

$\text{Fervour} = \left(\frac{\text{Stufe}}{2} \right) + \text{WE} +$

HEAL /
DAMAGE

Warpriest
Level

$\text{Heal} = \left(\frac{\text{Stufe}}{2} - 1 \right) \div 3$

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

ENERGIE FOKUSSIEREN

Stufe 4 Spend two uses of Fervour to channel energy

WILLEN
RETTUNGS SG

Warpriest
Level

Sonstiges

$\text{Willen} = 10 + \left(\frac{\text{Stufe}}{2} \right) + \text{WE} +$

ASPECT OF WAR

Stufe 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

Warpriest Level	Bonus feat	Weapon Damage klein/groß	Weapon Enhancement	Armour Enhancement
1		W6 W4/W8		
3	■			
4			+1	
5		W8 W6/2W6		
6	■			
7				+1
8			+2	
9	■			
10		W10 W8/2W8		+2
12	■		+3	
13				+3
15	■	2W6 W10 3W6		
16			+4	+4
18	■			
19				+5
20		2W8 2W6/3W8	+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

VORBEREITETE ZAUBER

0	
1	
2	
3	
4	
5	
6	