



WARRIOR PRIEST

DE

Warrior Priest
Level

Niveau de
Lanceur de Sort

BLESSINGS

Blessing

Minor Power

Major Power

Niveau
10

Save DC

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

Uses per day

$\text{Uses per day} = 3 + (\text{Niveau} \div 2)$

SORTS

Sort DD sauvegarde = Base Sorts supplémentaires

Sort	DD sauvegarde	Sorts par jour	Base Sorts	SAG - 4	SAG - 8	SAG - 12
0						
1						
2						
3						
4						
5						
6						

DD de jet de sauvegarde d'un sort = 10 + SAG + niveau du sort

Concentration $\text{Concentration} = \text{SAG} +$

CURE / INFLECT	Light Wounds	1d8 + Niveau (1 - 5)	1	5
	Moderate Wounds	2d8 + Niveau (3 - 10)	2	6
	Serious Wounds	3d8 + Niveau (5 - 15)	3	7
	Critical Wounds	4d8 + Niveau (7 - 20)	4	8
	Heal / Harm	10 × Niveau	6	9

FERVOUR

Niveau 2 Inflict or cure wounds with a touch.

Good Warrior Priest ☐ ☒ Evil Warrior Priest
Cure Wounds ☒ Inflict Wounds
Harm Undead ☐ Heal Undead

Canalisation d'énergie positive

Canalisation d'énergie négative

FERVOUR PER DAY = ($\text{Niveau} \div 2$) + SAG + Divers

HEAL / DAMAGE d6 = ($\text{Niveau} - 1$) ÷ 3

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

CANALISATION D'ENERGIE

Niveau 4 Spend two uses of Fervour to channel energy

WILL JET DE SAUVEGARDE = 10 + ($\text{Niveau} \div 2$) + SAG + Divers

ASPECT OF WAR

Niveau 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 Sml / Lrg	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

SORTS PREPARES

0	
1	
2	
3	
4	
5	
6	