



WARRIOR PRIEST

DEL

Warrior Priest
Level

Livello
incantatore

BLESSINGS

Blessing

Minor Power

Major Power

Livello

10

Save DC

Livello

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

Uses per day

Livello

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

INCANTESIMI

CD salvezza incantesimi

Incantesimi al giorno

Base

Bonus

SAG - 4

SAG - 8

SAG - 12

0

1

2

3

4

5

6

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

Concentrazione

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

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 Inc. 1

Livello Inc. 2

Livello Inc. 3

Livello Inc. 4

Livello Inc. 5

Livello Inc. 6

Livello Inc. 7

Livello Inc. 8

Livello Inc. 9

FERVOUR

Livello 2

Inflict or cure wounds with a touch.

Good Warrior Priest

Curare Ferite

Harm Undead

Evil Warrior Priest

Infliggere Ferite

Heal Undead

Incantare energia positiva

Incantare Energia Negativa

Fervour

PER DAY

Warrior Priest Level

Varie

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

HEAL / DAMAGE

Warrior Priest Level

Varie

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

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

Varie

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

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 P / G	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"/> Glomered	+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	