



# WARRIOR PRIEST

Warrior Priest  
Level

Уровень  
Заклинателя

## BLESSINGS

Blessing

Minor Power

Major Power

уровень  
**10**

Save DC

$\text{Level} = 10 + (\text{DC} \div 2) + \text{WIS}$

Uses per day

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

## Заклинания

КС спасброска

Заклинаний в день	Базовые заклинаний	Улучшенных заклинаний
0	WIS - 4	WIS - 8
1	WIS - 4	WIS - 8
2	WIS - 4	WIS - 8
3	WIS - 4	WIS - 8
4	WIS - 4	WIS - 8
5	WIS - 4	WIS - 8
6	WIS - 4	WIS - 8

КС спас заклинания = 10 + WIS + Уровень заклятия

Концентрация  $\text{Level} = \text{WIS} +$

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

## FERVOUR

Уровень Inflict or cure wounds with a touch.

2 Good Warrior Priest ☐ Evil Warrior Priest ☐  
Cure Wounds ☐ Inflict Wounds ☐  
Harm Undead ☐ Heal Undead ☐  
Направление Позитивной Энергии ☐ Канал Негативной Энергии ☐

FERVOUR PER DAY

$\text{Level} = (\text{DC} \div 2) + \text{WIS} +$

HEAL / DAMAGE

$\text{Level} = (\text{DC} - 1) \div 3$

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

## CHANNEL ENERGY

Уровень 4 Spend two uses of Fervour to channel energy

WILL SAVE DC

$\text{Level} = 10 + (\text{DC} \div 2) + \text{WIS} +$

## ASPECT OF WAR

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 Мал / Больш	Weapon Enhancement	Armour Enhancement
1		d6		
3	■	d4 / d8		
4			+1	
5		d8		
6	■	d6 / 2d6		
7				+1
8			+2	
9	■			
10		d10		+2
12	■	d8 / 2d8	+3	
13				+3
15	■	2d6		
16		d10 / 3d6	+4	+4
18	■			
19				+5
20		2d8	+5	
		2d6 / 3d8		

## 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

## ПОДГОТОВЛЕННЫЕ ЗАКЛИНАНИЯ

0	
1	
2	
3	
4	
5	
6	