



WARRPRIEST

DE

Warpriest
Level

Nivel de
Lanzador

BLESSINGS

Blessing

Minor Power

Major Power

Nivel
10

Save DC

$\text{Save DC} = 10 + (\text{Nivel} \div 2) + \text{SAB}$

Uses per day

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

CONJUROS

CD Salv de Conjuros = Conjuros al Día = Conjuros Base + Conjuros Adicionales

CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
0			SAB - 4 SAB - 8 SAB - 12
1			
2			
3			
4			
5			
6			

CD Salv de Conjuro = 10 + SAB + Nivel Conjuro

Concentración = SAB +

HERIDAS / INFLIGIR	HERIDAS	INFLIGIR
Heridas Leves	1d8 + Nivel	(1 - 5)
Heridas Moderadas	2d8 + Nivel	(3 - 10)
Heridas Graves	3d8 + Nivel	(5 - 15)
Heridas Críticas	4d8 + Nivel	(7 - 20)
Curar / Infligir	10 × Nivel	

FERVOUR

Nivel 2 Inflict or cure wounds with a touch.

Good Warpriest ☐ Evil Warpriest ☐
Curar Heridas Infligir Heridas
Harm Undead Heal Undead

CANALIZAR ENERGÍA POSITIVA Canalizar Energía Negativa

FERVOUR PER DAY = (Nivel ÷ 2) + SAB + Misc

HEAL / DAMAGE d6 = (Nivel - 1) ÷ 3

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

CANALIZAR ENERGÍA

Nivel 4 Spend two uses of Fervour to channel energy

VOL SAVE DC = 10 + (Nivel ÷ 2) + SAB + Misc

ASPECT OF WAR

Nivel 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 Peg / Gran	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

CONJUROS PREPARADOS

0	
1	
2	
3	
4	
5	
6	