



# WARRIOR PRIEST

Warrior Priest  
Level

OF

Уровень  
Заклинателя

## BLESSINGS

Blessing

Minor Power

Major Power

Level  
**10**

Save DC

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

Uses per day

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

## SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
0			WIS - 4 WIS - 8 WIS - 12
1			
2			
3			
4			
5			
6			

Spell Save DC = 10 + WIS + Spell Level

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

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

## FERVOUR

Level 2 Inflict or cure wounds with a touch.

Good Warrior Priest ☐ ☐ Evil Warrior Priest

Cure Wounds ☐ Inflict Wounds

Harm Undead ☐ Heal Undead

Channel Positive Energy ☐ Channel Negative Energy

FERVOUR PER DAY

Warrior Priest Level

Misc

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

HEAL / DAMAGE

Warrior Priest Level

Misc

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

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

## CHANNEL ENERGY

Level 4 Spend two uses of Fervour to channel energy

WILL SAVE DC

Warrior Priest Level

Misc

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

## ASPECT OF WAR

Level 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

## PREPARED SPELLS

0	
1	
2	
3	
4	
5	
6	