WARPRIEST Walphiest Level		SACRED WEAPON / ARMOUR								
DER DOMÄNE Zauber-	Sacred We	apon	S		in	cludes	deity's favoured wear	pon and any focus we	apons	
***** stufe		ent	Weapon			<i>s</i>	☐ Brilliant	t energy	+4	
BLESSINGS	Warpriest Level	Bonustalent	Damage	Weapon Enhancement	Armour Enhancement		☐ Defendi	ing	+1	
Blessing Blessing	1	Bonu	<b>W6</b>	Lilliancement	Lilliancemen	BILI	☐ Disrupt ☐ Flaming		+2 +1	
Minor Power Minor Power		_	W4/W8			LA	_ 🗆 Frost	y	+1	
	3			+1		SPECIAL	☐ Axioma		+2	
	4		W8	-1			Mercifu		+1	
Major Power Major Power	5		W6/2W6			WEAPON	Ghost to	ouch	+1 +2	
Stufe ————————————————————————————————————	6					VEA		ic	+2	
10	7				+1	- >	₩ ∰ □ Anarchi		+1	
Save DC Stufe	8 9			+2		_	☐ Mighty ☐ Unholy	cleaving	+1 +2	
= 10 + ( ÷ 2 ) + WE						_	हु ☐ Spell storing ☐ Thundering		+1	
Uses per day Stufe	10		<b>W10</b> W8/2W8		+2				+1	
= 3 + (÷ 2)	12			+3		TIES	Glamer		+1	
ZAUBER	13				+3	BILL	Energy resistance:	☐ Improved (20 pts)	+2 +4	
RW gegen Zauber _ Grund Bonuszauber	15		<b>2W6</b> W10/3W6			LAI		☐ Greater (30 pts)	+5	
Zauber pro Tag zauber	16		W10/3W0	+4	+4	CIA		<ul><li>☐ Light (25%)</li><li>☐ Moderate (50%)</li></ul>	+1 +3	
0 M M M M M M M M M M M M M M M M	18					SPE		☐ Heavy (75%)	+5	
1 7777	19				+5	OUR		<ul><li>□ 13 pts</li><li>□ 15 pts</li></ul>	+2 +3	
2	20		2W8	+5	_	ARMOUR		□ 17 pts	+4	
3	H		2W6/3W8	-	 RBEREITE	_		☐ 19 pts	+5	
4				٧٥١	KDLIKLI I L		ZAODLK			
5 000					0					
6										
RW gegen Zauber (SG) = 10 + WE + Zaubergrad	- 000	_								
Konzentration = WE +						_				
El Leichte Wunden 1W8+Stufe (1-5) 1 gg 5					1					
						_				
Schwere Wunden 3W8+Stufe (5 - 15) 2 3 7						_				
### Mittelschw. Wunden2W8+ Stufe (3 - 10)										
Heilen / Leid 10 × Stufe 6 9										
FERVOUR										
Stufe Inflict or cure wounds with a touch.					2					
Good Warpriest Wunden heilen Wunden heilen Wunden heilen										
Wunden heilen Wunden verursachen Harm Undead Heal Undead										
ENERGIE FOKUSSIEREN Negative Energie fokussi	eren 🗆 🗆 🗆									
FERVOUR Warpriest PER DAY Level Sonst.										
= ( ÷2) + WE +					3					
-(	- 000									
HEAL / Warpriest DAMAGE Level										
W6 = ( -1) ÷ 3										
W6 - ( 1) - 3	- 000									
Spend one use of Fervour to cast a prepared spell which targets only yourself as a swift action with no somatic component.					<del></del> 4					
ENERGIE FOKUSSIEREN										
Stufa										
Spend two uses of Fervour to channel energy										
WIL Warpriest SAVE DC Level Sonst.					5					
=10+( ÷2)+WE+										
ASPECT OF WAR										
For one minute, use your level as your Base Attack Bonus,					6					
Stufe gain damage reduction 10/—, move at full speed regardless  20 of armour or encumberance, and blessings do not count										
against your daily total.										