



WARPRIEST DER DOMÄNE

Warpriest
Level

Zauber-
stufe

BLESSINGS

Blessing

Minor Power

Major Power

Stufe
10

RW SG Stufe

$\text{---} = 10 + (\text{---} \div 2) + \text{WE}$

Einsetzbar pro Tag Stufe

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

ZAUBER

RW gegen Zauber Zauber pro Tag = Grund-zauber + Bonuszauber

RW gegen Zauber	Zauber pro Tag	= Grund-zauber	+ Bonuszauber
0			WE - 4 WE - 8 WE - 12
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

Konzentration $\text{---} = \text{WE} + \text{---}$

Leichte Wunden	1W8+ Stufe	(1 - 5)	1	5
Mittelschw. Wunden	2W8+ Stufe	(3 - 10)	2	6
Schwere Wunden	3W8+ Stufe	(5 - 15)	3	7
Kritische Wunden	4W8+ Stufe	(7 - 20)	4	8
Heilen / Leid	10 × Stufe		6	9

FERVOUR

Stufe 2 Inflict or cure wounds with a touch.

Good Warpriest ☐ Evil Warpriest ☐
Wunden heilen Wunden verursachen
Harm Undead Heal Undead

POSITIVE ENERGIE FOKUSSIEREN

Negative Energie fokussieren

FERVOUR PER DAY = ($\text{---} \div 2$) + WE + Sonstiges

HEAL / DAMAGE W6 = ($\text{---} - 1$) ÷ 3

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

ENERGIE FOKUSSIEREN

Stufe 4 Spend two uses of Fervour to channel energy

WIL SG RETTUNGSWURF = 10 + ($\text{---} \div 2$) + WE + Sonstiges

ASPECT OF WAR

Stufe 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	Bonustalent	Weapon Damage klein/groß	Weapon Enhancement	Armour Enhancement
1		W6 W4 / W8		
3	■			
4			+1	
5		W8 W6 / 2W6		
6	■			
7				+1
8			+2	
9	■			
10		W10 W8 / 2W8		+2
12	■		+3	
13				+3
15	■	2W6 W10 / 3W6		
16			+4	+4
18	■			
19				+5
20		2W8 2W6 / 3W8	+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

VORBEREITETE ZAUBER

0	
1	
2	
3	
4	
5	
6	