



WARRIOR PRIEST

DE

Warrior Priest
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 Conjurios = Conjurios al Día = Conjurios Base + Conjurios Adicionales

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

CD Salv de Conjurio = 10 + SAB + Nivel de Conjurio

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 Warrior Priest ☐ Evil Warrior Priest ☐
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

CD SALV VOLUNTAD = 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

Warrior Priest Level	Weapon Damage Peg / Gde	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

- ☐ Brilliant energy +4
- ☐ Defending +1
- ☐ Disruption +2
- ☐ Flaming +1
- ☐ Frost +1
- ☐ Axiomatic +2
- ☐ Merciful +1
- ☐ Ghost touch +1
- ☐ Holy +2
- ☐ Anarchic +2
- ☐ Vicious +1
- ☐ Hendedura Poderosa +1
- ☐ Impia +2
- ☐ Spell storing +1
- ☐ Thundering +1
- ☐ Glamerd +1

ARMOUR SPECIAL ABILITIES

Energy resistance: ☐ Normal (10 pts) +2
☐ Improved (20 pts) +4
☐ Greater (30 pts) +5

Fortification: ☐ Light (25%) +1
☐ Moderate (50%) +3
☐ Heavy (75%) +5

Spell resistance: ☐ 13 pts +2
☐ 15 pts +3
☐ 17 pts +4
☐ 19 pts +5

CONJUROS PREPARADOS

0	
1	
2	
3	
4	
5	
6	