



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 Conjueros = Conjueros al Día = Conjueros Base + Conjueros Adicionales

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

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

Concentración = SAB +

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

FERVOUR

Nivel 2 Inflict or cure wounds with a touch.

Good Warrior Priest
Curar Heridas
Harm Undead

Evil Warrior Priest
Infligir Heridas
Heal Undead

CANALIZAR ENERGÍA POSITIVA

CANALIZAR ENERGÍA NEGATIVA

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

HEAL / DAMAGE d6 = (Level - 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 + (Level ÷ 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	

<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

<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	