



WARPRIEST

OF

Warpriest
Level

Poziom
Czarującego

BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Poziom	Poziom
Save DC	Poziom
$= 10 + \left(\frac{\text{Poziom}}{2} \right) + \text{RZT}$	
Uses per day	Poziom
$= 3 + \left(\frac{\text{Poziom}}{2} \right)$	

CZARY

ST Rztu Obronnego	Czary Dziennie	=	Czary Bazowe	+ Premiowe Czary
0				RZT - 4 RZT - 8 RZT - 12
1				
2				
3				
4				
5				
6				

ST Rz. Obr. = 10 + RZT + Poziom Czar

Koncentracja	=	RZT +
Lekkie Rany	1k8 + Poziom (1 - 5)	1
Średnie Rany	2k8 + Poziom (3 - 10)	2
Poważne Rany	3k8 + Poziom (5 - 15)	3
Krytyczne Rany	4k8 + Poziom (7 - 20)	4
Leczenie / Zadawanie Ran	10x Poziom	6

FERVOUR

Poziom **2** Inflict or cure wounds with a touch.

Good Warpriest ☐ ☐ Evil Warpriest ☐

Leczenie Ran ☐ Zadawanie Ran ☐

Harm Undead ☐ Heal Undead ☐

Kierunkowanie Pozytywnej Energii ☐ Kierunkowanie Negatywnej Energii ☐

FERVOUR PER DAY

Warpriest Level **2** Inne

$$= \left(\frac{\text{Poziom}}{2} \right) + \text{RZT} +$$

HEAL / DAMAGE

Warpriest Level **2**

$$\text{k6} = \left(\frac{\text{Poziom}}{2} - 1 \right) \div 3$$

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

KIERUNKOWANIE ENERGII

Poziom **4** Spend two uses of Fervour to channel energy

WOLA

ST Rz. Obr **4** Warpriest Level **4** Inne

$$= 10 + \left(\frac{\text{Poziom}}{2} \right) + \text{RZT} +$$

ASPECT OF WAR

Poziom **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	Premiowy atut	Weapon Damage	Weapon Enhancement	Armour Enhancement
1		Mały / Duży k6 k4 / k8		
3	■			
4			+1	
5		k8 k6 / 2k6		
6	■			
7				+1
8			+2	
9	■			
10		k10 k8 / 2k8		+2
12	■		+3	
13				+3
15	■	2k6 k10 / 3k6		
16			+4	+4
18	■			
19				+5
20		2k8 2k6 / 3k8	+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

PRZYGOTOWANE CZARY

0	
1	
2	
3	
4	
5	
6	