WARPRIEST Warpriest Level	SACRED WEAPON / ARMOUR				
OF Poziom	Sacred Weapo	ons	incl	udes deity's favoured weapon and any focus weapons	S
Czarującego		ਚ Weapon ੂ		✓ □ Brilliant energy +4	_
BLESSINGS	Warpriest Level no	Damage Weapon	Armour	☐ Defending +1	
Blessing Blessing	Level 1108	Mały / Duży Enhancement k6	Enhancement	☐ Disruption +2	
	1 "	k4/k8		Flaming +1	
Minor Power Minor Power	3			Axiomatic +2	_
	4	+1		Merciful +1	
Major Power Major Power	5	k8 k6/2k6			
	6	-		4	_
Poziom TO	7		+1	Anarchic +2 Vicious +1	
Save DC Poziom	8	+2			-
= 10 + (÷ 2) + RZT	9			⇒ □ Mignty cleaving +1	_
Uses per day Poziom	10	k10	+2	☐ Spell storing +1 ☐ Thundering +1	
=3+(÷2)		k8 / 2k8		S □ Glamered +1	_
	12	+3	+2	Energy resistance: □ Normal (10 pts) +2	_
CZARY	13	21-6	+3	☐ Improved (20 pts) +4 ☐ Greater (30 pts) +5	
ST Rzutu Czary = Czary + Premiowe Czary Obronnego na dzień Bazowe +	15	2k6 k10/3k6		Fortification:	
4 8 1	16	+4	+4	☐ Moderate (50%) +3	3
	18			☐ Heavy (75%) +5 Spell resistance: ☐ 13 pts +2	
1 - 7777	19		+5	□ 15 pts +3	3
2	20	2k8 +5		Spell resistance: ☐ 13 pts +2 ☐ 15 pts +3 ☐ 17 pts +4 ☐ 19 pts +5	
3	`	2k6/3k8	YGOTOW4		1
4					
5			0		
6					
ST Rz. Obr. = 10 + RZT + Poziom Czaru					_
Koncentracja = RZT +					
					_
1			1		_
Year Strednie Rany 2k8 + Poziom (3 - 10) 2 2 5 6 Poważne Rany 3k8 + Poziom (5 - 15) 5 5 6 7 5 6 Krytyczne Rany 4k8 + Poziom (7 - 20) 6 7 6 8 8					
Towaziic Hally					
Krytyczne Rany 4k8 + Poziom (7 - 20) 2 4 8 8				000	
FERVOUR			2		
Poziom Inflict or cure wounds with a touch.					
Good Warpriest Leczenie Ran					
Harm Undead Heal Undead					
vanie Pozytywnej Energii Kierunkowanie Negatywne	ej Energii□				_
FERVOUR Warpriest PER DAY Level Inne					
= (÷2) + RZT +			3		
HEAL / Warpriest DAMAGE Level					
k6 = (-1) ÷ 3					
Spend one use of Fervour to cast a prepared spell which targets			4		
only yourself as a swift action with no somatic component.					
KIERUNKOWANIE ENERGII					
Poziom Spend two uses of Fervour to channel energy					
4					
WOLA Warpriest SAVE DC Level Inne			5		
=10+(÷2)+RZT+					_
`					
ASPECT OF WAR					
For one minute, use your level as your Base Attack Bonus, Poziom gain damage reduction 10/—, move at full speed regardless			6		
20 of armour or encumberance, and blessings do not count					
against your daily total.					