WARPRIEST Walphiest Level	SACRED WEAPON / ARMOUR								
DER DOMÄNE Zauber-	Sacred We	apon	S		incl	ludes deity	y's favoured we	eapon and any focus we	eapons
stufe		Jt.	Weapon				□ Drillia	ant energy	+4
BLESSINGS	Warpriest	staleı	Damage Weapon		nour	IES	□ Defer		+1
Blessing Blessing	Level	Bonustalent	klein/groß Enhanceme W6	ent Enhan	cement		☐ Disru	•	+2
	1	ш	W4/W8			AB	□ Flami		+1
Minor Power Minor Power	3					IAI	☐ Frost		+1
	4		+1			SPECI	Horion Harion		+1
Major Dower Major Dower	5		W8				☐ Ghos	t touch	+1
Major Power Major Power	6		W6/2W6			WEAPON	Holy		+2
Stufe	7	_		4	1	WE W	Honorous Grand Gr		+2 +1
Save DC Stufe	8		+2						+1
I I	9		- 2				☐ Might	ly	+2
= 10 + (÷ 2) + WE Einsetzbar pro Tag Stufe		_	W10				Spell ☐ Thun	storing	+1
	10		W8/2W8	+	2				+1
= 3 + (÷ 2)	12		+3			E Ene	☐ Glam	ered : Normal (10 pts)	+1
ZAUBER	13			+	3	BILI	rigy resistance	☐ Improved (20 pts)) +4
RW gegen Zauber = Grund- + Bonuszauber zauber	15		2W6 W10 / 3W6			ILA		Greater (30 pts)	+5
Zauber pro Tag zauber T	16		+4	+	4	CIA	tification:	☐ Light (25%)☐ Moderate (50%)	+1 +3
0 × × × × × × × × × × × × × × × × × × ×	18					SPE		☐ Heavy (75%)	+5
1 7777	19	_		+	5	ARMOUR BdS	ell resistance:	□ 13 pts□ 15 pts	+2 +3
2			2W8 +5			SIMC .		☐ 17 pts	+4
3	20		2W6/3W8			•		☐ 19 pts	+5
4	*		V	ORBERI		ľE ZAU	BER		# (
5					_				
6					_ 0				
RW gegen Zauber (SG) = 10 + WE + Zaubergrad									
RW gegen zauber (SG) = 10 + WE + zaubergrau									
Konzentration = WE +									
Note					1				
Mittelschw. Wunden2W8+ Stufe (3 - 10) & 2 & 6									
Mittelschw. Wunden2W8+Stufe (3 - 10) Schwere Wunden 3W8+Stufe (5 - 15) Kritische Wunden 4W8+Stufe (7 - 20) Kritische Wunden 4W8+Stufe (7 - 20) Mittelschw. Wunden2W8+Stufe (3 - 10) Z					_				
Kritische Wunden 4W8+Stufe (7 - 20) Z 4 per 8									
E 5					_				
Heilen / Leid 10 × Stufe 6 9 FERVOUR					_				
					_ 2				
1									
Wunden heilen 💛 Wunden verursachen									
Harm Undead Heal Undead E ENERGIE FOKUSSIEREN Negative Energie fokussier									
FERVOUR Warpriest									
PER DAY Level Sonstiges									
= (÷2) + WE +					_ 3				
HEAL / Warpriest									
DAMAGE Level									
W6 = (-1) ÷ 3									
					_				
Spend one use of Fervour to cast a prepared spell which targets only yourself as a swift action with no somatic component.					- 4				
					_				
ENERGIE FOKUSSIEREN									
Spend two uses of Fervour to channel energy					_				
WIL Warpriest									
SG RETTUNGSWURF Level Sonstiges					5				
=10+(÷2)+WE+					_				
ASPECT OF WAR					_				
For one minute, use your level as your Base Attack Bonus, Stufe gain damage reduction 10/—, move at full speed regardless					– 6				
20 of armour or encumberance, and blessings do not count					_				
against your daily total.									