



# WARRIOR PRIEST

DEL

Warrior Priest  
Level

Livello  
incantatore

## BLESSINGS

Blessing	Blessing
Minor Power	Minor Power
Major Power	Major Power
Livello	
<b>10</b>	
CD Salvezza	Livello
$\text{CD Salvezza} = 10 + \left( \frac{\text{Livello}}{2} \right) + \text{SAG}$	
Usi al giorno	Livello
$\text{Usi al giorno} = 3 + \left( \frac{\text{Livello}}{2} \right)$	

## INCANTESIMI

CD salvezza incantesimi	Incantesimi al giorno	Incantesimi Base	Incantesimi Bonus
	0		SAG - 4
	1		SAG - 8
	2		SAG - 12
	3		
	4		
	5		
	6		

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

Concentrazione  = SAG +

CURA / INGLIGGI	Ferite Leggere	1d8 + Livello (1 - 5)	Livello Inc.	1	5
	Ferite Moderate	2d8 + Livello (3 - 10)	2	6	
	Ferite Gravi	3d8 + Livello (5 - 15)	3	7	
	Ferite Critiche	4d8 + Livello (7 - 20)	4	8	
	Guarire / Ferire	10 × Livello	6	9	

## FERVOUR

Livello 2 Inflict or cure wounds with a touch.

Good Warrior Priest ☐ Evil Warrior Priest ☐   
Curare Ferite ☐ Infriggere Ferite ☐  
Harm Undead ☐ Heal Undead ☐

Incantare energia positiva

Incantare Energia Negativa

**FERVOUR PER DAY** =  $\left( \frac{\text{Livello}}{2} \right) + \text{SAG} +$

**HEAL / DAMAGE** d6 =  $\left( \frac{\text{Livello}}{2} - 1 \right) \div 3$

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

## INCANTARE ENERGIA

Livello 4 Spend two uses of Fervour to channel energy

**VOLONTÀ CD SALVEZZA** =  $10 + \left( \frac{\text{Livello}}{2} \right) + \text{SAG} +$

## ASPECT OF WAR

Livello 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	Talento bonus	Weapon Damage Pcl / Grn	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

ARMOUR 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
<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

## INCANTESIMI PREPARATI

0	
1	
2	
3	
4	
5	
6	