



WARRIOR PRIEST

DE

Warrior Priest
Level

Niveau de
Lanceur de Sort

BLESSINGS

Blessing

Minor Power

Major Power

Niveau
10

Save DC

$\text{Save DC} = 10 + (\text{Niveau} \div 2) + \text{SAG}$

Utilisations par jour

$\text{Utilisations par jour} = 3 + (\text{Niveau} \div 2)$

SORTS

Sort DD sauvegarde = Base Sorts supplémentaires

Sort	DD sauvegarde	Sorts par jour	Base Sorts	SAG - 4	SAG - 8	SAG - 12
0						
1						
2						
3						
4						
5						
6						

DD de jet de sauvegarde d'un sort = 10 + SAG + niveau du sort

Concentration $\text{Concentration} = \text{SAG} +$

SOIGNER / INFILIGER	Blessures légères	1d8 + Niveau (1 - 5)	Niveau de sort	1	5
	Blessures Modérées	2d8 + Niveau (3 - 10)	2	6	
	Blessures Sérieuses	3d8 + Niveau (5 - 15)	3	7	
	Blessures Critiques	4d8 + Niveau (7 - 20)	4	8	
	Soigner / Blesser	10 × Niveau	6	9	

FERVOUR

Niveau Inflict or cure wounds with a touch.

2 Good Warrior Priest ☐ Evil Warrior Priest ☐
Soins des blessures Infliger des blessures
Harm Undead Heal Undead

Canalisation d'énergie positive Canalisation d'énergie négative

FERVOUR PER DAY

$\text{Fervour per day} = (\text{Niveau} \div 2) + \text{SAG} +$

HEAL / DAMAGE

$\text{Heal / Damage} = (\text{Niveau} - 1) \div 3$

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

CANALISATION D'ENERGIE

Niveau 4 Spend two uses of Fervour to channel energy

VOLONTE SAVE DC

$\text{Volonté Save DC} = 10 + (\text{Niveau} \div 2) + \text{SAG} +$

ASPECT OF WAR

Niveau 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	Bonus feat	Weapon Damage Pte / Grd	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

<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

SORTS PREPARES

0	
1	
2	
3	
4	
5	
6	