WARPRIEST
DEL

BUONO · LEGALE · CAOTICO · MALVAGIO

Warpriest Level

Livello Incantatore

BLESSINGS

Blessing | Blessing

Minor Power | Minor Power

Major Power | Major Power

Livello 10

CD Salvezza = 10 + (Livello ÷ 2) + SAG

Usi al giorno = 3 + (Livello ÷ 2)

INCANTESIMI

CD TS Incantesimi		Inc. al Giorno	= Inc. Base	+ Inc. Bonus (SAG - 4 / SAG - 8 / SAG - 12)
	0			
	1			
	2			
	3			
	4			
	5			
	6			

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

Concentrazione = SAG +

CURA / INGLIGGI		Livello Inc.	Livello Inc. Mass.
Ferite Leggere	1d8 + Livello (1 - 5)	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 Warpriest ☐
Curare Ferite
Harm Undead
Incanalare energia positiva

☐ **Evil Warpriest**
Infliggere Ferite
Heal Undead
Incanalare Energia Negativa

FERVOUR PER DAY = (Warpriest Level ÷ 2) + SAG + Altro

HEAL / DAMAGE d6 = (Warpriest Level − 1) ÷ 3

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

INCANALARE ENERGIA

Livello 4 — Spend two uses of Fervour to channel energy

VOLONTÀ CD SALVEZZA = 10 + (Warpriest Level ÷ 2) + SAG + Altro

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 encumberance, 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	Talento bonus	Weapon Damage P / G	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

	☐ Brilliant energy	+4
	☐ Defending	+1
	☐ Disruption	+2
	☐ Flaming	+1
	☐ Frost	+1
LEGALE	☐ Axiomatic	+2
LEGALE	☐ Merciful	+1
BUONO	☐ Ghost touch	+1
BUONO	☐ Holy	+2
CAOTICO	☐ Anarchic	+2
CAOTICO	☐ Vicious	+1
MALVAGIO	☐ Mighty cleaving	+1
MALVAGIO	☐ Unholy	+2
NEUTRAL	☐ Spell storing	+1
NEUTRAL	☐ Thundering	+1
	☐ Glamered	+1

ARMOUR SPECIAL ABILITIES

Energy resistance:	☐ Normal (10 pts)	+2
	☐ Improved (20 pts)	+4
	☐ Greater (30 pts)	+5
Fortification:	☐ Light (25%)	+1
	☐ Moderate (50%)	+3
	☐ Heavy (75%)	+5
Spell resistance:	☐ 13 pts	+2
	☐ 15 pts	+3
	☐ 17 pts	+4
	☐ 19 pts	+5

INCANTESIMI PREPARATI

0		
1	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐