WARPRIEST Warpriest Level	SACRED WEAPON / ARMOUR	,
DEL	Sacred Weapons includes deity's favoured weapon and any focus	weapons
Livello Incantatore	(h	
BLESSINGS	Warpriest Level Pcl / Grn Enhancement Armour Enhancement Defending Disruption Disruption Disruption Disruption Disruption Disruption	+4
Blessing Blessing	Warpriest Damage Weapon Armour Defending Level Pcl/Grn Enhancement Enhancement Disruption	+1 +2
	1	+1
Minor Power Minor Power	□ □ Frost	+1
	4 +1 Axiomatic	+2
	r d8	+1
Major Power Major Power	5 d8 Ghost touch	+2
Livello	3	+2
10	7 +1 S Vicious	+1
CD Salvezza Livello	8 +2 Sey I Mighty cleaving Unholy	+1 +2
= 10 + (÷ 2) + SAG		+1
Usi al giorno Livello	10 d10 d8/2d8 +2 Spell storing Thundering	+1
= 3 + (÷ 2)	12	+1
INCANTESIMI *	13 +3 Energy resistance: Normal (10 pts	
CD TS Incantesimi Inc. + Inc. Bonus	15	
Incantesimi al giorno Base 4 80 2	16 +4 +4 Fortification: ☐ Light (25%) ☐ Moderate (50%	+1 6) +3
O SAG	18	+5
1	19 +5 Spell resistance: 13 pts	+2
2	17 nts	+3 +4
3	200/300	+5
4	INCANTESIMI PREPARATI	#
5		
6	0	
CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo		
Concentrazione = SAG +		
Ferite Leggere 1d8 + Livello (1 - 5) 1 g 5	1	
S Enrita Critiaha (de + Livalla (7 20) ≥		
B Guarire / Ferire 10 × Livello 6		
FERVOUR	2 000	
Livello Inflict or cure wounds with a touch.		
Good Warpriest Definition Curare Ferite		
Harm Undead Heal Undead Incanalare energia positiva Incanalare Energia Negati		
FERVOUR Warpriest		
PER DAY Level Varie		
$= (\div_2) + SAG +$	3 000	
HEAL / Warpriest		
DAMAGE Level		
d6 = (-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.		
INCANALARE ENERGIA		
Livello 4 Spend two uses of Fervour to channel energy		
VOLONTÀ Warpriest	5	
CD SALVEZZA Level Varie		
=10+(÷2)+SAG+		
ASPECT OF WAR		
For one minute, use your level as your Base Attack Bonus, Livello gain damage reduction 10/—, move at full speed regardless	6	
20 of armour or encumberance, and blessings do not count		
against your daily total.		