

BAB Low

HP per Lv 7(d10)

Weapon Proficiency any 4 group, but one of it must be deity's favored weapon group (+2 group on multiclass)

Armor Proficiency Light, Medium, Heavy, Shield

Saving Throw Proficiency Fortitude, Will

Bonus Language Celestial or Infernal or Abyssal

Initial Equipment holy symbol

Level	Class Ability
1st	Aura , blessings (minor) , focus weapon , sacred weapon , fervor , spells , spontaneous casting
2nd	Sacred armor
3rd	Bonus feat
4th	Channel energy
5th	Sacred Weapon +2
6th	Bonus feat , Sacred Armor +2
7th	—
8th	improved fervor
9th	Bonus feat , Sacred Weapon +3
10th	Blessings (major) , Sacred Armor +3
11th	—
12th	Bonus feat
13th	Sacred Weapon +4
14th	Sacred Armor +4
15th	Bonus feat
16th	—
17th	Sacred Weapon +5
18th	Bonus feat
19th	Sacred Armor +5
20th	Aspect of war

Spells: A warpriest casts divine spells, which is Prepared 6th casting. His casting ability is wisdom.

A warpriest prepare spells from cleric spell list. However, warpriest can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

A warpriest's highest level of spells is 6th. Cleric spells of 7th level or higher are not on the warpriest class spell list, and a warpriest cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher.

After long rest, warpriest must spend 1 hour in quiet contemplation or supplication to regain her daily allotment of spells and prepare spells. A cleric must have holy symbol while that time.

Spontaneous Casting: A good warpriest (or a neutral cleric of a good deity) is always considered to have prepared cure wounds spell.

An evil warpriest (or a neutral cleric who worships an evil deity) is always considered to have prepared inflict wounds spell.

A warpriest who is neither good nor evil and whose deity is neither good nor evil convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see Channel Energy).

Aura (Ex): A warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura (as a cleric) corresponding to the deity's alignment (see detect evil).

Blessings (Su): A warpriest's deity influences his alignment, the magic he can perform, his values, and how others see him. Each warpriest can select two blessings from among those granted by his deity (each deity grants the blessings tied to its domains). A warpriest can select an alignment blessing (Chaos, Evil, Good, or Law) only if his alignment matches that blessing. If a warpriest isn't devoted to a particular deity, he selects two blessings to represent his spiritual inclinations and abilities, subject to GM discretion. The restriction on alignment blessings still applies.

Each blessing grants a minor power at 1st level and a major power at 10th level. A warpriest can call upon his blessings a number of times per day (in any combination) equal to $3 + \frac{1}{2}$ his warpriest level (to a maximum of 13 times per day at 20th level). Each time he calls upon any one of his blessings, it counts against his daily limit. The save DC of these blessings is Wisdom DC.

If a warpriest also has levels in a class that grants cleric domains, the blessings he chooses must match the domains selected by that class. Subject to GM discretion, the warpriest can change his previously selected blessings or domains to make all of them conform. Warpriest blessings are described at the end of this class entry.

Focus Weapon: At 1st level, a warpriest receives Weapon Focus as a bonus feat (he can choose any weapon group he is proficient, rather than only his deity's favored weapon's group).

Sacred Weapon (Su): At 1st level, weapons wielded by a warpriest are charged with the power of his faith. In addition to the favored weapon of his deity, weapons in the weapon group he has weapon focus are treated as sacred weapon. If he has multiple Weapon Focus feats, this ability applies to all of them. Whenever the warpriest hits with his sacred weapon, the weapon damage is based on warpriest level as

shown on below table. If the weapon's base damage exceeds the sacred weapon damage, its damage is unchanged.

Lv	Damage
1-4	1d6
5-8	1d8
9-12	1d10
13-20	1d12

This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that deal only energy damage.

In addition, the warpriest can enhance one of his sacred weapons with divine power as a free action. This ability grants the weapon a +1 enhancement bonus. For every 4 levels beyond 1st, this bonus increases by 1 (to a maximum of +5 at 17th level). If the warpriest has more than one sacred weapon, he can enhance another on the following round by using another free action. The warpriest can use this ability for a number of rounds per day equal to 3 + his warpriest level.

5Lv 以降、武器に Enhancement Bonus を与える代わりに、Special Property を付与することができます。5Lv で、+1 相当の Special Ability を一つ覚えることができ、それを付与できます。以降、Lv4 毎に Special Ability を覚えることができ、武器に付与できる Enhancement Bonus-1 に相当する Special Ability を覚えられます。Bane 等の特定の種別のクリーチャーに効く効果を覚える場合、種族も指定して覚える必要があります。

この能力は Enhance Armaments のルールに従う。

A warpriest can enhance as many weapon as he like in single free action. But each one consumes rounds of use individually.

These benefits do not apply if another creature is wielding the weapon, but they continue to be in effect if the weapon otherwise leaves the warpriest's possession (such as if the weapon is thrown). This ability can be ended as a free action at the start of the warpriest's turn (that round does not count against the total duration, unless the ability is resumed during the same round).

Fervor (Su): A warpriest can draw upon the power of his faith to heal wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles. This ability can be used a number of times per day equal to 1/2 his warpriest level + his Wisdom modifier.

By expending one use of fervor, a good warpriest (or one who worships a good deity) can touch a creature to heal it of 1d6 points of damage + an additional 1d6 points for every 2 warpriest levels he possesses beyond 1st (to a maximum of 10d6 at 19th level). Using this ability is a standard action (unless the warpriest targets himself, in which case it's a swift action). Alternatively, the warpriest can use this ability to harm an undead creature, dealing the same amount of positive damage he would otherwise heal with a melee touch attack. Using fervor in this way is a standard action. Undead do not receive a saving throw

against this damage. This use of fervor counts as positive energy.

An evil warpriest (or one who worships an evil deity) can use this ability to instead deal negative damage to living creatures with a melee touch attack and heal undead creatures with a touch. This use of fervor counts as negative energy.

A neutral warpriest who worships a neutral deity (or one who is not devoted to a particular deity) uses this ability as a good warpriest if he chose to spontaneously cast cure spells, or as an evil warpriest if he chose to spontaneously cast inflict spells.

As a swift action, a warpriest can expend one use of fervor to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter. When cast in this way, the spell can target only the warpriest, even if it could normally affect other or multiple targets. Spells cast in this way don't require somatic components and do not provoke attacks of opportunity.

Channel Energy (Su): At 4th level, a warpriest can use channel energy as cleric of same level. This costs warpriest two uses of fervor.

Sacred Armor (Su): At 2nd level, the warpriest gains the ability to enhance his armor (but not shields) with divine power as a free action. This ability grants the armor a +1 enhancement bonus. For every 4 levels beyond 2nd, this bonus increases by 1 (to a maximum of +5 at 18th level). The warpriest can use this ability for a number of minutes per day equal to his warpriest level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

6Lv 以降、鎧に Enhancement Bonus を与える代わりに、Special Property を付与することができます。6Lv で、+1 相当の Special Ability を一つ覚えることができ、それを付与できます。以降、4Lv 毎に Special Ability を覚えることができ、鎧に付与できる Enhancement Bonus-1 に相当する Special Ability を覚えられます。

The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These benefits apply only while the warpriest is wearing the armor, and end immediately if the armor is removed or leaves the warpriest's possession. This ability can be ended as a free action at the start of the warpriest's turn.

この能力は Enhance Armaments のルールに従う。

Bonus Feats: At 3rd level and every 3 levels thereafter, a warpriest gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those categorized as combat feats.

Improved Fervor 8Lv 以降、Fervor で hp を回復する時に、1d6 につき Wis 修正値分回復量が増加する。Channel Energy での回復量についても同様。ただし Swift で回復する時には乗らない。

Aspect of War (Su): At 20th level, the warpriest can embody an aspect of war, growing in power and martial ability. Once per day as a swift action, a warpriest can treat his level as his base attack bonus, gains

DR 10/8212;, and can move at his full speed regardless of the armor he is wearing or his encumbrance. In addition, the blessings he calls upon during this time don't count against his daily limit. This ability lasts for 2 minute.

Ex-Warpriests

A warpriest who grossly violates the code of conduct required by his god loses all spells and class features, except for his armor, shield, weapon proficiencies, and bonus feats. He cannot thereafter gain levels as a warpriest of that god until he atones for his deeds (see the atonement spell).

Blessings

A warpriest can select any two blessings granted by his deity. The blessings a deity grants have the same names as the deity's domains. Unless otherwise noted, using a blessing is a standard action. A warpriest without a deity can select any two blessings (subject to GM discretion). If a blessing's power duplicates a spell effect, the warpriest's caster level for that power is equal to his warpriest level.

Blessings that affect weapons and armor benefit anyone who wields or wears affected items, not just the warpriest.

Air Blessing

Zephyr's Gift (minor): At 1st level, you can touch any one ranged weapon and enhance it with the quality of air. For 2 minute, any attacks made with the weapon take no penalties due to range.

Soaring Assault (major): At 10th level, you can touch an ally and give her the gift of flight for 2 minute (as fly). The ally gains a fly speed of 60 feet . She gains a competence bonus on Acrobatics check to fly equal to half your level. Whenever the ally succeeds at a charge attack while flying, that attack deals an amount of additional electricity damage equal to your level.

Animal Blessing

Animal Fury (minor): At 1st level, you can touch one ally and grant it feral features for 2 minute. The ally gains two claw attacks that each deal 1d6 points of damage, or one bite attack that deals 1d8 points of damage. These are primary natural attacks that replace any similar primary natural attacks the ally might have.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as summon nature's ally V, but with a duration of 2 minute. This ability can summon only one animal, regardless of the list used. For every 2 levels beyond 10th, the level of the summon nature's ally spell increases by 1 (to a maximum of summon nature's ally IX at 18th level).

Artifice Blessing

Crafter's Wrath (minor): At 1st level, you can touch one melee weapon and grant it greater power to harm and destroy crafted objects. For 2 minute, whenever this weapon deals damage to constructs or objects, it bypasses hardness and damage reduction.

Copy Enhancement (major): At 10th level, you can temporarily copy a weapon or armor enhancement bonus or special ability from one item to another. The bearers of each of the item must be willing, and you must be touching both items to activate this ability. The transfer lasts for 2 minute.

Chaos Blessing

Anarchic Strike (minor): At 1st level, you can touch one weapon and grant it a chaotic blessing. For 2 minute, this weapon glows yellow or purple and deals an additional 1d6 points of damage against lawful creatures. During this time, it's treated as chaotic for the purpose of overcoming damage reduction. This blessing's additional damage doesn't stack with the additional damage from the anarchic weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as summon monster IV, but its duration is 2 minute, and it works only on a chaotic outsider or an animal with the entropic creature simple template. This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the summon monster spell increases by 1 (to a maximum of summon monster ix at 20th level).

Charm Blessing

Charming Presence (minor): At 1st level, you can touch an ally and grant an entrancing blessing. For 2 minute, the ally becomes mesmerizing to her opponents, filling them with either abject admiration or paralyzing fear. This effect functions as sanctuary, except if the ally attacks an opponent, the effect ends for that opponent. This is a mind-affecting effect.

Dominance Aura (major): At 10th level, you can surround yourself with a tangible aura of majesty for 2 minute. While this aura is active, once per round as a swift action you can issue a command (as the command spell) to one creature within 30 feet; the creature must succeed at a Will saving throw or submit for 1 round.

Community Blessing

Communal Aid (minor): At 1st level, you can touch an ally and grant it the blessing of community. For 2 minute, whenever that ally uses the Link action, the bonus granted increases by 2 or damage dealt increases by 2.

Fight as One (major): At 10th level, you can rally your allies to fight together. For 2 minute, whenever you make a successful melee or ranged attack against a foe, allies within 10 feet of you gain a +2 competence bonus on attacks of the same type you made against that foe; melee attacks if you made a melee attack, or ranged attacks if you made a ranged attack. If you score a critical hit, this bonus increases to +4 until the start of your next turn.

Darkness Blessing

Enshrouding Darkness (minor): At 1st level, you can touch an ally and bestow a darkness blessing. For 2 minute, the ally becomes enshrouded in shadows while in combat, granting it concealment. Creatures that are normally able to see in supernatural darkness ignore this concealment.

Darkened Vision (major): At 10th level, you can place a shroud of darkness around the eyes of one foe within 30 feet. The target must succeed at a Will saving throw or be blinded for 2 minute (as blindness/deafness).

Death Blessing

From the Grave (minor): At 1st level, you can take on a corpse-like visage for 2 minute, making you more intimidating and giving you undead-like protection from harm. You gain a +4 competence bonus on Disguise checks to resemble an undead creature and on Intimidate checks, as well as a +2 competence bonus on saving throws against disease, mind-affecting effects, paralysis, poison, and stunning.

Death's Touch (major): At 10th level, you can make a melee touch attack against an opponent to deliver grim suffering. If you succeed, you inflict 1 temporary negative level on the target for 2 minute. Alternatively, you can activate this ability as a swift action when you hit an opponent with a melee attack. These temporary negative levels stack. You gain no benefit from imposing these negative levels (such as the temporary hit points undead gain from enervation).

Destruction Blessing

Destructive Attacks (minor): At 1st level, you can touch an ally and bless it with the power of destruction. For 1 round, the ally gains a magical bonus on all weapon damage rolls equal to half your level (minimum 1).

Heart of Carnage (major): At 10th level, you can touch an ally and bless it with even greater destructive power. For 2 minute, the ally gains morale bonus on all weapon damage rolls equals to half your level. But at the same time, whenever the ally is hit by weapon attack, the ally takes additional damage equals to half your level.

Earth Blessing

Acid Strike (minor): At 1st level, you can touch one weapon and enhance it with acidic potency. For 2 minute, the weapon emits acrid fumes that deal an additional 1d4 points of acid damage with each strike. This additional damage doesn't stack with the additional damage from the corrosive weapon special ability.

Armor of Earth (major): At 10th level, you can touch an ally and harden its armor or clothing. For 2 minute, the ally gains DR 1/2. For every 2 levels beyond 10th, this DR increases by 1 (to a maximum of DR 5/2; at 18th level). This doesn't stack with any other damage resistance.

Evil Blessing

Unholy Strike (minor): At 1st level, you can touch one weapon and give it an evil blessing. For 2 minute, the weapon takes on a black, orange, or violet cast and deals an additional 1d6 points of damage against good creatures. During this time, it's treated as evil for the purpose of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the unholy weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as summon monster iv, but its duration is 2 minute, and it works only on an evil outsider or an animal with the fiendish creature simple template. This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the summon monster spell increases by 1 (to a maximum of summon monster ix at 20th level).

Fire Blessing

Fire Strike (minor): At 1st level, you can touch one weapon and enhance it with the grandeur of fire. For 2 minute, the weapon glows red-hot and deals an additional 1d4 points of fire damage with each hit. This

additional damage doesn't stack with the additional damage from the flaming or flaming burst weapon special ability.

Armor of Flame (major): At 10th level, you can touch an ally to wreath it in flames. This ability works as fire shield (warm shield only), but with a duration of 2 minute.

Glory Blessing

Glorious Presence (minor): At 1st level, you can touch an ally and grant it a glorious blessing. For 2 minute, the ally becomes mesmerizing to her foes. This functions as sanctuary, except if the ally attacks an opponent, this effect ends for that opponent. This is a mind-affecting effect.

Demoralizing Glory (major): At 10th level, when you successfully damage an opponent with a melee attack or attack spell, as a swift action you can attempt to demoralize that opponent with the Intimidate skill even if you are not proficient with Intimidate.

Good Blessing

Holy Strike (minor): At 1st level, you can touch one weapon and bless it with the power of purity and goodness. For 2 minute, this weapon glows green, white, or yellow-gold and deals an additional 1d6 points of damage against evil creatures. During this time, it's treated as good for the purpose of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the holy weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as summon monster IV, but its duration is 2 minute, and it works only on a good outsider or an animal with the celestial creature simple template. This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the summon monster spell increases by 1 (to a maximum of summon monster IX at 20th level).

Healing Blessing

Powerful Healer (minor): At 1st level, you can add power to a cure spell as you cast it. As a swift action, you can treat any cure spell as if it were empowered (as the Empower Spell feat), causing it to heal 50% more damage (or deal 50% more damage if used against undead). This ability doesn't stack with itself or the Empower Spell feat.

Fast Healing (major): At 10th level, you can touch an ally and grant it fast healing 3 for 2 minute.

Knowledge Blessing

Lore Keeper (minor): At 1st level, you can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if your result on the appropriate Knowledge check were equal to 15 + your warpriest level + your Wisdom modifier.

Monster Lore (major): At 10th level, when you succeed at a Knowledge check against an opponent to learn about its abilities or weaknesses (or succeed at a touch attack using the lore keeper blessing, above), you can as a swift action gain a +2 competence bonus on attack rolls, saving throws, and skill checks, as well as to your AC against that creature. This effect lasts for 2 minute.

Law Blessing

Axiomatic Strike (minor): At 1st level, you can touch one weapon and enhance it with the essence of law. For 2 minute, this weapon glows blue, pale yellow, or white and deals an extra 1d6 points of damage against chaotic creatures. During this time, it's treated as lawful for the purposes of overcoming damage reduction. This extra damage doesn't stack with the additional damage from the axiomatic weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as summon monster IV, but its duration is 2 minute, and it works only on a lawful outsider or an animal with the resolute creature simple template. This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the summon monster spell increases by 1 (to a maximum of summon monster IX at 20th level).

Liberation Blessing

Liberation (minor): At 1st level, as a swift action, you can ignore for 1 round impediments to your mobility and effects that cause paralysis (as freedom of movement). You can activate this blessing even if you're otherwise unable to take actions, but not if you're unconscious.

Freedom's Shout (major): At 10th level, as a swift action you can emit a 30-foot aura that affects all allies with the liberation blessing described above. This effect lasts for 1 round.

Luck Blessing

Lucky Presence (minor): At 1st level, you can touch an ally and grant it a lucky presence. The target of this luck can call upon it to roll any one attack roll, saving throw, or skill check with advantage. The decision to use this benefit must be declared before the roll is made. Once used, or once 2 minute passes, the effect ends.

Unlucky Enemy (major): At 10th level, as an immediate action you can force an adjacent opponent to roll an attack roll, a saving throw, or a skill check with disadvantage. The decision to use this benefit must be declared before the roll is made.

Madness Blessing

Madness Supremacy (minor): At 1st level, as a swift action you can target a creature within 30 feet that has the cowering, frightened, panicked, or paralyzed condition. That condition is suspended for 1 round, and the chosen creature gains the confused condition instead. The round spent confused counts toward the duration of the suspended effect. At the end of that round, the suspended condition resumes.

Control Madness (major): At 10th level, as a swift action you can choose to act normally or not for all confused creatures within 30 feet to exhibit (regardless of check result die). This effect lasts for 1 round. You can use this ability even while you are confused.

Magic Blessing

Hand of the Acolyte (minor): At 1st level, you can cause your melee weapon to fly from your grasp and strike an opponent, then instantly return to you. You can make a Strike using a melee weapon at a range of 30 feet.

Blessed Magic (major): At 10th level, you can cast a prepared warpriest spell without expending its spell slot. The spell must have a casting time of 1 standard action and must use a spell slot that is at least 3 spell levels lower than the highest warpriest spell level you can cast. In addition, the spell must be one that damages a creature or causes a creature to take penalties (such as inflict light wounds or bane). For example, if you are 10th level and can cast 4th-level warpriest spells, you could use this blessing to cast a 1st-level warpriest spell without expending its spell slot.

Nobility Blessing

Inspiring Word (minor): At 1st level, you can speak a few words to a creature within 30 feet that fill it with inspiration. You can grant that creature a +2 morale bonus on attack rolls, skill checks, or saving throws (your choice). This effect lasts for 2 minute.

Lead by Example (major): At 10th level, as a swift action you can inspire your allies to follow your lead. If the next action you take on the same turn is an attack or a skill check, every ally within 30 feet who takes the same action against the same foe or obstacle on her next turn gains a +4 morale bonus on that attack roll or skill check.

Plant Blessing

Creeping Vines (minor): At 1st level, when you hit with a melee attack, as a swift action you can cause the creature you hit to sprout vines that attempt to hold it in place, entangling it for 1 round (Reflex negates).

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as summon nature's ally< IV, but with a duration of 2 minute. This ability can summon only one animal, regardless of the list used, and the creature's type changes to plant instead of animal. For every 2 levels beyond 10th, the level of the summon nature's ally spell increases by 1, to a maximum of summon nature's ally IX at 20th level.

Protection Blessing

Increased Defense (minor): At 1st level, you can gain a +1 class bonus on saving throws and a +1 class bonus to AC for 2 minute. The bonus increases to +2 at 10th level and +3 at 20th level.

Aura of Protection (major): At 10th level, you can emit a 30-foot aura of protection for 2 minute. You and your allies within this aura gain resistance 10 against acid, cold, electricity, fire, sonic, positive, negative. At 15th level, the energy resistance increases to 20.

Repose Blessing

Gentle Rest (minor): At 1st level, you can fill a living creature with lethargy by hitting it with a melee touch attack, causing it to become staggered for 1 round. If the target is already staggered, it falls asleep for 1 round instead. An undead creature that's touched is staggered for a number of rounds equal to your Wisdom modifier (minimum 1).

Back to the Grave (major): At 10th level, when using channel energy to heal living creatures, you can take a swift action on that same turn to also deal damage to undead creatures (as your channel energy ability). Undead take an amount of damage equal to the number of hit points healed, and can attempt the normal saving throw to halve this damage.

Rune Blessing

Blast Rune (minor): At 1st level, you can create a blast rune in any adjacent square. Any creature entering this square takes an amount of damage equal to 1d6 per two warpriest level (minimum 1d6). This rune deals either acid, cold, electricity, or fire damage, designated when you create the rune. The rune is invisible, and lasts for a number of rounds equal to your warpriest level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purpose of dispelling it. It can be discovered with a successful DC 26 Perception check and disarmed with a successful DC 26 Thievery check.

Spell Storing Weapon (major): At 10th level, you can cast a spell into a magic weapon as if it had the spell storing weapon special ability. If the stored spell is not used within 24 hours, it dissipates.

Strength Blessing

Strength Surge (minor): At 1st level, as a swift action you can focus your own strength. You gain an class bonus equal to 1/3 your warpriest level (minimum +1) on melee attack rolls that rely on Strength, Strength-based skill checks for 1 round.

Strength of Will (major): At 10th level, as a swift action you can ignore the movement penalties caused by wearing medium or heavy armor or by carrying a medium or heavy load. This effect lasts for 2 minute. During this time, you can add your Strength modifier on saving throws against effects that would cause you to become entangled, staggered, or paralyzed.

Sun Blessing

Blinding Strike (minor): At 1st level, you can create a flash of sunlight in the eyes of one of your opponents. The target is blinded for 1 round. If it succeeds at a Reflex saving throw, it's instead dazzled for 1 round. Creatures with light blindness or light sensitivity take a +4 penalty on this saving throw. This is a light effect. Sightless creatures are unaffected by this ability.

Cleansing Fire (major): At 10th level, you can touch a weapon and grant it either the flaming or undead-bane weapon special ability for 2 minute. If you spend two uses of your blessing when activating this ability, the weapon can have both special abilities.

Travel Blessing

Agile Feet (minor): At 1st level, as a swift action you gain increased mobility. For 1 round, you ignore all difficult terrain (including magical terrain) and take no penalties for moving through it.

Dimensional Hop (major): At 10th level, you can teleport up to 20 feet as a move action. You can increase this distance by expending another use of your blessing; each use spent grants an additional 20 feet. You must have line of sight to your destination. This teleportation doesn't provoke attacks of opportunity. You can bring other willing creatures with you, but each such creature requires expending one additional use of your blessing, regardless of the distance traveled. (For example, transporting yourself 40 feet costs 2 uses of your blessing, and transporting an additional creature this distance costs 1 more use.)

Trickery Blessing

Double (minor): At 1st level, as a swift action you can create an illusory double of yourself. This double

functions as a single mirror image, and lasts for a number of rounds equal to your warpriest level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one double at a time. The double created by this ability doesn't stack with the additional images from the mirror image spell.

Greater Invisibility (major): At 10th level, as a swift action you can become invisible (as greater invisibility) for 1 round.

War Blessing

War Mind (minor): At 1st level, you can touch an ally and grant it a tactical advantage for 2 minute. Each round at the start of its turn, it can select one of the following bonuses: +10 feet to base land speed, a +1 dodge bonus to AC, a +1 competence bonus on attack rolls, or a +1 competence bonus on saving throws. Each bonus selected lasts for 1 round.

Battle Prowess (major): At 10th level, you can touch an ally and grant it a thirst for battle. The an ally and weapon group which warpriest has weapon focus. The ally gains +1 per 4 warpriest level class bonus to all weapon attacks and damage rolls with selected weapon group. These benefits last for 2 minute.

Water Blessing

Ice Strike (minor): At 1st level, you can touch one weapon and enhance it with the power of water. For 2 minute, the weapon glows with a blue-white chill and deals an additional 1d4 points of cold damage with each strike. This additional damage doesn't stack with the additional damage from the frost or icy burst weapon special ability.

Armor of Ice (major): At 10th level, you can touch an ally and wreathe it in freezing mist. This ability works as fire shield (chill shield only), but with a duration of 2 minute.

Weather Blessing

Storm Strike (minor): At 1st level, you can touch one weapon and grant it a blessing of stormy weather. For 2 minute, this weapon glows with blue or yellow sparks and deals an additional 1d4 points of electricity damage with each hit. This additional damage doesn't stack with the additional damage from the shock or shocking burst weapon special ability.

Wind Barrier (major): At 10th level, you can create a barrier of fast winds around yourself for 2 minute. This acts as a wind wall on all sides of your square, protects you with feather fall, and doesn't interfere with your ranged attacks.

Archetype

Sixth Wing Bulwark

Sixth Wing Sworn: A Sixth Wing bulwark must be a worshiper of Ragathiel. If she ever changes her deity, she loses this archetype, cannot regain it, and becomes a normal warpriest.

Focus Shield: A Sixth Wing bulwark gains Shield Focus as a bonus feat. This replaces focus weapon.

Sacred Shield (Su): Dedicated training and divine grace allow a Sixth Wing bulwark to lessen the burden

of a shield's weight. As long as a Sixth Wing bulwark is wielding a shield, she reduces her total armor check penalty by 1. This reduction improves by 1 for every 5 warpriest levels she has, to a maximum reduction of 5 at 20th level.

At 4th level, a Sixth Wing bulwark can call upon Ragathiel's might to bless her shield as a free action. As long as she is wielding a shield, she gains DR 1; and fire resistance 5. For every 4 levels beyond 4th, this DR increases by 1 (to a maximum of DR 5; at 20th level) and her fire resistance increases by 5 (becoming immunity to fire at 20th level). A Sixth Wing bulwark can use this ability a number of rounds per day equal to 3 + her warpriest level.

As a swift action while her shield is benefitting from Ragathiel's blessing (or as part of the action to activate the blessing), a Sixth Wing bulwark can direct her shield to protect an ally within 60 feet. The shield sprouts burning wings and flies to defend the ally, providing its shield bonus, damage reduction, and fire resistance to that ally instead of the Sixth Wing bulwark. Rounds in which she uses her shield in this manner count normally against the rounds per day in which she can use this ability. As long as she has rounds of sacred shield remaining, she can recall her shield to her arm as a swift action and regain its benefits. A Sixth Wing bulwark must maintain one hand free to direct the shield; if she no longer has a hand free or if the duration of her sacred shield ability ends, the shield drops to the ground and ceases providing any benefit. Also, she is considered to have the shield in her person, and takes armor check penalty or attack penalty of tower shield even.

This replaces sacred weapon.

Shield of Grace (Su): At 6th level, when a Sixth Wing bulwark uses her sacred shield to protect an ally, she can deliver blessings, healing from her fervor ability, and touch spells through the shield to the ally benefitting from the shield's protection.

This replaced the bonus feat gained at 6th level.

This alters sacred armor.

Intercession (Su): At 12th level, by expending a use of fervor as a swift action, a Sixth Wing bulwark can teleport to the location of a willing (or unconscious) ally and immediately teleport that ally to her own previous position, in effect switching places with the ally. A Sixth Wing bulwark must have line of effect to the target to use this ability.

This replaces the bonus feat gained at 12th level.

Reflexive Fortification (Su): At 18th level, a Sixth Wing bulwark can use her sacred shield ability as a reaction when she is attacked. Alternatively, she can use this ability as a reaction when an ally within 30 feet is attacked to send her shield to protect that ally. She can use this ability even if she is surprised.

This replaces the bonus feat gained at 18th level.