

CHAMPION

Alignment: Same as chosen deity.

Hit Die: d10.

Class Skills

The champion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Champion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —				
						0	1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura, domain ability 1/day	1	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, lay on hands	1	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	1	—	—	—	—
4th	+4	+4	+1	+1	Turn or rebuke undead	1	0	—	—	—
5th	+5	+4	+1	+1	Domain ability 2/day	1	0	—	—	—
6th	+6/+1	+5	+2	+2	Improved domain ability 1/week	1	1	—	—	—
7th	+7/+2	+5	+2	+2		2	1	—	—	—
8th	+8/+3	+6	+2	+2		2	1	0	—	—
9th	+9/+4	+6	+3	+3	Improved domain ability 2/week	2	1	0	—	—
10th	+10/+5	+7	+3	+3	Domain ability 3/day	2	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		2	1	1	0	—
12th	+12/+7/+2	+8	+4	+4	Improved domain ability 3/week	2	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		2	1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	2	1	1	0
15th	+15/+10/+5	+9	+5	+5	Improved domain ability 4/week, domain ability 4/day	2	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5		2	2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	Improved domain ability 5/week	3	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Domain ability 5/day	3	3	3	3	3

Class Features

All of the following are class features of the champion.

Weapon and Armor Proficiency: Champions are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura (Ex): A champion of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Domain Ability: A champion chooses a domain from among those belonging to his deity. Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. Any granted power that is listed as usable once per day is instead usable a number of times per day based on the champion's level. Other granted powers follow the normal rules of use as a cleric.

Divine Grace (Su): At 2nd level, a champion gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands (Su): Beginning at 2nd level, a champion with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her champion level x her Charisma bonus. A champion may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a champion can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in

this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The champion decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage (Su): Beginning at 3rd level, a champion is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the champion is conscious, but not if she is unconscious or dead.

Divine Health (Ex): At 3rd level, a champion gains immunity to all diseases, including supernatural and magical diseases.

Turn or Rebuke Undead (Su): When a champion reaches 4th level, she gains the supernatural ability to turn or rebuke undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns or rebukes undead as a cleric of three levels lower would.

A good champion can turn or destroy undead creatures. An evil champion instead rebukes or commands such creatures. A neutral champion must choose whether his turning ability functions as that of a good champion or an evil champion. Once this choice is made, it cannot be reversed.

Spells: A champion gains the ability to cast a small number of divine spells, which are drawn from the cleric, chosen domain, and paladin spell lists (If a spell is on multiple tables the order of reference is domain, paladin, then cleric to determine the spell's level for the champion). A champion must choose and prepare her spells in advance.

To prepare or cast a spell, a champion must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a champion's spell is 10 + the spell level + the champion's Wisdom modifier.

Like other spellcasters, a champion can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Champion. In addition, she receives bonus spells per day if she has a high Wisdom score.

When Table: The Champion indicates that the champion gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

A champion prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a *cure* or *inflict* spell in its place. A champion may prepare and cast any spell on the champion spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

A champion has an effective cleric caster level equal to one-half her champion level (minimum of 1). This effective cleric level may also affect the usage of some domain granted powers.

Improved Domain Ability (Sp): At 6th level, a champion can produce an effect equivalent to the 5th level spell of their chosen domain once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Ex-Champions

A champion who ceases to be the alignment of her chosen deity or who willfully commits an act against the tenets of her deity, loses all champion spells and abilities (but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a champion. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.