

THE CHAMPION

Warriors in the service of an otherworldly being. Their devotion is rewarded with powers beyond the ken of mortals — if the Champion walks a dedicated path.

Weapons: All weapons

Armor: All armors and shields

Hit Dice: 1d6

Languages: You know one of the following languages: Celestial, Diabolic, Draconic, Primordial, or Sylvan (as per your patron).

Smite: 3/day gain advantage on damage rolls against enemies. In addition, add your level to the damage bonus (round down).

Patron: You serve the cause of an otherworldly entity. It may be a deity, demon, or even a very powerful mortal, such as an ancient dragon. Your devotion is rewarded with protection and solace from other devotees wherever they may be found. In addition, your patron grants you a boon which it may withhold if you displease it (see below).

Patron Boon: At 3rd level and beyond, you may choose to roll on your Patron Boon talent table instead of the Champion talent table. (see various Patron Boons tables).

CHAMPION TALENTS

Roll 2d6	Effect
2	Roll a Patron Boon from any patron; An unexplained gift...that may come with an obligation.
3-6	Roll twice on the Patron Boon Table for your patron. Keep the one you want.
7-9	+2 Strength, Dexterity, or Constitution
10-11	Choose one weapon. You get +1 attack or damage when using that weapon.
12	Choose a talent or gain the ability to <i>cure wounds</i> (as spell), once per day. Your spellcasting ability is CON.



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