

ANCESTRIES

DWARF



Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.

ELF



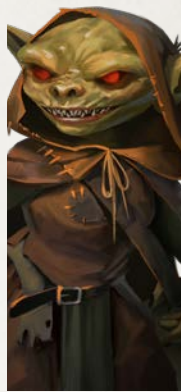
Elves are a tall, slender, long-lived people with a strong tradition of art and magic.

GNOME



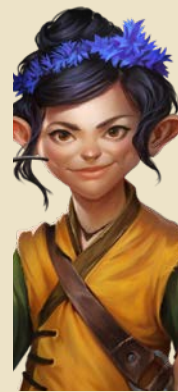
Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.

GOBLIN



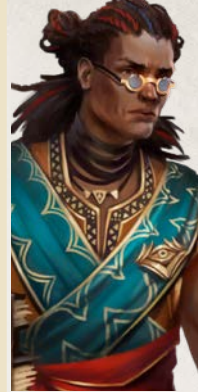
Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.

HALFLING



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.

HUMAN



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

ABILITY BOOSTS

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free

Two free ability boosts

ABILITY FLAW

Charisma

Constitution

Strength

Wisdom

Strength

—

CLASSES

ALCHEMIST



The alchemist throws alchemical bombs and drinks concoctions of their own making.

BARBARIAN



The barbarian flies into a rage on the battlefield, smashing foes with abandon.

BARD



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.

CHAMPION



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

KEY ABILITY SCORE*

Intelligence

Strength

Charisma

Strength or Dexterity

SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution

CLASSES

CLERIC



The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.

DRUID



The druid uses the magic of the natural world to bolster allies and strike down enemies.

FIGHTER



The fighter is a master of weapons, martial techniques, and powerful attack combinations.

MONK



The monk wields the secrets of martial arts in dazzling displays of battlefield prowess.

KEY ABILITY SCORE*

Wisdom

Wisdom

Dexterity or Strength

Dexterity or Strength

SECONDARY ABILITY SCORES

Charisma, Constitution

Constitution, Dexterity

Constitution

Constitution, Wisdom

CLASSES

RANGER



The ranger is a master of using their surroundings, traps, and animal allies to harry enemies.

ROGUE



The rogue is a multitasking master of skulduggery who strikes when enemies least expect it.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities.

WIZARD



The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities.

KEY ABILITY SCORE*

Dexterity or Strength

Dexterity or other

Charisma

Intelligence

SECONDARY ABILITY SCORES

Constitution, Wisdom

Charisma, Constitution

Dexterity, Constitution

Dexterity, Constitution

* A character receives an ability boost to their class's key ability score.

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CHAPTER 3: CLASSES

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Animal Companions and Familiars** on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.

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**ALCHEMIST****PAGE 70**

The alchemist uses their skill at crafting to create alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**FIGHTER****PAGE 140**

With calculated daring and fearless determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

**BARBARIAN****PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is quick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

**MONK****PAGE 154**

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

**BARD****PAGE 94**

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

**RANGER****PAGE 166**

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**CHAMPION****PAGE 104**

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanquishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

**ROGUE****PAGE 178**

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**CLERIC****PAGE 116**

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

**SORCERER****PAGE 190**

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**DRUID****PAGE 128**

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.

**WIZARD****PAGE 202**

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.



CHAMPION

You are an emissary of a deity, a devoted servant who has taken up a weighty mantle, and you adhere to a code that holds you apart from those around you. While champions exist for every alignment, as a champion of good, you provide certainty and hope to the innocent. You have powerful defenses that you share freely with your allies and innocent bystanders, as well as holy power you use to end the threat of evil. Your devotion even attracts the attention of holy spirits who aid you on your journey.

KEY ABILITY

STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Religion

Trained in one skill determined by your choice of deity

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in all armor

Trained in unarmored defense

CLASS DC

Trained in champion class DC

SPELLS

Trained in divine spell attacks

Trained in divine spell DCs

DURING COMBAT ENCOUNTERS...

You confront enemies in hand-to-hand combat while carefully positioning yourself to protect your allies.

DURING SOCIAL ENCOUNTERS...

You are a voice of hope, striving to reach a peaceful solution that strengthens bonds and yields good results for all.

WHILE EXPLORING...

You overcome barriers both physical and spiritual, providing inspiration to your allies through your actions and—when your fellow adventurers ask for it—providing moral and ethical guidance.

IN DOWNTIME...

You spend much of your time in solemn prayer and contemplation, rigorous training, charity work, and fulfilling the tenets of your code, but that doesn't mean there isn't time to take up a craft or hobby.

YOU MIGHT...

- Believe there is always hope that good will triumph over evil, no matter how grim the odds.
- Know the ends don't justify the means, since evil acts increase the power of evil.
- Have a strong sense of right and wrong, and grow frustrated when greed or shortsightedness breeds evil.

OTHERS PROBABLY...

- See you as a symbol of hope, especially in a time of great need.
- Worry you secretly despise them for not living up to your impossible standard, or that you are unwilling to compromise when necessary.
- Know that you've sworn divine oaths of service they can trust you to keep.

TABLE 3-7: CHAMPION ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, champion's code, deity and cause, deific weapon, champion's reaction, devotion spells, champion feat, shield block
2	Champion feat, skill feat
3	Divine ally, general feat, skill increase
4	Champion feat, skill feat
5	Ability boosts, ancestry feat, skill increase, weapon expertise
6	Champion feat, skill feat
7	Armor expertise, general feat, skill increase, weapon specialization
8	Champion feat, skill feat
9	Ancestry feat, champion expertise, divine smite, juggernaut, lightning reflexes, skill increase
10	Ability boosts, champion feat, skill feat
11	Alertness, divine will, exalt, general feat, skill increase
12	Champion feat, skill feat
13	Ancestry feat, armor mastery, skill increase, weapon mastery
14	Champion feat, skill feat
15	Ability boosts, general feat, greater weapon specialization, skill increase
16	Champion feat, skill feat
17	Ancestry feat, champion mastery, legendary armor, skill increase
18	Champion feat, skill feat
19	General feat, hero's defiance, skill increase
20	Ability boosts, champion feat, skill feat

CLASS FEATURES

You gain these abilities as a champion. Abilities gained at higher levels list the requisite levels next to their names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

CHAMPION'S CODE

You follow a code of conduct, beginning with tenets shared by all champions of an alignment (such as good), and continuing with tenets of your cause. Deities often add additional strictures (for instance, Torag's champions can't show mercy to enemies of their people, making it almost impossible for them to follow the redeemer cause). Only rules for good champions appear in this book. Tenets are listed in order of importance, starting with the most important. If a situation places two tenets in conflict, you aren't in a

no-win situation; instead, follow the more important tenet. For instance, as a paladin, if an evil king asked you if you're hiding refugees so he could execute them, you could lie to him, since the tenet against lying is less important than preventing harm to innocents. Trying to subvert your code by creating a situation that forces a higher tenet to override a lower tenet (for example, promising not to respect authorities and then, to keep your word, disrespecting authorities) is a violation of the champion code.

If you stray from your alignment or violate your code of conduct, you lose your focus pool and divine ally until you demonstrate your repentance by conducting an *atone* ritual (page 409), but you keep any other champion abilities that don't require those class features. If your alignment shifts but is still one allowed by your deity, your GM might let you retrain your cause while still following the same deity.

THE TENETS OF GOOD

All champions of good alignment follow these tenets.

- You must never perform acts anathema to your deity or willingly commit an evil act, such as murder, torture, or the casting of an evil spell.
- You must never knowingly harm an innocent, or allow immediate harm to one through inaction when you know you could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents at an indefinite time in the future, or to sacrifice your life to protect them.

DEITY AND CAUSE

Champions are divine servants of a deity. Choose a deity to follow (pages 437–440); your alignment must be one allowed for followers of your deity. Actions fundamentally opposed to your deity's ideals or alignment are anathema to your faith. A few examples of acts that would be considered anathema appear in each deity's entry. You and your GM determine whether other acts are anathema.

You have one of the following causes. Your cause must match your alignment exactly. Your cause determines your champion's reaction, grants you a devotion spell (page 107), and defines part of your champion's code.

PALADIN [LAWFUL GOOD]

You're honorable, forthright, and committed to pushing back the forces of cruelty. You gain the Retributive Strike champion's reaction and the *lay on hands* devotion spell. After the tenets of good, add these tenets:

- You must act with honor, never taking advantage of others, lying, or cheating.
- You must respect the lawful authority of legitimate leadership wherever you go, and follow its laws.

REDEEMER [NEUTRAL GOOD]

You're full of kindness and forgiveness. You gain the Glimpse of Redemption champion's reaction and the *lay on hands* devotion spell. After the tenets of good, add these:

- You must first try to redeem those who commit evil acts, rather than killing them or meting out punishment. If they then continue on a wicked path, you might need to take more extreme measures.
- You must show compassion for others, regardless of their authority or station.

LIBERATOR (CHAOTIC GOOD)

You defend the freedom of others. You gain the Liberating Step champion's reaction and the *lay on hands* devotion spell. After the tenets of good, add these tenets:

- You must respect the choices others make over their own lives, and you can't force someone to act in a particular way or threaten them if they don't.
- You must demand and fight for others' freedom to make their own decisions. You may never engage in or countenance slavery or tyranny.

DEIFIC WEAPON

You zealously bear your deity's favored weapon. If it's uncommon, you gain access to it. If it's an unarmed attack with a d4 damage die or a simple weapon, increase the damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12).

CHAMPION'S REACTION

Your cause gives you a special reaction: Retributive Strike for paladin, Glimpse of Redemption for redeemer, or Liberating Step for liberator.

RETRIBUTIVE STRIKE ↻

CHAMPION

Trigger An enemy damages your ally, and both are within 15 feet of you.

You protect your ally and strike your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

GLIMPSE OF REDEMPTION ↻

CHAMPION

Trigger An enemy damages your ally, and both are within 15 feet of you.

Your foe hesitates under the weight of sin as visions of redemption play in their mind's eye. The foe must choose one of the following options:

- The ally is unharmed by the triggering damage.
- The ally gains resistance to all damage against the triggering damage equal to 2 + your level. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

LIBERATING STEP ↻

CHAMPION

Trigger An enemy damages, Grabs, or Grapples your ally, and both are within 15 feet of you.

You free an ally from restraint. If the trigger was an ally taking damage, the ally gains resistance to all damage against the triggering damage equal to 2 + your level. The ally can attempt to break free of effects grabbing, restraining, immobilizing, or paralyzing them. They either attempt a new save against one such effect that allows a save, or attempt to Escape from one effect as a free action. If they can move, the ally can Step as a free action, even if they didn't need to escape.



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DEVOTION SPELLS

Your deity's power grants you special divine spells called devotion spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes.

Focus spells are automatically heightened to half your level rounded up. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules are on page 300. You gain a devotion spell depending on your cause, and you are trained in divine spell attack rolls and spell DCs. Your spellcasting ability is Charisma.

CHAMPION FEATS

At 1st level and every even-numbered level thereafter, you gain a champion class feat. These begin on page 109.

SHIELD BLOCK

You gain the Shield Block general feat (page 266), a reaction that lets you reduce damage with your shield.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

DIVINE ALLY

3RD

Your devotion attracts a spirit of your deity's alignment. Once you choose an ally, your choice can't be changed.

The following are divine allies:

Blade Ally: A spirit of battle dwells within your armaments. Select one weapon or *handwraps of mighty blows* when you make your daily preparations. In your hands, the item gains the effect of a property rune. For a champion following the tenets of good, choose *disrupting*, *ghost touch*, *returning*, or *shifting*. You also gain the weapon's critical specialization effect.

Shield Ally: A spirit of protection dwells within your shield. In your hands, the shield's Hardness increases by 2 and its HP and BT increase by half.

Steed Ally: You gain a young animal companion as a mount (page 214). Ordinarily, your animal companion is one that has the mount special ability, such as a horse. You can select a different animal companion (GM's discretion), but this ability doesn't grant it the mount special ability.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a

skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, boost four different ability scores. You can use these boosts to increase ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

WEAPON EXPERTISE

5TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert.

ARMOR EXPERTISE

7TH

You have spent so much time in armor that you know how to make the most of its protection. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects of medium and heavy armor.

WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

CHAMPION EXPERTISE

9TH

Prayers strengthen your divine power. Your proficiency ranks for your champion class DC and divine spell attack rolls and DCs increase to expert.

DIVINE SMITE

9TH

Your champion's reaction improves.

Paladin: You surround evil targets in a punishing halo. If you hit with your Retributive Strike, the target takes persistent good damage equal to your Charisma modifier.

Redeemer: A guilty conscience assails foes who spurn your Glimpse of Redemption. A foe that responds to your Glimpse of Redemption by dealing damage takes persistent good damage equal to your Charisma modifier.

Liberator: You punish those who ensnare your allies

in bondage. If the triggering enemy was using any effects to make your ally grabbed, restrained, immobilized, or paralyzed when you used Liberating Step, that enemy takes persistent good damage equal to your Charisma modifier.

JUGGERNAUT

9TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

LIGHTNING REFLEXES

9TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

ALERTNESS

11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

DIVINE WILL

11TH

Your faith grants mastery of your will. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

EXALT

11TH

Your champion's reaction exalts nearby allies, allowing them to benefit as well.

Paladin: When you use Retributive Strike, each ally within 15 feet of you with the target in their melee reach can spend a reaction to Strike the target with a -5 penalty.

Redeemer: You protect multiple allies. You can apply the resistance granted by Glimpse of Redemption to yourself and all allies within 15 feet of you, including the triggering ally, except the resistance is reduced by 2 for all.

Liberator: You can help your whole group get into position. When you use Liberating Step, if your ally doesn't attempt to break free of an effect, you and all allies within 15 feet can Step, in addition to the triggering ally.

ARMOR MASTERY

13TH

Your skill with armor improves, helping you avoid more blows. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

WEAPON MASTERY

13TH

You fully understand your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

CHAMPION MASTERY

17TH

You've mastered your arsenal of champion techniques

KEY TERMS

You'll see these terms in many champion abilities.

Flourish: Flourishes are techniques that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

Metamagic: These actions tweak your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Effects added by a metamagic action are part of the spell's effect, not of the metamagic action.

Oath: Oaths add an additional tenet to your code. You can usually have only one feat with this trait.

and divine spells. Your proficiency ranks for your champion class DC and for divine spell attack rolls and spell DCs increase to master.

LEGENDARY ARMOR

17TH

You shield yourself with steel as easily as with faith. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to legendary.

HERO'S DEFIANCE

19TH

You can defy fate and continue fighting as long as you have divine energy. You gain the *hero's defiance* devotion spell.

CHAMPION FEATS

At each level that you gain a champion feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

DEITY'S DOMAIN

FEAT 1

CHAMPION

You embody an aspect of your deity. Choose one of your deity's domains from those listed on page 441. You gain the domain's initial domain spell as a devotion spell.

RANGED REPRISAL

FEAT 1

CHAMPION

Prerequisites paladin cause

You can use Retributive Strike with a ranged weapon. In addition, if the foe that triggered your reaction is within 5 feet of your reach but not in your reach, as part of your reaction you can Step to put the foe in your reach before making a melee Retributive Strike.

UNIMPEDED STEP

FEAT 1

CHAMPION

Prerequisites liberator cause

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CHAMPION FEATS

If you need to look up a champion feat by name instead of by level, use this table.

Feat	Level
Advanced Deity's Domain	8
Affliction Mercy	12
Anchoring Aura	14
Attack of Opportunity	6
Aura of Courage	4
Aura of Faith	12
Aura of Life	14
Aura of Righteousness	14
Aura of Vengeance	14
Auspicious Mount	16
Blade of Justice	12
Celestial Form	18
Celestial Mount	20
Champion's Sacrifice	12
Deity's Domain	1
Devoted Focus	10
Divine Grace	2
Divine Health	4
Divine Reflexes	14
Divine Wall	12
Dragonslayer Oath	2
Fiendsbane Oath	2
Greater Mercy	8
Heal Mount	8
Imposing Destrier	10
Instrument of Zeal	16
Lasting Doubt	12
Liberating Stride	12
Litany against Sloth	10
Litany against Wrath	6
Litany of Righteousness	14
Loyal Warhorse	6
Mercy	4
Quick Block	8
Radiant Blade Master	20
Radiant Blade Spirit	10
Ranged Reprisal	1
Second Ally	8
Sense Evil	8
Shield Paragon	20
Shield of Grace	16
Shield of Reckoning	10
Shield Warden	6
Shining Oath	2
Smite Evil	6
Ultimate Mercy	18
Unimpeded Step	1
Vengeful Oath	2
Weight of Guilt	1
Wyrmbane Aura	14

With a burst of divine liberation, your ally's movement from your Liberating Step is unaffected by difficult terrain, greater difficult terrain, narrow surfaces, and uneven ground.

WEIGHT OF GUILT

FEAT 1

CHAMPION

Prerequisites redeemer cause

Guilt clouds the minds of those who ignore your Glimpse of Redemption. Instead of making the triggering creature enfeebled 2, you can make it stupefied 2 for the same duration.

2ND LEVEL

DIVINE GRACE

FEAT 2

CHAMPION

Trigger You attempt a save against a spell, before you roll.

You call upon your deity's grace, gaining a +2 circumstance bonus to the save.

DRAGONSLAYER OATH

FEAT 2

CHAMPION OATH

Prerequisites tenets of good

You've sworn to slay evil dragons. Add the following tenet to your code after the others: "You must slay evil dragons you encounter as long as you have a reasonable chance of success."

Your Retributive Strike gains a +4 circumstance bonus to damage against an evil dragon, or +6 if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from an evil dragon is 7 + your level. If you use Liberating Step triggered by an evil dragon, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider evil dragons to be legitimate authorities, even in nations they rule.

FIENDSBANE OATH

FEAT 2

CHAMPION OATH

Prerequisites tenets of good

You've sworn an oath to banish the corruption of fiends to the dark planes they call home. Add the following tenet to your champion's code after the other tenets: "You must banish or slay fiends you come across as long as you have a reasonable chance of success; in the incredibly unlikely event you find a good fiend, you don't have to banish or kill it."

Your Retributive Strike gains a +4 circumstance bonus to damage against a fiend, or a +6 circumstance bonus if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from a fiend is 7 + your level. If you use Liberating Step triggered by a fiend, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider fiends to be legitimate authorities, even in nations ruled by fiends.

SHINING OATH

FEAT 2

CHAMPION OATH

Prerequisites tenets of good

You've sworn an oath to put the undead to rest. Add the following tenet to your champion's code after the other tenets: "You must end the existence of undead you encounter as long as you have a reasonable chance of success; in the unlikely event you find a good undead, you can try to work out a more peaceful way to help it recover from its undead state rather than destroying it in combat, such as helping it complete its unfinished business and find peace."

Your Retributive Strike gains a +4 circumstance bonus to damage against an undead, or +6 if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from an undead is 7 + your level. If you use Liberating Step triggered by an undead, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider undead to be legitimate authorities, even in nations ruled by undead.

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VENGEFUL OATH

FEAT 2

CHAMPION OATH

Prerequisites paladin cause

You've sworn an oath to hunt down wicked evildoers and bring them to judgment. Add the following tenet to your code after the others: "You must hunt down and exterminate evil creatures that have committed heinous atrocities as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

You can use *lay on hands* to damage a creature you witness harming an innocent or a good ally as if it were undead; in this case, *lay on hands* deals good damage instead of positive damage and gains the good trait. This good damage can affect non-evil creatures. This doesn't prevent you from healing such a creature with *lay on hands*; you choose whether to heal or harm.

4TH LEVEL

AURA OF COURAGE

FEAT 4

CHAMPION

Prerequisites tenets of good

You stand strong in the face of danger and inspire your allies to do the same. Whenever you become frightened, reduce the condition value by 1 (to a minimum of 0). At the end of your turn when you would reduce your frightened condition value by 1, you also reduce the value by 1 for all allies within 15 feet.

DIVINE HEALTH

FEAT 4

CHAMPION

Prerequisites tenets of good

Your faith makes you resistant to disease, protecting you as you offer succor to the ill. You gain a +1 status bonus to saves against diseases. In addition, if you roll a success on a save against a disease, you get a critical success instead.

MERCY

FEAT 4

CHAMPION CONCENTRATE METAMAGIC

Prerequisites devotion spell (*lay on hands*)

Your touch relieves fear and restores movement. If the next action you use is to cast *lay on hands*, you can attempt to counteract a fear effect or an effect imposing the paralyzed condition on the target, in addition to the other benefits of *lay on hands*.

6TH LEVEL

ATTACK OF OPPORTUNITY

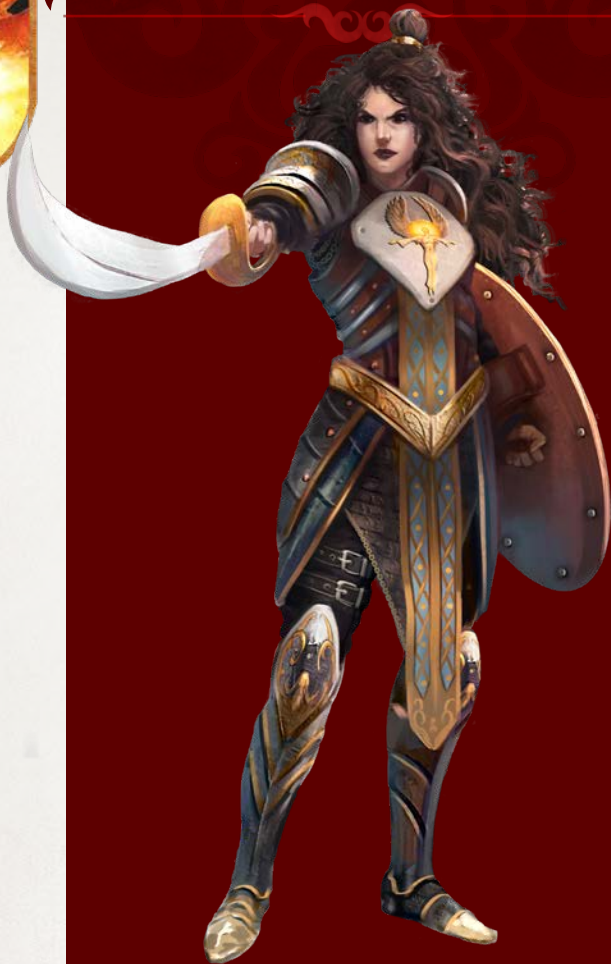
FEAT 6

CHAMPION

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt

SAMPLE CHAMPION



REDEEMER

Your truth and compassion glow strong as the sun, bringing the evil into the light of your goddess, the Dawnflower.

ABILITY SCORES

Take a high Strength for your combat abilities, and a good Charisma for your devotion spells.

SKILLS

Athletics, Diplomacy, Religion, Medicine

DEITY AND CAUSE

Sarenrae, redeemer

STARTING FEAT

Deity's Domain (truth)

HIGHER-LEVEL FEATS

Shining Oath (2nd), Mercy (4th), Litany Against Wrath (6th), Sense Evil (8th), Devoted Focus (10th), Lasting Doubt (12th), Ultimate Mercy (18th)

that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

LITANY AGAINST WRATH

FEAT 6

CHAMPION

Prerequisites devotion spells, tenets of good

You excoriate a foe for its wrath against goodly creatures. You can cast the *litany against wrath* devotion spell. Increase the number of Focus Points in your focus pool by 1.

LOYAL WARHORSE

FEAT 6

CHAMPION

Prerequisites divine ally (steed)

You and your mount have grown closer, and your loyalty to each other is unbreakable. The mount you gained through the divine ally class feature is now a mature animal companion (page 214). In addition, your mount never attacks you, even if it is magically compelled to do so.

SHIELD WARDEN

FEAT 6

CHAMPION

Prerequisites divine ally (shield), tenets of good

You use your shield to protect your allies as well as yourself. When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

SMITE EVIL

FEAT 6

CHAMPION

Prerequisites divine ally (blade), tenets of good

Your blade ally becomes an even more powerful tool against evildoers. Select one foe you can see. Until the start of your next turn, your Strikes with the weapon your blade ally inhabits against that foe deal an extra 4 good damage, increasing to 6 if you have master proficiency with this weapon.

If the foe attacks one of your allies, the duration extends to the end of that foe's next turn. If the foe continues to attack your allies each turn, the duration continues to extend.

8TH LEVEL

ADVANCED DEITY'S DOMAIN

FEAT 8

CHAMPION

Prerequisites Deity's Domain

Through your conviction, you have glimpsed the deeper secrets of your deity's domain. You gain an advanced domain spell from the domain you chose with Deity's Domain. You can cast that spell as a devotion spell. Increase the number of Focus Points in your focus pool by 1.

GREATER MERCY

FEAT 8

CHAMPION

Prerequisites Mercy

Your faith enhances your ability to remove conditions. When you use Mercy, you can instead attempt to counteract the blinded, deafened, sickened, or slowed conditions.

HEAL MOUNT FEAT 8

CHAMPION

Prerequisites divine ally (steed), devotion spell (*lay on hands*)
Your devotion to your mount manifests as a surge of positive energy. When you cast *lay on hands* on your mount, you can restore 10 Hit Points, plus 10 for each heightened level.

QUICK BLOCK FEAT 8

CHAMPION

You can block with your shield instinctively. At the start of each of your turns, you gain an additional reaction that you can use only to perform a Shield Block.

SECOND ALLY FEAT 8

CHAMPION

Prerequisites divine ally
Your inner grace attracts the attention of a second protective spirit. Choose a second type of divine ally and gain its benefits.

SENSE EVIL FEAT 8

CHAMPION

Prerequisites tenets of good
You sense evil as a queasy or foreboding feeling. When in the presence of an aura of evil that is powerful or overwhelming (page 328), you eventually detect the aura, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, similar to humans' sense of smell. An evil creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its aura from you. If the creature succeeds at its Deception check, it is then temporarily immune to your Sense Evil for 1 day.

10TH LEVEL

DEVOTED FOCUS FEAT 10

CHAMPION

Prerequisites devotion spells
Your devotion is strong enough to increase your focus to incredible heights. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

IMPOSING DESTRIER FEAT 10

CHAMPION

Prerequisites divine ally (steed), Loyal Warhorse
Under your care, your mount has realized its innate potential. The mount you gained through the divine ally class feature is now a nimble or savage animal companion (page 214). During an encounter, even if you don't use the Command an Animal action, your mount can still use 1 action on your turn to Stride or Strike.

LITANY AGAINST SLOTH FEAT 10

CHAMPION

Prerequisites devotion spells, tenets of good
You rail against the sin of sloth, turning a foe's laziness against it. You can cast the *litany against sloth* devotion spell. Increase the number of Focus Points in your focus pool by 1.

RADIANT BLADE SPIRIT FEAT 10

CHAMPION

Prerequisites divine ally (blade)
Your divine ally radiates power, enhancing your chosen weapon. When you choose the weapon for your blade ally during your daily preparations, add the following property runes to the list of effects you can choose from: *flaming* and any aligned properties (*anarchic*, *axiomatic*, *holy*, or *unholy*) that match your cause's alignment.

SHIELD OF RECKONING FEAT 10

CHAMPION FLOURISH

Prerequisites champion's reaction, Shield Warden
Trigger A foe's attack against an ally matches the trigger for both your Shield Block reaction and your champion's reaction. When you shield your ally against an attack, you call upon your power to protect your ally further. You use the Shield Block reaction to prevent damage to an ally and also use your champion's reaction against the foe that attacked your ally.

12TH LEVEL

AFFLICTION MERCY FEAT 12

CHAMPION

Prerequisites Mercy
The divine grace that flows through you grants reprieve from an affliction. When you use Mercy, you can instead attempt to counteract a curse, disease, or poison.

AURA OF FAITH FEAT 12

CHAMPION

Prerequisites tenets of good
You radiate an aura of pure belief that imbues your attacks and those of nearby allies with holy power. Your Strikes deal an extra 1 good damage against evil creatures. Also, each good-aligned ally within 15 feet gains this benefit on their first Strike that hits an evil creature each round.

BLADE OF JUSTICE FEAT 12

CHAMPION

You call upon divine power and make a weapon or unarmed Strike against a foe you have witnessed harming an ally or innocent. The Strike deals two extra weapon damage dice if the target of your Strike is evil. Whether or not the target is evil, you can convert all the physical damage from the attack into good damage, and if you are a paladin, the Strike applies all effects that normally apply on a Retributive Strike (such as divine smite).

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SAMPLE CHAMPION



LIBERATOR

With the name of the Savored Sting on your lips, you free those held against their will and exact revenge upon their captors.

ABILITY SCORES

Focus on Dexterity. Charisma helps your devotion spells and Deception, and good Wisdom and Constitution improve your defenses.

SKILLS

Deception, Religion, Society, Stealth

DEITY AND CAUSE

Calistria, liberator

STARTING FEAT

Unimpeded Step

HIGHER-LEVEL FEATS

Divine Grace (2nd), Aura of Courage (4th), Attack of Opportunity (6th), Liberating Stride (12th)

CHAMPION'S SACRIFICE

FEAT 12

CHAMPION

Prerequisites tenets of good

You can suffer so that others might live. You can cast the *champion's sacrifice* devotion spell. Increase the number of Focus Points in your focus pool by 1.

DIVINE WALL

FEAT 12

CHAMPION

Requirements You are wielding a shield.

You use your shield to harry your enemies, preventing them from stepping away from or around you. All spaces adjacent to you are difficult terrain for your enemies.

LASTING DOUBT

FEAT 12

CHAMPION

Prerequisites redeemer cause

When you cast doubt upon your foes, the effect lasts longer than usual. After being enfeebled 2 by your Glimpse of Redemption, the foe is enfeebled 1 for 1 minute. If you have Weight of Guilt, after being stupefied 2 by your Glimpse of Redemption, the foe is stupefied 1 for 1 minute or until the flat check from stupefied causes it to lose a spell, whichever comes first.

LIBERATING STRIDE

FEAT 12

CHAMPION

Prerequisites liberator cause

Instead of you taking a Step at the end of your Liberating Step, the triggering ally can Stride up to half their Speed. Even if you have exalt, only the triggering ally gains this benefit.

14TH LEVEL

ANCHORING AURA

FEAT 14

CHAMPION

Requirements Fiendsbane Oath

Your aura hampers fiends' teleportation. Your aura attempts to counteract teleportation spells cast by fiends within 15 feet, using the spell level and DC of your devotion spells.

AURA OF LIFE

FEAT 14

CHAMPION

Requirements Shining Oath

Your aura protects against necromantic effects. You and all allies within 15 feet gain resistance 5 to negative energy and a +1 status bonus to saves against necromancy effects.

AURA OF RIGHTEOUSNESS

FEAT 14

CHAMPION

Prerequisites tenets of good

Your righteous aura dampens evil's might. You and all allies within 15 feet gain evil resistance 5.

AURA OF VENGEANCE

FEAT 14

CHAMPION

Requirements exalt, Vengeful Oath

When you call upon others to take retribution, you also guide their aim. When you use Retributive Strike, your allies who make Strikes take only a -2 penalty, instead of a -5 penalty.

DIVINE REFLEXES FEAT 14

CHAMPION

At the start of each of your turns, you gain an additional reaction that you can use only for your champion's reaction.

LITANY OF RIGHTEOUSNESS FEAT 14

CHAMPION

Prerequisites tenets of good

You call upon righteousness to expose an evil foe's weakness. You can cast the *litany of righteousness* devotion spell. Increase the number of Focus Points in your focus pool by 1.

WYRMBANE AURA FEAT 14

CHAMPION

Requirements Dragonslayer Oath

Your aura protects against destructive energies and dragons' breath. You and all allies within 15 feet gain resistance equal to your Charisma modifier to acid, cold, electricity, fire, and poison. If the source of one of these types of damage is a dragon's breath, increase the resistance to half your level.

16TH LEVEL

AUSPICIOUS MOUNT FEAT 16

CHAMPION

Prerequisites divine ally (steed), Imposing Destrier

Guided by your ongoing care, your steed has developed incredible intelligence and skill. The mount you gained through the divine ally class feature is now a specialized animal companion (page 217). You can select one of the usual specializations or the auspice specialization.

Auspice mounts gain the following benefits: Your companion is marked by your deity's religious symbol as a sacred creature of your deity. Its proficiency rank in Religion increases to expert, it can speak the language associated with your deity's servitors (Celestial for champions who follow the tenets of good), and its Intelligence modifier increases by 2 and its Wisdom modifier by 1.

INSTRUMENT OF ZEAL FEAT 16

CHAMPION

Prerequisites divine ally (blade), tenets of good

Divine energy fills your weapon. Whenever you critically hit a foe with Blade of Justice or a Retributive Strike, your attack adds an extra damage die, and the target is slowed 1 on its next turn.

SHIELD OF GRACE FEAT 16

CHAMPION

Prerequisites Shield Warden

You protect an ally with both your shield and your body. Whenever you use the Shield Block reaction to prevent damage to an ally, you can evenly split the remaining damage after the Shield Block between the ally and yourself.

18TH LEVEL

CELESTIAL FORM FEAT 18

CHAMPION

Prerequisites tenets of good

You take on a celestial countenance, appearing like a type of celestial who serves your deity; for example, as an angel, you would gain a halo and feathery wings. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain the celestial trait and the trait appropriate to the type of servitor you've become (archon, angel, or azata, for example).

ULTIMATE MERCY FEAT 18

CHAMPION

Prerequisites Mercy

Your mercy transcends the bounds of life and death. When you use Mercy, you can cast *lay on hands* on a creature that died since your last turn to return it to life. The target returns to life with 1 hit point and becomes wounded 1. You can't use Ultimate Mercy if the triggering effect was *disintegrate* or a death effect.

20TH LEVEL

CELESTIAL MOUNT FEAT 20

CHAMPION

Prerequisites divine ally (steed), tenets of good

Your steed gains incredible celestial powers granted by your deity. It gains darkvision, its maximum Hit Points increase by 40, and it gains weakness 10 to evil damage.

Additionally, it grows wings appropriate to a servitor of your deity (such as metallic wings for an archon), granting it a fly Speed equal to its Speed. It gains the celestial trait and the trait appropriate to the type of servitor it has become (archon, angel, or azata, for example).

RADIANT BLADE MASTER FEAT 20

CHAMPION

Prerequisites divine ally (blade), Radiant Blade Spirit

Your divine ally turns your chosen weapon into a paragon of its type. When you choose the weapon for your blade divine ally during your preparations, add the following property runes to the list of effects you can choose from: *dancing*, *greater disrupting*, and *keen*.

SHIELD PARAGON FEAT 20

CHAMPION

Prerequisites divine ally (shield)

Your shield is a vessel of divine protection. When you're wielding your chosen shield, it is always raised, even without you using the Raise a Shield action. Your chosen shield doubles its HP and BT, rather than increasing them by half. If it would be destroyed, it vanishes to your deity's realm instead, where your divine ally repairs it. During your next daily preparations, the shield returns to you fully repaired.

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