



CHAMPION

Though this section also contains new options for good champions, it is dominated by the vicious tenets and vile abilities of champions of evil.

EVIL CHAMPIONS

The *Core Rulebook* contains the rules for being a champion of good, but just as there are champions of virtue, there are those who champion far more unsavory causes. The vilest of these villains dedicate themselves to truly evil gods and revel in destruction, control, or unfettered self-interest. While many evil champions embraced their terrible path on its own merits, many others were once champions of good who lost themselves to the forces of evil and became the very thing they once fought against.

The tenets and causes of evil follow the rules provided in the *Core Rulebook*. While evil characters in general can range from self-serving but loyal allies to the extremes of depravity, evil champions are particularly vile, with a code that requires, enforces, and depends upon their villainous behavior. This means they can be extremely disruptive to a typical game and should be accessible player character options only in appropriate adventures or campaigns where the group collectively decides to embrace them. The tenets and causes of evil are uncommon options. While the feats and actions suitable for evil champions don't separately list access entries, typically if your GM grants you access to evil tenets, you also gain access to champion actions and feats that require those tenets.

THE TENETS OF EVIL

All champions of evil alignment follow these tenets.

- You must never perform acts anathema to your deity or willingly commit a purely good act, such as giving something solely out of charity, casting a good spell, or using a good item.
- You must never put another person's needs before your own, and you must never put your own needs before those of your deity. Though you can perform acts others might consider helpful, it must be done with the expectation that it ultimately furthers your own goals or those of your master.

EVIL CAUSES

As an evil champion, you must select one of the following causes. Your cause must match your alignment exactly. Your cause determines your champion's reaction (see below), grants you a devotion spell (page 228), and defines part of your champion's code.

TYRANT [LAWFUL EVIL]

Might makes right, and you subjugate the weak to keep them in their proper place. You gain the Iron Command

champion's reaction and the *touch of corruption* devotion spell. After the tenets of evil, add these tenets.

- Let no one who is lesser than you wield power over you or lead you.
- Mercilessly enforce established hierarchies of masters and servants. Topple or seize control of illegitimate hierarchies, such as democratic governments or the arrogant echelons of the celestial planes, and fill power vacuums by taking that power for yourself.
- Bind the weak to serve you. This tenet doesn't require you to spare foes' lives if you think they would be disloyal if pressed into servitude, nor does it require you to keep more servants than you find practical or useful.

DESECRATOR [NEUTRAL EVIL]

You always take what pleases you, no matter who it hurts, and you spread the influence of evil across all you touch. You gain the Selfish Shield champion's reaction and the *touch of corruption* devotion spell. After the tenets of evil, add this tenet.

- Subvert or corrupt everything in your path that is pure and good, and sow doubt among those upholding such ideals.

ANTIPALADIN [CHAOTIC EVIL]

You're dishonorable, dishonest, and committed to breaking the false hopes of kindness. You gain the Destructive Vengeance champion's reaction and the *touch of corruption* devotion spell. After the tenets of evil, add these tenets.

- You must not bind yourself with any law or oath beyond that of your code (though you can still select a champion feat with the oath trait). Act dishonorably, take advantage of others, lie, cheat, and steal to get what you want.
- You must destroy that which offends you and that which stands in your way, including—and perhaps especially—the forces of good and law that oppose you. This tenet doesn't force you to take action immediately if it could mean your destruction, nor does it require you to destroy something that might be useful if corrupted toward your ends.

CHAMPION'S REACTION

The special reactions for evil causes are as follows: Iron Command for tyrant, Selfish Shield for desecrator, and Destructive Vengeance for antipaladin.

IRON COMMAND

UNCOMMON CHAMPION DIVINE EMOTION ENCHANTMENT MENTAL

Trigger An enemy within 15 feet damages you.

You put an impertinent foe who dared harm you in their proper place. You command your enemy to kneel before you in obedience. If they dare to refuse, they must pay the price in pain and anguish. The foe must choose one of the following options.

- The enemy kneels, dropping prone as a free action.
- The enemy refuses, and you deal 1d6 mental damage to it. This damage increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 12th level, 5d6 at 16th level, and 6d6 at 19th level.

In addition, your Strikes against the triggering creature deal 1 extra damage until the end of your next turn. You choose whether the damage type is evil or negative each time you use this reaction. This extra damage increases to 2 at 9th level and 3 at 16th level.

SELFISH SHIELD

UNCOMMON CHAMPION

Trigger An enemy within 15 feet damages you.

Your self-interest keeps you safe. You gain resistance against the triggering damage equal to 2 + half your level, regardless of damage type.

In addition, your Strikes against the triggering creature deal 1 extra damage until the end of your next turn. You choose whether this extra damage is evil or negative each time you use this reaction. This extra damage increases to 2 at 9th level and 3 at 16th level.

DESTRUCTIVE VENGEANCE

UNCOMMON CHAMPION

Trigger An enemy within 15 feet damages you.

Bloodshed begets bloodshed as you drag your enemy toward oblivion. You increase the amount of damage you take by 1d6, and you deal 1d6 damage to the triggering enemy, choosing evil or negative damage to deal to the enemy each time you use this reaction. In addition, until the end of your next turn, your Strikes against the triggering creature deal 2 extra damage of the type you chose.

The damage you take and deal when you use this reaction increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 12th level, 5d6 at 16th level, and 6d6 at 19th level. The extra damage on your Strikes increases to 4 at 9th level and 6 at 16th level.

DIVINE ALLY 3RD

If you are a champion following the tenets of evil and choose a blade ally as your divine ally, you can choose the

following property runes: *fearsome* (page 260), *returning*, or *shifting*.

DIVINE SMITE

9TH

Your champion's reaction improves as follows.

Tyrant: The regrets of disobedience linger. If an enemy refuses your Iron Command, it takes persistent evil damage equal to your Charisma modifier.

Desecrator: If your Charisma modifier is +2 or greater, your resistance against the triggering damage equals your Charisma modifier + half your level.

Antipaladin: An enemy damaged by the initial damage from your Destructive Vengeance also takes persistent evil



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damage equal to your Charisma modifier. This applies only to the damage the reaction itself deals to the triggering creature, not the damage you deal with subsequent Strikes.

EXALT

11TH

Your champion's reaction improves in the following ways when you gain the exalt class feature at 11th level. These affect enemies rather than allies, as they exalt your dark god to bring pain upon your foes instead of uplifting your companions.

Tyrant: When you use Iron Command, each enemy within 15 feet of you other than the triggering creature must also either drop prone or take mental damage (the enemy chooses). These creatures take only minimum damage (typically 3 damage at 11th level, 4 at 12th, 5 at 16th, and 6 at 19th), and the effects they take can't be adjusted by anything that changes your Iron Command. For instance, the Iron Repercussions feat couldn't turn the damage into persistent mental damage for creatures other than the triggering creature.

Desecrator: When you use Selfish Shield, each enemy within 15 feet of you takes a –1 status penalty to attack rolls against you until the start of your next turn.

Antipaladin: When you use Destructive Vengeance, each enemy within 15 feet of you other than the triggering creature takes half the damage you deal to the triggering enemy, of the same damage type you chose.

CHAMPION FEATS

1ST LEVEL

DESPERATE PRAYER ◆

FEAT 1

CHAMPION

Frequency once per day

Trigger You begin your turn and have no Focus Points in your pool.

You call out to your deity in a plea for their aid. You instantly recover 1 Focus Point.

IRON REPERCUSSIONS

FEAT 1

UNCOMMON CHAMPION

Prerequisites tyrant cause

Disobeying your Iron Command has lasting consequences. If an enemy refuses to kneel to you, you can deal persistent mental damage instead of normal mental damage. You must decide whether the mental damage will be persistent before your enemy chooses whether to kneel or not. The amount of damage is unchanged.

ONGOING SELFISHNESS

FEAT 1

UNCOMMON CHAMPION

Prerequisites desecrator cause

Your powerful personality and incredible ego demand that you protect yourself above all else. After you use Selfish Shield, you gain resistance to all further damage from the

triggering enemy until the end of the turn on which you used the reaction. This resistance is equal to half your Selfish Shield resistance.

VICIOUS VENGEANCE

FEAT 1

UNCOMMON CHAMPION

Prerequisites antipaladin cause

While your vengeance is painful for both you and your foe, none can doubt that your enemies suffer more. You gain a circumstance bonus to the damage you deal from Destructive Vengeance equal to the number of damage dice from the reaction. This only applies to the damage the enemy takes, not the damage to yourself or the extra damage you gain after using the reaction.

2ND LEVEL

CONCEITED MINDSET

FEAT 2

UNCOMMON CHAMPION

Prerequisites tenets of evil

Because you know your mind is superior, you scoff at anyone who would alter your mental state—but this hubris gets the better of you when you're wrong. You gain a +2 circumstance bonus to saves against mental effects. If you succeed at a save against a mental effect, you critically succeed instead; similarly, if you fail at a save against a mental effect, you critically fail instead.

ESOTERIC OATH

FEAT 2

CHAMPION OATH

Prerequisites tenets of good

You've sworn an oath to slay the alien abominations that lurk in the remote corners of Golarion. Add the following tenet to your champion's code, after the other tenets. "You must slay evil aberrations 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 aberration, or +6 if you have master proficiency with the weapon you used. The resistance you gain from Glimpse of Redemption against damage from an evil aberration is 7 + your level. If you use Liberating Step triggered by an evil aberration, 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 aberrations to be legitimate authorities, even in nations they rule.

LIGHTSLAYER OATH

FEAT 2

UNCOMMON CHAMPION OATH

Prerequisites tenets of evil

You've sworn to rid the world of the self-righteousness of celestial beings. Add the following tenet to your code, after the other tenets. "You must banish or slay celestials you encounter as long as you have a reasonable chance of success; in the incredibly unlikely event you find an evil celestial, you don't have to banish or kill it."

When you use your champion's reaction against a celestial, the extra damage you deal with Strikes increases by 1 (or by 2 at 9th level and by 3 at 16th level).

4TH LEVEL

ACCELERATING TOUCH

FEAT 4

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies are infused with bounding energy. A creature that recovers Hit Points from your *lay on hands* gains a +10-foot status bonus to its Speed until the end of its next turn.

AURA OF DESPAIR

FEAT 4

UNCOMMON CHAMPION

Prerequisites tenets of evil

Your presence as an avatar of evil makes your foes more susceptible to terror and makes it almost impossible for them to shake off fear when you are near. Enemies within 15 feet of you take a -1 circumstance penalty to saving throws against fear. In addition, an enemy that ends its turn within 15 feet of you can't reduce the value of its frightened condition below 1.

CRUELTY

FEAT 4

UNCOMMON CHAMPION CONCENTRATE METAMAGIC

Prerequisites devotion spell (*touch of corruption*)

The harm you deal with your corrupting touch saps the strength from your enemy's body. If your next action is to cast *touch of corruption* on a living creature, the target is also enfeebled 1 for 1 minute if it fails its save (enfeebled 2 if it critically fails).

6TH LEVEL

CORRUPTED SHIELD

FEAT 6

UNCOMMON CHAMPION DIVINE NECROMANCY NEGATIVE

Prerequisites divine ally (shield), tenets of evil

Your shield ally is more than just a spirit of protection—it's a conduit for deadly divine magic. When you use your shield ally to Shield Block a melee unarmed attack or a melee weapon Strike from an adjacent creature, the attacker takes 1d6 evil or negative damage (your choice). If the attack or Strike breaks or destroys your shield, double this additional damage.

The damage the attacker takes increases to 2d6 at 11th level and 3d6 at 16th level.

INVIGORATING MERCY

FEAT 6

CHAMPION

Prerequisites Mercy

Your divine touch rejuvenates the weak and tired. When you use Mercy, you can instead attempt a counteract check to remove the clumsy or enfeebled conditions, using the source of that condition to determine the counteract

SMITE GOOD

FEAT 6

UNCOMMON CHAMPION

Prerequisites divine ally (blade), tenets of evil

Your blade ally shares your lust for the blood of good creatures. Select one enemy you can see. Until the start of your next turn, your Strikes against that foe using the weapon your blade ally inhabits deal an extra 4 evil damage, increasing to 6 if you have master proficiency with this weapon.

If the chosen enemy attacks you before the start of your next turn, the duration extends to the end of that enemy's next turn.



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If the enemy continues to attack you each turn, the duration continues to extend.

8TH LEVEL

GREATER CRUELTY

FEAT 8

UNCOMMON CHAMPION

Prerequisites Cruelty

The extent of the corruption within you does more than simply sap your foes' strength, it devastates their minds and reflexes. When you use Cruelty, choose whether you want to make the creature enfeebled as normal, to make it clumsy 1 on a failed save (clumsy 2 on a critical failure), or to make it stupefied 1 on a failed save (stupefied 2 on a critical failure).

SACRIFICE ARMOR

FEAT 8

CHAMPION

Trigger You are hit by a Strike that deals physical damage. With divine awareness, you twist your body to lessen the impact of an attack. Reduce the damage you take by an amount equal to twice your armor's level. Your armor becomes broken, reducing its Hit Points to its Broken Threshold. If your armor was already damaged, it is destroyed instead.

SENSE GOOD

FEAT 8

UNCOMMON CHAMPION

Prerequisites tenets of evil

The presence of goodness sickens you with its saccharine self-righteousness. When in the presence of an aura of good that is powerful or overwhelming (*Core Rulebook* 328), you 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. A good 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 Good for 1 day.

10TH LEVEL

ELUCIDATING MERCY

FEAT 10

CHAMPION

Prerequisites Mercy

Your mercy grants clarity to those around you just when they need it most. When you use Mercy, you can instead attempt a counteract check to remove the confused or stupefied conditions, using the source of that condition to determine the counteract level and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns at the end of your next turn.

LITANY OF SELF-INTEREST

FEAT 10

UNCOMMON CHAMPION

Prerequisites devotion spells, tenets of evil

You compel a creature to act toward its own ends rather than consider others. You can cast the *litany of self-interest*

devotion spell (page 229). Increase the number of Focus Points in your focus pool by 1.

RESILIENT TOUCH

FEAT 10

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies create an aura of protection that defends your allies against more than just blades and arrows. An ally that recovers Hit Points from your *lay on hands* gains a +1 status bonus to their saving throws until the end of their next turn.

12TH LEVEL

AMPLIFYING TOUCH

FEAT 12

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies empower attacks. An ally that recovers Hit Points from your *lay on hands* gains a +1 status bonus to their attack rolls and deals 1 additional good damage on all their Strikes until the end of their next turn.

ENFORCE OATH

FEAT 12

CHAMPION

Frequency once per hour

Prerequisites You've sworn to an oath against a specific type of creature.

You call on your oath to embolden you in combat. When you Enforce your Oath, select one creature you can see that you've sworn to defeat as part of your oath. You gain a +1 status bonus to AC and saves against attacks and effects by the chosen creature. You also gain a +1 status bonus to attack rolls against the chosen creature. However, your dedication to Enforcing your Oath draws your focus away from all other foes. While you are Enforcing your Oath, you take a -1 status penalty to AC, attack rolls, and saves against all other creatures until you stop Enforcing your Oath.

You stop Enforcing your Oath once the chosen creature is reduced to 0 Hit Points or offers a legitimate surrender to you or your allies. You immediately stop Enforcing your Oath if you are unconscious or if the chosen creature goes unnoticed by you for more than 1 minute. You can also stop Enforcing your Oath at any time during your turn as a free action.

GRUESOME STRIKE

FEAT 12

UNCOMMON CHAMPION

Prerequisites tenets of evil, champion's reaction that grants extra damage with your Strikes

Requirements Your Strikes currently deal extra damage from your champion's reaction.

Make a Strike against the creature that triggered your champion's reaction. If you hit, the target takes double the extra damage from your reaction and must succeed at a Fortitude save against your class DC or be drained 1. Regardless of the result, the creature is temporarily immune to your Gruesome Strike for 24 hours.

PALE HORSE

FEAT 12

UNCOMMON CHAMPION

Prerequisites divine ally (steed), tenets of evil

Your mount becomes a grotesque creature of foreboding when you ride it. Its appearance transforms as flames erupt from its skin, a whorl of negative energy surrounds it, or poison leaks from its flesh. When you Mount your steed ally, you can choose fire, negative, or poison. As long as you ride it, your steed gains resistance 10 to the chosen damage type, and any creature that touches your steed takes 1d6 damage of the chosen type; this includes hitting the steed with unarmed attacks or with a melee weapon Strike while adjacent to the steed. This damage increases to 2d6 at 16th level and 3d6 at 20th level.

14TH LEVEL

AURA OF PRESERVATION

FEAT 14

CHAMPION

Prerequisites Esoteric Oath

Your aura protects against the twisting powers of aberrations. You and all allies within 15 feet gain a +1 status bonus to Fortitude and Will saves against effects from aberrations. You also gain a +1 status bonus to Fortitude saves against morph or polymorph effects and Will saves against mental effects; this bonus increases to +2 against aberrations' morph, polymorph, or mental effects.

GREATER INTERPOSE

FEAT 14

CHAMPION

Prerequisites Sacrifice Armor

Your divine grace empowers you to avoid hits when you otherwise could not. You can use Sacrifice Armor to reduce any type of damage from an attack or effect requiring a Reflex save. When you use Sacrifice Armor against a critical hit or a critical failure on a Reflex save that would otherwise cause you to take double damage, you take the normal amount of damage instead.

LITANY OF DEPRAVITY

FEAT 14

UNCOMMON CHAMPION

Prerequisites tenets of evil

You undercut your enemy's vain moralism, opening their heart to evil. You can cast the *litany of depravity* focus spell (page 228). Increase the number of Focus Points in your focus pool by 1.

16TH LEVEL

EXPAND AURA ➤

FEAT 16

CHAMPION CONCENTRATE

Prerequisites You have at least one aura from a champion feat or feature.

You focus your divine power to extend your influence. Select one aura you have from a champion feat or feature, such as Aura of Courage or Aura of Life. The radius of the aura is doubled until the start of your next turn.

INSTRUMENT OF SLAUGHTER

FEAT 16

UNCOMMON CHAMPION

Prerequisites divine ally (blade), tenets of evil

Your blade ally thirsts for the blood of your foes. Whenever you critically hit an enemy with the weapon inhabited by your blade ally while dealing extra damage from your champion's reaction, the target takes persistent bleed damage equal to two of the weapon's damage dice.

18TH LEVEL

FIENDISH FORM

FEAT 18

UNCOMMON CHAMPION

Prerequisites tenets of evil

Your features reshape into those of a type of fiend who serves your deity; for example, as a demon you might have putrid scales, twisted horns, and red eyes. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain the fiend trait and the trait appropriate to the type of servitor you've become (such as daemon, demon, or devil).

REJUVENATING TOUCH

FEAT 18

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies linger after you cast, providing continual benefits. An ally that recovers Hit Points from your *lay on hands* gains 10 temporary Hit Points at the start of their turn during each of the next 10 rounds. This effect ends if the ally is knocked unconscious.

20TH LEVEL

FIENDISH MOUNT

FEAT 20

UNCOMMON CHAMPION

Prerequisites divine ally (steed), tenets of evil

Your steed ally manifests a suite of powerful and sinister gifts granted to it by your deity. It gains darkvision, its maximum Hit Points increase by 40, and it gains weakness 10 to good damage.

Additionally, it grows wings appropriate for a servitor of your deity (such as bat wings for a devil), granting it a fly Speed equal to its Speed. It gains the fiend trait and the trait appropriate to the type of servitor it has become (such as daemon, demon, or devil).

SACRED DEFENDER

FEAT 20

CHAMPION

You are a great warrior that can stand strong against the fiercest opponents to your cause. You gain resistance 10 to bludgeoning, piercing, and slashing damage caused by creatures and effects opposed to your tenets (evil creatures for tenets of good, good creatures for tenets of evil, and so on). In addition, creatures and effects that roll a natural 20 on an attack roll against you don't improve their result by one degree of success.

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