

* Armor check penalty, if any, applies. ** Double the armor check penalty.

SPECIAL ABILITIES

— RACIAL ABILITIES —

- × Base land speed of 30 feet.
- × Bonus Feat: 1st level bonus feat
- × Favored Class: Any

— CLASS ABILITIES —

- × Proficient in light and medium armor, and all shields (except tower shields)
- × Proficient with all simple and martial weapons.
- × Fast Movement(Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.
- × Greater Rage: You can fly into a screaming frenzy once per encounter; up to 5 times per day. This gives +8 to Strength and Constitution; +68 hit points; and a +3 morale bonus to Will saves; but gives a -4 penalty to AC. You cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 9 rounds.
- × Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
- × Improved Uncanny Dodge (Ex): You can no longer be flanked; except by a level 17 rogue.
- × Trap Sense(Ex): +4 to Reflex saves and AC against traps.
- × Damage Reduction(Ex): 3/-
- × Tireless Rage(Ex): You no longer become fatigued at the end of your rage
- × Smite Evil(Su): 1 time(s) per day; you can add +0 to your attack roll; if the creature you strike is evil; you inflict an extra 4 points of damage.
- × Detect Evil(Sp): At will, you can use detect evil, as the spell. You can use this ability even while raging.
- × Furious Casting(Ex): You may cast your champion spells even while raging. If you have another spellcasting class, you cannot cast spells from that class while raging, only the spells you gain from your Champion levels.
- × Resist Enchantment(Su): You gain a +2 morale bonus on all saving throws against enchantment spells or effects.
- × Fearsome Fury(Su): When you enter a rage, you make an Intimidate check. Any enemy that comes within 30 feet of you while you are raging must make a Will save against a DC equal to your Intimidate check result. Those who fail become shaken for 1d4+1 rounds or the duration of your rage, whichever is longer.

— FEATS —

- × Improved Critical(PH 95) (Greatsword) : Double threat range of weapon.
- × Leadership(PH 97) : Attract cohort and followers.
- × Power Attack(PH 98) : Trade attack bonus for damage (up to base attack bonus).
- × Weapon Focus(PH 102) (Falchion) : +1 bonus on attack rolls with selected weapon.
- × Power Critical(CW 103) (Falchion) : +4 bonus to confirm critical with one weapon.
- × Leap Attack(CAD 110) : Doubles damage by Power Attack on successful charge
- × Open Minded(CAD 111) : Immediately gain 5 skill points
- × Reckless Rage(RoS 143) : Take additional -2 penalty to AC, gain additional +2 to Str and Con while raging
- × Able Learner(RoD 150) : Cross-class skills cost less per rank

CARRYING INFO			TURN/REBUKE ATTEMPTS																						
306	613	920	Times/Day <input style="width: 40px;" type="text"/>	Used <input style="width: 40px;" type="text"/>	Turning/Rebuke Check Modifier <input style="width: 40px;" type="text"/>																				
LIGHT LOAD	MED LOAD	HEAVY LOAD																							
920	1.840	4.600																							
LIFT OVER	LIFT OFF GROUND	PUSH DRAG																							
MONEY																									
PP			<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%; padding: 5px;">Turning/Rebuke ing</th> <th style="width: 70%; padding: 5px;">Most Powerful Undead Affected(Max HD)</th> </tr> </thead> <tbody> <tr><td style="padding: 5px;">Up to 0</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">1-3</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">4-6</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">7-9</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">10-12</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">13-15</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">16-18</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">19-21</td><td style="padding: 5px;"></td></tr> <tr><td style="padding: 5px;">22+</td><td style="padding: 5px;"></td></tr> </tbody> </table>			Turning/Rebuke ing	Most Powerful Undead Affected(Max HD)	Up to 0		1-3		4-6		7-9		10-12		13-15		16-18		19-21		22+	
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SP																									
CP																									
Art																									
Gems																									
Other (GP)																									

of HD Turned/Rebuke

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuke. Dispelling rebuke/turning works like turning/rebuke, but you must equal or exceed the check result of the cleric who rebuke/turned.