

SPECIAL ABILITIES / 136.000 RACIAL ABILITIES x Base land speed of 30 feet. x Bonus Feat: 1st level bonus feat EXPERIENCE POINTS x Favored Class: Any CLASS ABILITIES **GEAR** x Proficient in light and medium armor, and all shields (except tower shields) ARMOR/PROTECTIVE ITEM x Proficient with all simple and martial weapons. x Fast Movement(Ex): +10 to speed when in medium armor or lighter and not +3 Breastplate Medium +8 +3 carrying a heavy load. x 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; +64 hit 25% 30 _3 30 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 SHIELD/PROTECTIVE ITEM enraged. Your rage lasts up to 9 rounds. x Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker. x 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/-OTHER POSSESSIONS x 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 3 points of damage × Detect Evil(Sp): At will, you can use detect evil, as the spell. You can use this ability even while raging. x 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. x Resist Enchantment(Su): You gain a +2 morale bonus on all saving throws against enchantment spells or effects. x 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 x Weapon Focus(PH 102) (Falchion): +1 bonus on attack rolls with selected Magic Items Equipped by Slot weapon. × Power Critical(CW 103) (Falchion): +4 bonus to confirm critical with one Ring Slot (RH) Ring of protection (+2) (8000 GP) x Leap Attack(CAd 110) : Doubles damage by Power Attack on successful charge Ring Slot (LH) x Open Minded(CAd 111): Immediately gain 5 skill points Ring of friend shield (50000 GP) x 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 **Hand Slot** (none) (0 GP) Arm Slot (none) (0 GP) 0 **Head Slot** (none) (0 GP) Face Slot (none) (0 GP) **Shoulder Slot** Cape of the mountebank (10080 GP) **Neck Slot** Amulet of natural armor (+2) (8000 GP) (none) (0 GP) **Torso Slot** Vest of resistance (+3) (9000 GP) **Waist Slot** Belt of giant strength (+6) (36000 GP) Feet Slot Steadfast boots (1400 GP) **TOTAL WEIGHT CARRIED** LANGUAGES #N/A #N/A #N/A **CARRYING INFO** TURN/REBUKE ATTEMPTS #N/A #N/A #N/A 306 613 920 #N/A LIGHT #N/A # of HD Turned/Rebuked #N/A #N/A Up to 0 920 1.840 4.600 If your cleric level is double #N/A 1-3 the HD of the undead or #N/A more, the undead are 4-6 destroyed/commanded MONE #N/A 7-9 rather than turned/rebuked rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned. #N/A 10-12 #N/A 13-15 #N/A 16-18 CP #N/A 19-21 #N/A Art 22+ Gems

#N/A #N/A

ADDITIONAL CHARACTER INTO (ODECLA) ADMITTED	
ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	ADDITIONAL NOTES
Champion of Gorum voorstel spell list:	
1st: bless, bless weapon, inflicht light wounds, resurgence, detect undead, divine	
favor, divine sacrifice, endure elements, enlarge person, magic weapon, protection	
from law, lesser confusion, remove fear, resistance, virtue	
2nd: bull's strength, warding weapon, bear's endurance, spiritual weapon, shatter,	
resist energy, align weapon (chaos), warcry	
Tools onergy, angr. Heapon (chase), harery	
3rd: dienlacement inflict moderate wounds harkskin (iron plated skin), mass	
3rd: displacement, inflict moderate wounds, barkskin (iron plated skin), mass resurgence, fell the greatest foe, magic circle against law, prayer, vampiric touch,	
rage, earth hammer	
rage, cararriaminer	
4th anarchic storm (as axiomatic storm), inflicht serious wounds, divine power,	
dispel law, freedom of movement, fire in the blood, summon nature's ally 4 (rhino),	
chaos hammer, spell immunity	
Chaos hammer, spell immunity	
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