



## Description:

The champion will face any foe in defence of their allies, no matter how daunting. In becoming a champion you fill a crucial role, going one on one with the most dangerous of enemies, and protecting less durable teammates.

## Strategy:

Given your reckless behavior, it may prove worthwhile to combine Champion with other defensive combat classes, such as Wardog or Fortress. Champion is primarily built to go one on one, and as such can be particularly effective when you have team mates who can act as “crowd control”

## Starting Bonuses:

- ☐ +1  OR +1 
- ☐ +1 attack with all two handed weapons (Warhammers, lightning cannons, spaceship artillery etc)
- ☐ +2 Piloting, Endurance, Command and Persuade
- ☐ **Equipment:** 2d10 flamethrower (two handed melee weapon. Critical hits deal regular damage, but set enemies on fire. Fumbles set you on fire. Fire deals 1d6 damage per turn until extinguished).
- ☐ **Equipment:** A tattered banner.

## Character details:

Consider the following back story questions, answer any that take your fancy

A great enemy once defeated you and left you for dead, who/what were they, and what do you plan to do about it? \_\_\_\_\_

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What tragedy or accomplishment inspired you to become a champion? \_\_\_\_\_

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Which of your team-mates allowed you to prevail against impossible odds? How did they help you? \_\_\_\_\_

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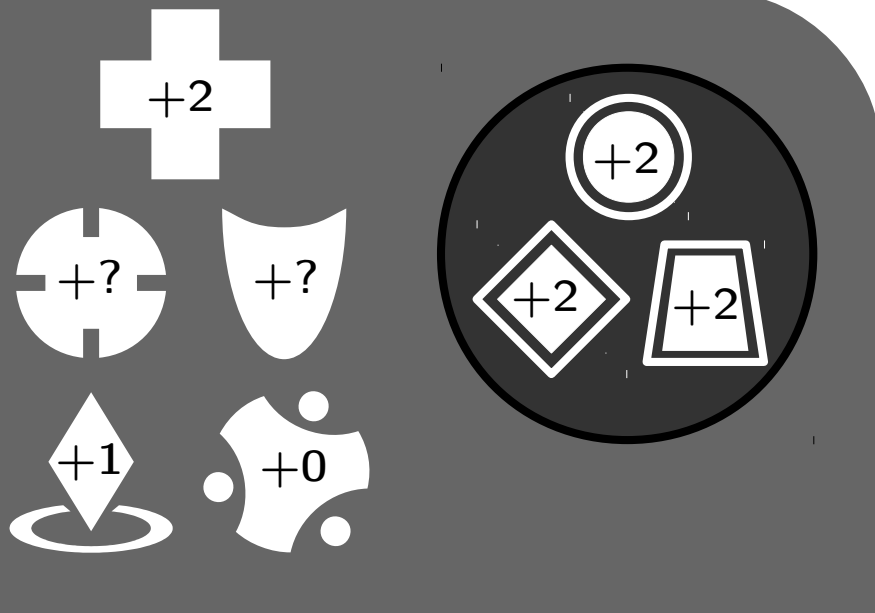
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## Chosen Foe

You can choose to pay particular attention to one enemy. This gives you a +2 bonus on attack and defense rolls against this target, but also a -2 attack and defense penalty against all others. Selection of a chosen foe is done at the start of each turn, and effects lasts until the beginning of your next turn, where you will be free to choose again.

## Turn About

**Requires:** *Chosen Foe*

Increase your critical defense range against your chosen foe by 2. Gain +2 attack whenever making counter attacks.

## Target Weakness

**Requires:** *Chosen Foe + 2 other feats*

Increase your critical hit range against your chosen foe by 2.

## Punish Distraction

**Requires:** *Chosen Foe*

Whenever your chosen foe attempts to attack anyone other than yourself, you may make an Attack of Opportunity against them (if you are within suitable range)

## The Best Defense...

**Requires:** *Punish distraction.*

Whenever you successfully Punish Distraction, your foe takes a -3 penalty to their attack roll (for that attack)

## Wary Combatant

**Requires:** *Chosen Foe*

Your foe may no longer make AoO against you.

## Rally

You and all allies gain +1 initiative.

If your party would be ambushed, any warning or special ability that would allow you to act during the surprise round will also allow your allies to act.

## Lead from the Front

**Requires:** *Rally*

Gain +3 on all social checks required to convince NPC's to face danger or hardship... as long as you are actively facing said dangers yourself.

All such NPC's gain +1 attack, +1 defence and +1 on saving throws.

## Eye of the Storm

You always take the minimum possible damage from friendly fire. An ally could drop a fireball on your location, and you would walk out of it barely singed.

## Golden Gifts

**Requires:** *Rally*

Whenever an allies ability would grant you healing, gain the maximum possible healing. Whenever an allies ability would grant you a bonus or a dice re-roll, increase that bonus by 1, or gain +1 on that re-roll.

## Dauntless

You are now immune to fear, panic and related effects.

Gain +2 on all saving throws vs your chosen foe.

## Doubtless

**Requires:** *Dauntless*

You are now immune to confusion, mind control, hallucinations and related effects. Gain a further +2 on all saving throws vs your chosen foe.

## Slayer

**Requires:** *Chosen Foe + 3 other feats*

Whenever an attack roll against a chosen foe fails, gain +2 to subsequent attacks against that foe. Similarly for defense rolls.

Whenever you deal damage to a foe gain a +2 bonus to subsequent damage rolls.

These bonuses will accumulate throughout any given battle, but are lost at the end of the day. These bonuses only apply while an enemy is considered your "Chosen Foe".

## Invulnerable

**Requires:** *Chosen Foe + 4 other feats.*

Once per day you may choose to ignore all damage and harmful effects from a Chosen Foe's attack. You may make this decision AFTER damage is rolled.

## Final Barrage

**Requires:** *Rally + 4 other feats*

Once per day, as a standard action, you may call down a final barrage against your foe. All teammates (including yourself) gain +2 attack and +2 damage against your foe until the end of your next turn.

Should your foe still be fighting at the end of this time, you, and all team mates are quailed, and take -2 on all attack and defense rolls until you can retreat to a suitable sanctuary and regroup (this will probably take a night, and possibly an inspiring speech or some hard booze). Note that characters remain quailed, even if the foe in question is eventually defeated. While you are quailed you lose access to all your Champion feats.