## **DIVINE CHAMPION**

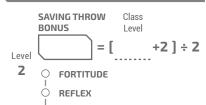
OF

**ARCHETYPE OF** 

Level

## DIVINE AWAKENING

O WILL



## DIVINE JUDGEMENT



Once a day as a move action, spend 1rp to designate one target the enemy of your faith.

Until the target dies or your next long rest, your weapon gains the above property to bypass DR and energy resistances.

## **DIVINE POWER** CONNECTION Spell Key SAVING THROW Level Ability = 10 + [ ÷ 2] + Spell Level CONNECTION SPELLS 3 Spell Spell Spell Level Level Level 5 6 1 2 3 4 Level 6 10 12 14 16 18 20