

Champion

Description: The Champion is a hero for an ideal, a nation, or an institution. Champions are living symbols, walking icons. They are charming, persuasive, and never at a loss to orate on the glory of their causes, the importance of the ideology for which they fight, or the malice and cruelty of their enemies. Champions fight with the dedication of the True Believer.

Sample Character: [Doc Sprocket](#)

Hit Die: d12

Power Die: d6

Skill Points at 1st Level: (4 + Int per level) x4

Skill Points per Level: 4 + Int modifier

Class Skills: Craft (visual art, writing) (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Int), Intimidate (Cha), Jump (Str), Perception (Wis), Perform (Cha), Pilot (Dex), Ride (Dex).

Proficiencies: 5

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Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+1	+1	+1	+1	+3	Brawl, Swaggering Bravado, Iconic Attack +2
2	+2	+1	+1	+1	+1	+4	Chutzpah! +2
3	+3	+2	+2	+2	+2	+4	Iconic Presence +2
4	+4	+2	+2	+2	+2	+5	Bombastic Aura I
5	+5	+3	+3	+3	+3	+5	Bonus Feat
6	+6/+1	+3	+3	+3	+3	+6	Iconic Attack +4
7	+7/+2	+3	+3	+3	+3	+6	Bonus Feat
8	+8/+3	+4	+4	+4	+4	+7	Chutzpah! +2
9	+9/+4	+4	+4	+4	+4	+8	Bonus Feat, Unshakable Resolve
10	+10/+5	+5	+5	+5	+5	+9	Iconic Attack +6
11	+11/+6/+1	+5	+5	+5	+5	+9	Bonus Feat x2
12	+12/+7/+2	+6	+6	+6	+6	+10	Iconic Presence +4
13	+13/+8/+3	+6	+6	+6	+6	+10	Bonus Feat x2
14	+14/+9/+4	+6	+6	+6	+6	+11	Iconic Attack (crit range x2)
15	+15/+10/+5	+7	+7	+7	+7	+11	Bonus Feat
16	+16/+11/+6/+1	+7	+7	+7	+7	+12	Chutzpah! +2
17	+17/+12/+7/+2	+8	+8	+8	+8	+13	Iconic Attack +6, Bonus Feat
18	+18/+13/+8/+3	+8	+8	+8	+8	+14	Iconic Presence +6
19	+19/+14/+9/+4	+9	+9	+9	+9	+14	Inflexible Will, Bonus Feat
20	+20/+15/+10/+5/+9	+9	+9	+9	+9	+15	Iconic Attack +8

Class Features

Brawl (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

Swaggering Bravado (Ex): At level 1, Champions can re-roll any failed Charisma check or Charisma-based skill check. They can do this twice per session.

Iconic Attack (Ex): At level 1, Champions create a signature attack, something that symbolically reflects their cause, like the Brutal Police Baton of Justice, the Boot-Up-The-Ass of Parental Authority, or the Invisible Hand of the Market. Iconic Attacks can apply to standard attacks and special attacks alike, such as a Stunning Fist or a Bull Rush, but must be with the same weapon, including unarmed strikes. Iconic Attacks receive a +2 competency bonus to hit and damage. At levels 6, 10, 17, and 20, the bonus increases by +2. At level 14, the critical threat range of the attack doubles.

Chutzpah! (Ex): At levels 2, 8, and 16, Champions get a permanent +2 to Charisma.

Iconic Presence: (Ex) At levels 3, 12, and 18, Champions grant a cumulative +2 morale bonus to Will saves to those who fight on their side and remain within sight or earshot.

Bombastic Aura (Su): At level 4, Champions become so magnificent, awesome, or scary that they add their Charisma modifier to their Defence as an insight bonus. This bonus affects only those who are within 30'. Anyone who is immune to fear and/or charm effects ignores this bonus.

Bonus Feats: At levels 5, 7, 9, 11, 13, 15, 17, and 19. Champions can choose a bonus feat from the following [groups](#): Defensive, Offensive, Saves.

Unshakable Resolve (Ex): At level 9, Champions can re-roll any Will save if their chosen ideals are at stake, or if they are forced to act contrary to those ideals.

Inflexible Will (Ex): At level 19, Champions can Take 10 on any Will Save, but they must declare their intention to do so before they make their rolls.