

## Specials

### Champion's Code

Special 1

You follow a code of conduct, beginning with tenets shared by all champions of an alignment (such as good), and continuing with tenets of your cause. Deities often add additional strictures (for instance, Torag's champions can't show mercy to enemies of their people, making it almost impossible for them to follow the redeemer cause). Only rules for good champions appear in this book. Tenets are listed in order of importance, starting with the most important. If a situation places two tenets in conflict, you aren't in a no-win situation; instead, follow the more important tenet. For instance, as a paladin, if an evil king asked you if you're hiding refugees so he could execute them, you could lie to him, since the tenet against lying is less important than preventing harm to innocents. Trying to subvert your code by creating a situation that forces a higher tenet to override a lower tenet (for example, promising not to respect authorities and then, to keep your word, disrespecting authorities) is a violation of the champion code.

If you stray from your alignment or violate your code of conduct, you lose your focus pool and divine ally until you demonstrate your repentance by conducting an atone ritual, but you keep any other champion abilities that don't require those class features. If your alignment shifts but is still one allowed by your deity, your GM might let you retrain your cause while still following the same deity.

CRB

### Deific Weapon

Special 1

You zealously bear your deity's favored weapon. If it's uncommon, you gain access to it. If it's an unarmed attack with a d4 damage die or a simple weapon, increase the damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12).

CRB

### Deity and Cause

Special 1

Champions are divine servants of a deity. Choose a deity to follow; your alignment must be one allowed for followers of your deity. Actions fundamentally opposed to your deity's ideals or alignment are anathema to your faith. A few examples of acts that would be considered anathema appear in each deity's entry. You and your GM determine whether other acts are anathema. You have one of the following causes. Your cause must match your alignment exactly. Your cause determines your champion's reaction, grants you a devotion spell, and defines part of your champion's code.

CRB

#### Redeemer Cause

Special 1

Neutral Good. Your cause drives you to be compassionate, kind, and full of hope and forgiveness. You gain the Glimpse of Redemption champion's reaction and the lay on hands champion power.

Your paladin's code consists of the tenets of good, followed by these tenets.

- You must first try to redeem or rehabilitate those who commit evil acts, rather than immediately killing them or meting out undeserved punishment. However, if they choose to continue on a wicked path, you might need to take more extreme measures, especially if innocents would come to harm.
- You must show compassion for others, regardless of their authority or station.

CRB

### Devotion Spells

Special 1

Your deity's power grants you special divine spells called devotion spells, which are a type of focus spell. It costs 1 Focus

Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes.

Focus spells are automatically heightened to half your level rounded up. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules are on page 300. You gain a devotion spell depending on your cause, and you are trained in divine spell attack rolls and spell DCs. Your spellcasting ability is Charisma.

*CRB*

## Glimpse of Redemption

Special 1

Champion

**Trigger** An enemy damages your ally, and both are within 15 feet of you.

Your foe hesitates under the weight of sin as visions of redemption play in their mind's eye. The foe must choose one of the following options:

- The ally is unharmed by the triggering damage.
- The ally gains resistance to all damage against the triggering damage equal to 2 + your level. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

*CRB*

## Heritage

Special 1

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

*CRB*

### Versatile Heritage

Special 1

Humanity's versatility and ambition have fueled its ascendance to be the most common ancestry in most nations throughout the world. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

*CRB*

## Tenets of Good

Special 1

All champions of good alignment follow these tenets.

- You must never perform acts anathema to your deity or willingly commit an evil act, such as murder, torture, or the casting of an evil spell.
- You must never knowingly harm an innocent, or allow immediate harm to one through inaction when you know you could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents at an indefinite time in the future, or to sacrifice your life to protect them.

*CRB*