

CHAMPION MARTIAL MASTERY

Class Function

Combat Training: Weapons, All Armors, All Shields

Maneuvers: You learn all Attack Maneuvers. You learn additional Maneuvers as shown in the Maneuvers Known column of the Champion Class Table.

Techniques: The number of Techniques you know increases as shown in the Techniques Known column of the Champion Class Table.

Stamina Points: Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Champion Class Table.

CHAMPION STAMINA

Level 1 Feature

You regain **1 SP** when you perform one or more Maneuvers as part of an Action, provided you don't spend **SP** as part of that Action.

MASTER-AT-ARMS

Level 1 Feature

Your training in warfare has granted you the following benefits:

- **Weapon Master:** At the start of each of your turns, you can freely swap any Weapon you are currently wielding in each hand for any other Weapon.
- **Maneuver Master:** You learn 2 Maneuvers of your choice.
- **Technique Master:** You learn 1 Technique of your choice. Once per Combat, when you perform a Technique you can reduce its SP cost by 1.

FIGHTING SPIRIT

Level 1 Feature

You stand ready for Combat at any moment, granting you the following benefits:

- **Combat Readiness:** At the start of your first turn in Combat, you gain one of the following benefits:
 - **Brace:** You gain the benefits of the Dodge Action and ADV on the next Save you make.
 - **Advance:** You gain the benefits of the Move Action and ADV on the next Physical Check you make.
- **Second Wind:** Once per Combat when you start your turn **Bloodied**, you regain **2 HP** and **1 SP**.

KNOW YOUR ENEMY

Level 1 Feature (flavor)

You can spend 1 minute observing or interacting with a creature out of Combat (or spend **1 AP** in Combat) to learn information about its physical capabilities compared to your own. Choose one of the following stats of the creature to assess: Might, Agility, PD, PDR, and HP. Make a **DC 10** Knowledge or Insight Check (your choice).

Success: You learn if the chosen stat is higher, lower, or the same as yours.

ADAPTIVE TACTICS

Level 2 Feature

When you roll for Initiative, and at the end of each of your turns, you gain a **d8** Tactical Die if you don't already have one. You can spend a Tactical Die to gain one of the following Tactics:

- **Assault:** When you make a Martial Attack, you can add the die to the Attack's result.
- **Deflect:** When you are Attacked, you can subtract the die from the Attack's result.

FIGHTING SPIRIT

Level 3 Subclass Feature

Your warrior spirit refuses to yield in battle. You gain the following benefits:
Adrenaline Boost: When you use your **Second Wind**, you gain a **+5** bonus to Attack Checks you make until the end of your turn.

Cut Through: Your Martial Attacks that score Heavy Hits ignore the target's Physical Damage Resistances (except Immune).

Unyielding Spirit: While Bloodied, you gain **1 Temp HP** at the start of each of your turns.

ADVENTURING HERO

Level 3 Subclass Feature (flavor)

You ignore the penalties of Forced March and being Encumbered (but not Heavily Encumbered).



STALWART PROTECTOR

Level 3 Subclass Feature

You gain the following benefits:

Steadfast Defender: You can use your **Deflect Tactic** against any Attack that targets a creature within your Melee Range.

Defensive Bash: When you use a Defensive Maneuver as a Reaction to an Attack from a creature within 1 Space of you, the attacker must make a Physical Save against your Attack Check. **Save Failure:** The target is pushed 1 Space away or **Taunted** by you until the end of its next turn (your choice).

Not on my Watch: Creatures **Taunted** by you deal 1 less damage to targets within 1 Space of you.

VIGILANT WATCHER

Level 3 Subclass Feature (flavor)

During a Long Rest, if you spend both 4 hour periods doing Light Activity, you have ADV on the Might Save you make to avoid gaining **Exhaustion**. Additionally, the Save DC doesn't increase on a Failure.

CHAMPION'S RESOLVE

Level 3 Subclass Feature

Requirements: Adaptive Tactics, Level 3
When you use a **Tactical Die**, you gain the following benefit:

- **Assault:** The Attack deals **+1** damage.
- **Deflect:** If the Attack Misses, the Attacker takes **1** damage of a Physical damage type of your choice.

DISCIPLINED COMBATANT

Level 3 Subclass Feature

Requirement: Fighting Spirit, Level 3
Once on each of your turns, you can spend **1 SP** to gain the benefit of **Combat Readiness**. Additionally, you can use **Second Wind** without being **Bloodied**.

