

High Champion

Level:	40	Dimensions:	9'-10' tall; 35' wingspan
Hits:	400	Special	
Size:	Medium (Huge)	Abilities:	Reverberative Strength (x4), Flight, Lightning Reflexes, Bane (Demons); Inner Strength (ML) Huge Criticals Apply.
Movement:	20' fly	Stats:	St 75 (13), Co 75 (13), Ag 75 (13), Qu 75 (18), Sd 75 (13), Re 75 (5), In 75 (5), Pr 75 (5) PP 155
Initiative:	+31	RR:	Stamina RR 140; Will RR 140; Magic RR 140
Defensive		Treasure:	R N N
Bonus:	195 (+30 Stats; +90 Survival Instinct; +60 Tough Hide (Greater); +15 Holy Aura)	Culture:	Angelic
Attacks:	230 Martial Strikes (4x damage); 230 Martial Sweeps (4x damage); 160 Huge Horn; 120 Weapon; in 5'R, RR v's Magic or suffer "Harm"(x3 damage) from Holy Aura;	Important	
# Encounter:	1	Skills:	Perception (41) 110; All Chi Skills (41) 110; 2x Martial Styles (41) 115;
Outlook:	Good		
Lifestyle:	Servative		

A champion is a servant of a deity who represents the concepts of goodness and/or order and strongly opposes evil and /or chaos. They are very powerful beings, usually very single-minded, always noble, charitable, true and right, and so often sent on missions by their masters to help hold back the tide of evil, and to help those who are deserving or in need. They are terrible to behold when angered.
High Champions

Combat

In combat, they disdain weapons in favour of the Martial Arts. If they were to use one it would certainly be an artefact. They never use shields. Poisons are neutralised in 10' of these beings and evil items at that range must RR v's Magic or be destroyed. All attacks against them are resolved on the Huge Critical Table.

Spellcasting

They may know any spell of their deity's sphere as well as any Universal spell.

Myths and Misconceptions

It is believed that these magnificent creatures will appear to help one of their own clerics in battle. Many deceased clerics would beg to differ (if they could). It has been rumoured that they will come in a pious cleric's hour of need to rescue them from the clutches of an evil or chaotic demon.

Treasures

While they do not carry treasure, they have been known to bestow a potent blessed item (weapon, shield, armour or other magical device such as a Holy Symbol (Amulet)) to an especially pious person.

Encounters

When they fight for you, they are awesome to behold. When fighting against you, you wish that you had never angered it.