

Noble Champion

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|--------------|---|-------------|--|
| Level: | 30 | Lifestyle: | Servative |
| Hits: | 255 | Dimensions: | 8'-9' tall; 30' wingspan |
| Size: | Large | Special | |
| Movement: | 20' fly | Abilities: | Reverberative Strength (x3), Flight, Lightning Reflexes, Bane (Demons); Large Criticals Apply. |
| Initiative: | +21 | Stats: | St 75 (7), Co 75 (7), Ag 75 (5), Qu 75 (11), Sd 75 (5), Re 75 (5), In 75 (5), Pr 75 (5) PP 120 |
| Defensive | | RR: | Stamina RR 110; Will RR 110; Magic RR 110 |
| Bonus: | 255 (+18 Stats; +80 Survival Instinct; +40 Tough Hide (Major); +80 Shield; +23 Mithril Breastplate; +15 Holy Aura) | Treasure: | R3 R(20) N |
| Attacks: | 205 Two-handed Weapon; 120 Large Bash; in 5'R, RR v's Magic or suffer "Harm"(x2 damage) from Holy Aura; | Culture: | Angelic |
| # Encounter: | 1 | Important | |
| Outlook: | Good | Skills: | Perception (31) 90 |

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. Noble champions appear much like centaur champions, except that they can be male or female, they have golden hair, and they have golden wings that carry them through the heavens. They can be summoned as Type V demons.

Combat

In combat, they wield two-handed weapons such as two-handed swords and battle axes in one hand and a shield in the other, both powerful magic items (+25) and often possessing additional powers (Determined by GM; ie. Continual Bless, etc). These champions project an aura of goodness around themselves, giving all creatures of darkness a penalty to attack them. (Magical and Item bonuses HAVE been figured into the above statistics). All attacks against them are resolved on the Huge Critical Table.

Spellcasting

They know Light (univ.), Bless, Harm, and Divine Hammer. They may know any spell of their deities sphere.

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 one of their blessed items (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.