

# Winged Champion

Level:	20	Lifestyle:	Servative
Hits:	225	Dimensions:	6'-7' tall; 25' wingspan
Size:	Medum (Large)	Special	
Movement:	20' fly	Abilities:	Reverberative Strength, Flight, Lightning Reflexes, Bane (Demons)
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 110
Defensive Bonus:	255 (+15 Stats; +70 Survival Instinct; +80 White Alloy Full Shield; +20 Tough Hide (Minor); +80 White Alloy (Mithril) Chain Suit; +15 Holy Aura)	RR:	Stamina RR 100; Will RR 100; Magic RR 100
Attacks:	145 Sword (2x damage); 145 Spear (2x damage); Spells; in 5'R, RR v's Magic or suffer "Harm" from Holy Aura;	Treasure:	R2 R(10) N
# Encounter:	1	Culture:	Angelic
Outlook:	Good	Important Skills:	Perception (20) 80; Weapon Skills (63 ranks);

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. The winged champions appear as beautiful humans with golden eagles wings. They can be summoned as Type IV demons.

## Combat

In combat, they usually wield swords, spears and shields, all of which are highly enchanted (+20). They normally wear chain armour of mithril with a long snow-white robe over their whole body. 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)

## Spellcasting

They know Light (univ.), Bless, Harm, and Divine Hammer. Other spells may be known at the Deities (GM) discretion.

## 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.

