

CHAMPION

Whether by sword, bow, or fist, the champion is defined by overcoming seemingly any obstacle with athletic grace and unrelenting vigor. While many on their level rely on magic or other tricks, the champion achieves the impossible using little more than steel, strength, and courage.

Some champions learn their skills through formal military training, while for others the draw of a bowstring comes as naturally as taking a breath. Some are feared monster hunters, and others are unremarkable town guards until the gods call upon them. Regardless of how your talents come, champions are united in athletic grace that seems utterly unreal.

Every renowned incarnation of the legendary hero has risen as a champion, and every champion worth their salt rises easily to the hard life of a hero — or antihero.

A CAUSE WORTH FIGHTING FOR

True to their namesake, a champion is rarely a fool driven by nothing. The convictions and strength so defining a warrior of this caliber comes from who or what they're fighting for, whether it be the glory of their kingdom, the heart of their love, the safety of their family, or the conviction of their ideals. When creating your hero, consider what cause would be powerful enough to drive your character beyond their physical limits.

THE CHAMPION

Level	Features
1st	Defense , Style
2nd	Stamina Gauge (d6), Techniques
3rd	Style , Subclass
4th	Improvement , Withdraw
5th	Action Surge , Technique
6th	Stamina Gauge (d8), Subclass Feature
7th	Style , Tenacity
8th	Improvement , Technique
9th	Subclass Feature
10th	Extra Action
11th	Master Techniques , Stamina Gauge (d10)
12th	Improvement , Restless , Subclass Feature



HEART POINTS

Heart Dice: d12 per champion level

Heart Points at 1st Level: 12 + your Constitution modifier

Heart Points at Later Levels: d12 (or 7) + your Constitution modifier, for each champion level after 1st. If you roll a 1 on the d12, reroll it until you roll a result other than 1.

PROFICIENCIES

If champion is your initial class, you start with proficiency in:

Saves: Strength and Charisma

Weapons: simple, martial, bombs, and shields

Skills: Acrobatics or Athletics, plus two more from the following options: Lore, Insight, Intimidation, and Wilderness.

Choose one more skill if your Intelligence is 13 or higher, and another if your Intelligence is 17 or higher. You benefit this way if your Intelligence score later increases to these amounts.

If you prefer, you can replace proficiency with any of these skills with proficiency in any artisan's tool, any musical instrument, all land vehicles, or all water vehicles.

STARTING ITEMS

If this is your initial class and you're starting at 1st level, you start with the following items worn or carried. If you prefer, you forgo these starting items and can choose your own equipment using a budget of 1000 rupees.

- boots, gloves, and a cap -- which together give +1 AC
- (a) chain shirt and 2 handaxes, or (b) tunic and shortbow
- (a) claymore, or (b) broadsword and wood shield
- (a) bomb, or (b) any artisan's tool or music instrument
- common clothes
- 2 rations
- 2 bottles of water
- 10 rupees

QUICK BUILD

To make a champion quickly, do the following:

1. Make **Dexterity** your highest ability if you want to focus on archery, otherwise make it **Strength**. Make **Constitution** your second-highest ability.
2. For your skills, choose **Insight** and **Wilderness**.
3. As your starting items, choose all the (a) options if Strength is your highest. If Dexterity is your highest, choose all the (b) options.
4. For your Defense, choose **Hearty Defense**.
5. For your Style, choose **Potshots** if you are focusing on archery, otherwise choose **Cleaving**.

REACTIONS

If champion is your initial class, you can make these reactions:

Interpose. When a creature within 5 feet of you would be hit by an attack roll, as your reaction you can force the attack to hit you instead. The damage to you can't be reduced or prevented in any way.

Opportunity Attack. When a creature within 5 feet of you moves away from you, as your reaction you can make one melee weapon attack or unarmed strike targeting that creature. The attack is made right before the creature leaves a 5-foot radius around you.

Take Cover. If a creature you can see targets you with a ranged attack, you can use your reaction to either drop Prone, or move up to 5 feet if doing so gives you more advantageous cover against that attack. This reaction must be announced before the attack roll is revealed.

DEFENSE

As a champion, you are well-versed in defending yourself from conventional attacks and weapons. Gain one of the following benefits. As a downtime activity, you can retrain yourself by replacing your chosen defense with a different one.

Agile Defense. While you are wearing no heavy attire*, if you are hit by an attack that Grapples you or knocks you Prone, the attacker must reroll their attack roll and use the new result if it is lower. This applies to attacks which Grapple or knock Prone in addition to dealing damage.

Evasive Defense. When you make a Dexterity save to take half damage, on a success you instead take no damage. You still take full damage on a failure. This is useful when facing dragons or other creatures with explosive attacks.

Hearty Defense. Whenever you finish a long rest, gain temporary heart points equal to your champion level + your Constitution modifier.

Heavy Defense. While wearing at least one piece of heavy attire*, raise your AC by 1. This can't raise your AC above 25, before adding cover or a shield bonus.

Tough Defense. You can add your Constitution modifier to your AC instead of your Dexterity modifier. You don't gain this benefit if your Constitution is already added to your AC by another effect, such as a goron's natural armor.

Unarmored Defense. While you aren't wearing attire, your AC equals 10 + your Dexterity modifier + the highest ability modifier from Constitution, Intelligence, Wisdom, and Charisma. You can add a shield's bonus to this AC.

* Wearing medium or heavy armor counts as wearing heavy attire

STYLE

As a champion you adopt a particular style of fighting as your specialty, chosen from the options starting 2 pages down.

You learn another style of your choice at 3rd level and 7th level, as shown in the champion table.

As a downtime activity, you can retain yourself by replacing one style you've learned with another you would be able to learn.

STAMINA GAUGE

Starting at 2nd level, you gain "**Stamina Dice.**" You can expend your Stamina Dice to sprint, to make powerful target strikes, and to use techniques, as detailed below. Any Stamina Die you expend can't be used again until you finish a rest.

You have a number of Stamina Dice equal to 1 + your Constitution modifier, or 1 + your Charisma modifier, whichever is higher. If your ability modifier permanently decreases or increases, your number of Stamina Dice adjust accordingly.

Each of your Stamina Dice is initially a d6.

Upon reaching 6th level your Stamina Dice become d8s, and you gain one more Stamina Die. Upon reaching 10th level, your Stamina Dice become d10s, and you again gain one more Stamina Die.

SPRINT

You can spend one of your Stamina Dice to Move an extra time this turn. You can't Sprint more than once per turn.

TARGET STRIKE

A target strike is an attack that skillfully aims for where a creature is most vulnerable, such as a monster's giant eye, or exposed gaps in a warrior's armor. Some monsters have a "weak point" and suffer extra effects from a target strike. Your narrator might otherwise add effects for target strikes in some circumstances.

You can make a target strike whenever you attack with a weapon or unarmed attack. Just before you make the attack roll you can expend a Stamina Die. If you do and the attack hits, roll the Stamina Die and add its result to the damage roll.

TECHNIQUE

Also at 2nd level, you learn 2 techniques. Techniques are extra ways you can expend your Stamina Dice to get an edge. A list of learnable techniques is found later in the champion section.

You learn one more technique of your choice at 5th level and again at 8th level.

As a downtime activity, you can retrain yourself by replacing one of your learned techniques with a different one you would be able to learn.

SUBCLASS

At 3rd level, choose an archetype that you strive to emulate in your combat prowess. The archetype you choose grants you features at 3rd, 6th, 9th, and 12th levels as shown in the champion table.

Choose one subclass from the following options. Each of these is detailed at the end of the class description.

- As a **brute**, you hit hard and fast with merciless force.
- As a **captain**, your Charisma inspires allies into action.
- As a **darknut**, you are defined by impenetrable armor of your own making. You deal hard-hitting blows.
- As a **hunter**, you track down quarries. Your fighting skills are best when facing a single tremendous foe.
- As a **knight**, you adhere to a royal family or another ideal, and your Wisdom gives rise to magical abilities.
- As a **sharpshooter**, you're capable of ranged shots so fast and precise it feels like you're manipulating time.
- As a **spell sniper**, you imbue arrows or other far-flying projectiles with fire, ice, and other powerful magic
- As a **tunic**, you specialize in using techniques. Your martial skills are directly inspired by legendary heroes.
- As a **wizz-warrior**, through your Intelligence you study both the art of spellcasting and the art of battle.

IMPROVEMENT

When you reach 4th level, your fighting capabilities evolve.

Choose one of the following improvements:

- **Ability Scores.** Increase one of your ability scores by 2, or increase two of your ability scores by 1 each.
- **Techniques.** Learn one or two more techniques (not including master techniques). If you choose only one technique, increase one of your ability scores by 1.
- **Feat.** Gain a feat chosen from Chapter 4: Feats.

This feature cannot increase any ability score above your ability score's maximum, which is initially 20.

You gain another improvement of your choice at 8th level and again at 12th level, as shown in the champion table.

WHAT TO IMPROVE?

If you'd prefer something reliable, focus on increasing whichever ability score you use for attacks — whether that's Strength or Dexterity. Increasing Constitution is a good second choice, as it can increase both your heart points and your Stamina Dice.

WITHDRAW

Also beginning at 4th level, you can rapidly recover in the midst of battle by drawing on your vigor and courage. Some champions think of it as finding heart, even in the most dire of situations.

Whenever you Dodge, in addition to the normal benefits of this action you can recover heart points by expending one of your Heart Dice. You roll the Heart Die, and regain heart points equal to the result + your Constitution modifier.

As normal, Heart Dice restore when you finish a long rest.

ACTION SURGE

Upon reaching 5th level, you can push your body beyond its limits to take an extra action on your turn.

This action can't be used to cast a spell. You can't surge again until you finish a short or long rest.

TENACITY

Starting from 7th level, even when you're pushed to the brink of death you can summon the grit to hold on. When you are reduced to 0 heart points but not killed outright, you can choose to drop to 1 heart point instead. You can't use this feature again until your heart points are fully restored.

EXTRA ACTION

After you reach 10th level, you can take an extra action on each of your turns. This extra action can't be used to cast a spell.

This extra action can be in addition to a surge action and potentially a bonus action.

MASTER TECHNIQUES

At 11th level, you can learn two master techniques from the Techniques list on the following pages, instead of the options available to you from 2nd level.

A master technique works like a normal technique, but it is exceptionally powerful and exceptionally draining. After using either of your master techniques, you can't use any master technique again until you finish a long rest.

RESTLESS

Once you reach 12th level, while you have 0 Stamina Dice remaining, you regain 1 Stamina Die after you take the Dodge action.



STYLES

When you gain a style at 1st, 3rd, 7th, and 11th levels in the champion class, you can choose any one of the following.

Some styles have a prerequisite. You must meet the prerequisite criteria before you can take the style, and if you lose the criteria you also lose the benefit of the style until you regain it.

BALL & CHAIN SOLDIER

You've mastered wide, sweeping attacks with the ball and chain. While you wield this weapon in two hands, it gains the reach property and you add a +1 shield bonus to your AC.

Whenever a creature enters a 10-foot radius of you on its turn, you can use your reaction to make one attack with the ball-and-chain targeting that creature.

BOMBER

Whenever you finish downtime, you find or create a number of bombs equal to double your PB. These bombs can't be sold, and become inert when you finish your next downtime.

When you wield any bomb, add to its damage roll your highest ability modifier from Strength, Dexterity, and Intelligence.

Even if a creature succeeds on a saving throw against a bomb you wield, it still takes half damage.

These benefits also apply to bombs produced by spells you cast, such as *remote bomb*.

BOXING

Though this art of unarmed fighting is more common in lands like Holodrum, you count among the few in Hyrule who practice it.

If you make an unarmed strike with a free hand, on a hit you can deal bludgeoning damage equal to d8 + your Strength modifier. If you have both hands free, replace the d8 with a d12.

Additionally, when you have both hands free, add a +1 shield bonus to your AC. If you have multiple shield bonuses, only the highest applies.

CLEAVING

Once on each of your turns, if you reduce a creature to 0 heart points with a melee weapon attack or unarmed strike, you can take an extra action thanks to a rush of adrenaline. This action must be Attack, Dash, Dodge, or Help.

DUAL WIELDING

Immediately after you attack with a melee attack using a weapon you're wielding in one hand, instead of normal two-weapon fighting you can make a second melee attack against the same target using a different weapon you're holding in your other hand.

You don't add your ability modifier to the damage roll of this second attack, unless both weapons are light.

You can't add any bonus dice to the damage roll of the second attack.

DUELING

When you attack with a versatile melee weapon you are wielding in one hand, or with a light melee weapon while your other hand isn't holding a weapon, you can add a d4 bonus die to the attack roll. If you don't but the attack hits anyway, you can add a d4 bonus die to the damage roll.

If different features add bonus dice to your damage roll, they don't combine. Add only the highest.

EXPLORATION

You aren't Slowed by climbing or swimming. You have proficiency in one skill of your choice from Nature, Perception, and Survival.

FATAL BLOWS

Prerequisite: Ending Blow technique

Immediately after you use Ending Blow to damage a creature, if the creature has 30 or fewer heart points remaining, it is reduced to 0 heart points.

GALLERY SHOOTING

You're adept at making quick shots at close range, especially at Hyrule's shooting galleries. This grants you three benefits:

Add a d4 bonus die to all ranged weapon attack rolls against targets 30 feet or closer to you. If different features add bonus dice to your damage roll, they don't combine. Add only the highest.

You do not suffer the normal disadvantage on an attack roll for using a ranged weapon while you are Threatened.

If your ranged weapon attack hits a Surprised creature, the weapon's damage die is maximized.

GREAT SPIN

Prerequisite: Spin Attack technique

The range of your Spin Attack technique increases from 5 feet to 10 feet, at your discretion.

While you have full heart points, once per turn you can use your Spin Attack technique without expending Stamina Dice.

HAWKEYE SNIPING

You can snipe far away targets, granting you two benefits:

Add a d4 bonus die to all weapon attack rolls and Wisdom (Perception) checks made for subjects more than 30 feet away from you. If different features add bonus dice to your damage roll, they don't combine. Add only the highest.

If you attack within a weapon's long range, you do not suffer the normal drawback to your attack roll for doing so.

L-TARGETING

When you use your Z-Targeting technique, instead of the normal benefit, all of the target's attack rolls against you have disadvantage and all of your attack rolls against it have advantage. Taking damage from that creature doesn't break your Concentration on this technique.

PIERCING SHOTS

If your ranged weapon attack is a critical hit against a creature or reduces a creature to 0 hit points, if there is another creature directly behind the first and within 5 feet of it, the second creature takes damage equal to 1d8 + the ability modifier you used for the attack.

POWER BEAMS

You can use your action to cast *power beam* using Strength as your spellcasting ability.

When you use your action to Attack and you have full heart points, during the same turn you can use your bonus action to cast *power beam* in this way.

SLINGIN'

When on your turn you use a slingshot or a light thrown weapon to make a ranged weapon attack, you can make a second ranged attack with a slingshot or light thrown weapon. You can't add any bonus dice to the damage roll of the second attack.

This benefit replaces two-weapon fighting, and can't be combined with other benefits that do so, such as the Dual Wielding style.

STAMINA SURGE

Prerequisite: One or more Stamina Dice

Your number of Stamina Dice increases by 2.

SUMO

Whenever you would be Grappled, knocked Prone, or Shoved 5 feet, you can use your reaction to prevent this.

When you hit a creature with an unarmed strike using a free hand, instead of the normal effect you can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you do and the creature is Large or smaller, you can also Grapple that creature without needing a separate attack roll.

You have advantage on attack rolls against any creature you have Grappled.

SWIFT SHIELD

Add your shield bonus to saving throws made to reduce or prevent damage to you, unless the damage is psychic.

While you are wielding a shield, any ally within 5 feet of you—other than yourself—has half cover against all attacks and effects.

WALLOP

When you attack with a two-handed melee weapon that doesn't have reach, you gain these benefits:

You score a critical hit if the d20 lands on 18 or 19, instead of only 20.

If you hit a Medium or smaller creature, in addition to dealing damage you can either knock the creature Prone or Shove the creature 5 feet directly away from you. On a critical hit, you can instead send the creature flying up to 30 feet directly away from you to land Prone. If the creature's flight trajectory is interrupted, the creature takes 1d6 bludgeoning damage for every 10 it didn't fly—and if its trajectory was interrupted by another creature, that creature also takes this damage.

If you hit a Large or larger creature, add a d6 bonus die to the damage roll. On a critical hit, the creature's defenses are smashed so hard that all attack rolls against it have advantage until the end of your next turn.

WILD FRENZY

Prerequisite: Frenzy technique

When you use your Frenzy technique, it lasts for a minute instead of until the start of your next turn.

If you ever end your turn and you haven't made an attack roll since the start of your last turn, your Frenzy abruptly ends. A missed attack roll still counts as making an attack roll.

TECHNIQUES

When you learn techniques through the champion class, you can choose from any in this section.

Each entry starts with “**action**,” “**reaction**,” or “**bonus action**.” This specifies which is needed to perform the technique.

Always Spend Stamina Dice. Using a technique always requires you to expend a Stamina Die, even if you don’t roll it.

“Add” Stamina Dice. If a technique calls for you to “add your Stamina Die” to another number, you roll your Stamina Die and then add the result to the other number.

Save DC. If a technique calls for a save, the save DC equals your Strength DC or Dexterity DC, whichever is higher (unless the technique specifies otherwise).

Target Strikes. You can make a Target Strike with an attack that comes from a technique. In some cases this even means adding two Stamina Dice to a single attack! Different techniques can’t be added together however, as each is a separate action.

AIMED SHOT

Action. Make a weapon attack or unarmed strike, but add your Stamina Die to the attack roll.

AMBUSH

Reaction. Immediately before you make a Dexterity (Stealth) check, or any ability check made to determine order, you can use this technique as part of that check. Add your Stamina Die to the check's result.

AVENGING ATTACK

Reaction. If a creature within 5 feet of you attacks or damages a creature other than you, you can use this reaction to make one melee weapon attack or unarmed strike targeting the attacker.

On a hit, the struck creature subtracts your Stamina Die from the next attack roll it makes that targets the avenged creature.

BACK SLICE

Action. Make a weapon attack or unarmed against a creature. On a hit, in addition to the attack's regular effect, reduce the target's AC by 2 if it is wearing armor. If this reduces the target's AC to 10 + its Dexterity modifier (before adding a shield's bonus or cover), its armor is destroyed and its AC can't be lowered further by this effect.



DASH ATTACK

Bonus Action. If you used the Dash action or Sprint feature this turn and moved at least 20 feet directly towards a creature, you can use this bonus action to make a melee weapon attack or unarmed strike targeting that creature. Add your Stamina Die to the attack roll.

DEFLECT MISSILE

Reaction. When you are hit by a ranged weapon attack, if you are wielding a shield or have a free hand you can use this technique as a reaction. Roll your Stamina Die, then subtract this result from the damage you take from that attack.

If this reduces the damage you take to 0, the attack misses you instead.

ENCOURAGE

Bonus Action. Encourage a friendly creature that you can see, who can hear and understand you.

Once within the next minute, that creature can add the Stamina Die you expended to one attack roll or save it makes (as a bonus die). The Stamina Die is expended when you use this bonus action, but rolled when the creature decides to use this benefit.

ENDING BLOW

Action. Make a melee weapon attack or unarmed strike against a Prone creature. Any hit becomes a critical hit, and you add your Stamina Die to the damage roll.

FLURRY RUSH

Reaction. When a creature you can see misses you with a melee attack during its turn, you can use this technique as a reaction to make a melee weapon attack or unarmed strike against the attacking creature if it is within your reach. On a hit, add your Stamina Die to the damage roll.

FRENZY

Bonus Action. Until the start of your next turn, whenever you add your Strength modifier to a damage roll or ability check you also add your Stamina Die. (This doesn't require you to expend the die multiple times.)

If in your frenzy you damage a creature, you have resistance to all damage dealt to you by that creature until the start of your next turn.

HELM SPLITTER

Action. Make a weapon attack or unarmed strike against a creature within 15 feet of you, regardless of your normal weapon's normal reach or range. Your attack roll ignores any disadvantage caused by being too close to or too far from the target.

On a hit, add your Stamina Die to the damage roll.

Regardless of hit or miss, you can move to any open space within 15 feet of the attacked creature. This movement doesn't cost speed and doesn't trigger reactions.

HOOK & SWITCH

Bonus Action. Swap places with a willing creature within 10 feet of you, without expending movement. No reaction can be used in response to this movement.

Before the start of your next turn, the first time a creature attacks you or the swapped creature, subtract your Stamina Die from the creature's attack roll.

IGNITING SHOT

Action. Attack with a ranged weapon. On a hit, add your Stamina Die as fire damage to the weapon's damage roll. If the hit target is a creature, it is Ignited.



INTERCEPT

Reaction. When a creature you can see enters your reach, you can use this reaction to make one melee weapon attack or unarmed strike targeting that creature. If you make this attack with a spear, trident, or any reach weapon you can add your Stamina Die to the attack roll.

JUMP ATTACK

Action. You make a dramatic, leaping attack using a melee weapon or unarmed strike. Your attack roll is made with advantage, and on a hit add your Stamina Die to the attack roll. On a miss, your turn abruptly ends and you're Exposed to all attacks until the start of your next turn.

PARRY

Reaction. When you are hit by a melee attack, if you are wielding a shield or a weapon with the versatile property, you can use this technique as a reaction. Roll your Stamina Die, then subtract this result from the damage you take from that attack. If this reduces the damage you take to 0, the attack misses you instead.

PLUMMET

Reaction. While you are above 10 feet of altitude, as a reaction you can immediately plummet straight down a distance of up to 1000 feet. If you land, you take no damage from falling.

Each creature whose space you fell through, or landed within 5 feet of, must succeed on a Dexterity save. On a failed save, a creature takes 1d6 bludgeoning damage for every 10 feet you fell, up to a maximum of 10d6 at 100 feet.

If you're wielding a melee weapon, you can change the damage type to match that weapon.

Due to whiplash, you cannot use this reaction if you ascended more than 50 feet using your own fly speed since the start of your last turn.

POWER BRACE

Reaction. You can use this reaction immediately after you roll an ability check or saving throw using either Strength. As a reaction you can roll your Stamina Die and add its result to the check as a bonus die, potentially turning a failure into a success. This does not affect attack rolls.

REMOTE BOMBER

Action. You cast the *remote bomb+* spell, using Strength or Dexterity as your casting ability.

As your Stamina Die increases, this spell becomes more powerful. If you expend a d8 Stamina Die, empower the spell as if you spent 1 extra magic point. If you expend a d10 Stamina Die, empower the spell as if you spent 3 extra magic points.



REVALI'S BARRAGE

Action. While wielding a ranged weapon with the ammo property, you unleash an unbelievably rapid storm of projectiles in a 25-foot cone originating from you. Each creature in this area must make a Dexterity save.

On a failed save, a creature takes damage as if hit by the weapon, plus your Stamina Die. On a successful save, a creature takes half this much damage.

ROCK BREAKER

Action. This rock-shattering attack deals extra damage to heavily-armored foes or objects.

Make a weapon attack or unarmed strike, and on a hit add your Stamina Die to the damage roll. Your Stamina Die is added twice if the target's AC is 15 or higher. Your Stamina Die is instead added thrice if the target is either is an object, or has an AC of at least 20.

SHIELD ATTACK

Bonus Action. While wielding a shield, you bash a creature within 5 feet of you to disorient it. Make a melee attack targeting that creature. Add your Strength, PB, and Stamina Die to the attack roll.

On a hit the creature doesn't take damage, but until the start of your next turn is Exposed and can't take reactions (except for boss reactions).

SHOVING ATTACK

Action. Make a melee weapon attack or unarmed strike. On a hit, add your Stamina Die to the damage roll, and if the target is a Medium or smaller creature shove it 5 feet in any direction.

SINKING SHOT

Action. Make a ranged weapon attack against a flying creature, adding your Stamina Die to the attack roll. On a hit, in addition to taking damage the creature falls Prone.

SMASH ATTACK

Action. Using a melee weapon attack or unarmed strike, attack a Medium or smaller creature. Your attack roll must add your Strength modifier, instead of another ability modifier.

On a hit, the creature is sent flying directly away from you. The distance flown is 10 feet for a Medium creature, 20 feet for a Small creature, and 30 feet for a Tiny creature.

If the creature's trajectory is stopped early, it takes an extra 1d6 bludgeoning damage for every 10 feet it had yet to travel. If the creature's trajectory was stopped by another creature whose space it couldn't move through, that second creature also takes this damage.

If the creature's trajectory isn't stopped early, it lands Prone.



SNAP THROW

Reaction. Immediately after a creature deals damage to you from more than 10 feet away, you can use this reaction to attack that creature either with a thrown melee weapon or a ranged weapon attack. A thrown melee weapon has a range increment of 20/60 feet if it would otherwise be lower, and it isn't treated as an improvised weapon even if it lacks the thrown property. This attack roll isn't negatively affected by cover, Invisibility, or an unseen target.

SPECIAL MOVE

Action. When you first learn this technique, choose any 2-point spell with a cast time of "action" and a duration of "instant" that doesn't restore heart points. As the technique, you expend a Stamina Die to cast that spell, with its normal casting time and components.

You can provide the somatic components of this spell even while wielding a weapon or shield, though if you're wearing heavy attire it can still interfere with casting.

Your casting ability for this spell is the highest from your Intelligence, Wisdom, and Charisma.

SPIN ATTACK

Action. After charging your blade with courage, you spin quickly to strike all nearby creatures—even Invisible ones. Make one melee weapon attack against each creature within 5 feet of you.

TAUNT

Bonus Action. Gesture or speak towards a creature no more than 30 feet away from you. The creature must succeed on a Charisma save or become taunted by you. While the creature is taunted and you are visible within 30 feet of it, the creature has disadvantage on attack rolls targeting anyone or anything but you.

The creature can repeat this saving throw at the end of each of its turns and whenever a creature other than you damages it. On a success, the effect ends on the creature. The effect also ends if you attack or harm any other creature.

TEAM ATTACK

Action. Make a weapon attack or unarmed strike against a creature. One ally of yours within 5 feet of the target can use their reaction to make a weapon attack or unarmed strike against the same creature, and on a hit they add your Stamina Die to their damage roll.

TERRORIZE

Bonus Action. If you've dealt damage to a creature this turn that can see or hear you, you can use this technique to terrorize that creature or one of its allies that you can see. The terrorized creature must make a Charisma save against your Strength DC or Charisma DC, whichever is higher. On a failed save, that creature becomes Frightened of you until the end of your next turn.

TRIP UP

Action. Make a weapon attack against a creature. On a hit, add your Stamina Die to the damage roll, and the creature becomes Slowed until the start of your next turn.

Z-TARGET

Bonus Action. You hone your focus onto one creature you can see. This focus lasts 1 minute or until you lose Concentration, whichever happens first.

Within this duration the target is Exposed to all of your attacks, and you have advantage on any Intelligence or Wisdom checks made in regards to that creature specifically.



MASTER TECHNIQUES

Upon becoming an 11th level champion, you learn two master techniques chosen from those on this page.

As with a normal technique you must expend a Stamina Die to use any master technique. However, a master technique is so draining that after you use one, you can't use any master technique again until you finish a long rest.

HURRICANE SPIN

Action. You charge forth and spin with reckless, hurricane force while attacking wildly. Until the end of your turn, you cannot be targeted with reactions.

As part of this action you can move a distance up to your speed, and make up to four weapon attacks or unarmed strikes as part of this action, either against the same target or different ones split between your movement.

After you use this action, you become Stunned until the start of your next turn.

INDOMITABLE COURAGE

Reaction. After you fail a save, you can use this reaction to succeed instead.

MORTAL DRAW

Action. Make a weapon attack against a creature, adding your Stamina Die to the attack roll.

If before the damage roll the target has 100 heart points or fewer remaining, it drops to 0 heart points instantly.

Otherwise, the target takes damage from your attack as normal, adding your Stamina Die to the damage roll.

PERFECT DODGE

Reaction. After you would be hit by an attack roll by a creature you can see, you can use this technique to force the attack to miss instead, and render the creature Exposed until the start of its next turn.

If you know the Flurry Rush technique, you can use that technique as part of this reaction without expending another Stamina Die, and its attack roll is automatically a critical hit without rolling the d20.

SECRET MEDICINE

Action or Reaction. After you take damage, use this reaction to regain half your maximum heart points. You can use this reaction after you've dropped to 0 heart points but before you fall Unconscious as a result of dropping to 0 heart points.

If you prefer, you can also gain this benefit any time on your turn as an action.

In either case, the medicine takes a moment to take full effect, and you become Incapacitated until the end of your next turn.

TRIFORCE SLASH

Action. You call upon a legendary golden power to make a weapon attack or unarmed strike against one creature you can see within 60 feet of you. Ignore the weapon's normal reach or range. On a hit, add 10d10 radiant damage to the damage dealt.