

# Divine Champions

## A Basic Fantasy RPG Supplement

### Release 3

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

## INTRODUCTION

This supplement provides rules for playing Divine Champions under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## NEW CHARACTER CLASS

The new class described in this supplement is considered a subclass of the Fighter. As such, it has the same attack bonus and saving throws as a Fighter of the same level. It should be treated as a Fighter for all purposes, unless otherwise noted.

### Divine Champion

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d8	-	-
2	2,500	2d8	-	-
3	5,000	3d8	-	-
4	10,000	4d8	-	-
5	20,000	5d8	-	-
6	40,000	6d8	-	-
7	80,000	7d8	-	-
8	150,000	8d8	-	-
9	300,000	9d8	-	-
10	450,000	9d8+2	1	-
11	600,000	9d8+4	2	-
12	750,000	9d8+6	2	1
13	900,000	9d8+8	2	2
14	1,050,000	9d8+10	2	2
15	1,200,000	9d8+12	3	2
16	1,350,000	9d8+14	3	2
17	1,500,000	9d8+16	3	3
18	1,650,000	9d8+18	3	3
19	1,800,000	9d8+20	4	3
20	1,950,000	9d8+22	4	4

Divine Champions are warriors consecrated to a cause, their mission is to support and defend a religious faith.

Divine Champions, like Clerics, must keep true to their faith or risk losing their powers and become normal Fighters of a level equiparable to that of the accumulated experience points.

Divine Champions usually operate alone, wandering the lands and never staying in the same place for long.

Divine Champions are expected to obey orders from the clergy of their faith.

**Requirements:** To become a Divine Champion, a character must have a Strength score of 9 or higher (just as with any Fighter), a Wisdom of 11 or higher, and a Charisma of 11 or higher.

They may use any weapon and may wear any armor or shield.

Humans only may become Divine Champions (but you could change this to Marauders: open to humans and half-orcs, Paladins: open to humans, half-elves and dwarves, Dweomerguards: open to humans, elves and half-elves, Forest keepers: open to humans, elves and half-elves, Mistweavers: open to humans and gnomes - see below).

**Special Abilities:** All Divine Champions, no matter what their faith, share some common special abilities.

Divine Champions have the Turn Undead power -or a similar one- as Clerics of a level equal to half their own (round down).

Divine Champions emanate a protection from evil (or good, depending on their faith) aura in 10 feet radius, also they can detect evil (or good, as above) at will.

Furthermore they can Smite: once per day per level they can make a melee attack as if their weapon was magical, thus becoming able to hit creatures immune to non-magical attacks.

Starting from 5th level onwards, Divine Champions can cast a spell specific to their faith once per week (usually a 3rd level spell taken from the Cleric spell list, but see below for exceptions).

From 10th level on Divine Champions cast divine spells as a caster of level (champion's level-9).

Divine Champions must abide to a specific code of conduct or lose their powers.

Divine Champions **can not** use magic items that can be used by Clerics (or Druids, or even Magic-users/Illusionists for Dweomerguards/Mistweavers, see below) only, including Scrolls.

Here follow some examples of Divine Champions:

**Paladins**

These true paragons of goodness need to strictly follow a path of virtue.

Cast detect evil, emanate protection from evil.

Turn undead as Clerics half their level.

They cast standard clerical spells but may not cast them in reverse form.

They can cast Cure Disease once per week from 5th level onwards.

**Marauders**

Chaotic warriors, bent on a path of destruction and mayhem.

Cast detect good, emanate protection from good.

May only cast cleric spells in reverse form, turn undead as (evil) Clerics half their level.

They can cast Cause Disease once per week from 5th level onwards.

**Forest keepers**

Wardens of the woods and protectors of nature, they must follow the druidic path of respect for nature.

Cast detect evil, emanate protection from evil.

Cast druidic spells instead of standard cleric spell.

May Befriend animals as a Druid half their level.

They can cast Call Woodland Beings once per week from 5th level onwards.

**Dweomerguards**

Dweomerguards are followers of the god of magic. Dweomerguards must keep magical knowledge safe from harm and usually spend much time recovering magical artifacts to be kept safe at their deity's temples.

Cast detect magic, emanate protection from evil.

Cast Magic User spells instead of standard Cleric spell. Does not need a spell-book, prays for its spells.

It is advised that the GM should allow Dweomerguards access to the Magic-User spells in the BFRPG rulebook only to balance Dweomerguards with other Divine Champions.

May Befriend Constructs (Golems and Living statues or any other kind of creature created by magic, use their HD) instead of Animals as a Druid half their level.

They can cast Dispel Magic once per week from 5th level onwards.

**Mistweavers**

Mistweavers are champions of Llanworgheillisy god of mists, randomness, betrayal and crossroads. Mistweavers are more mischievous than outright evil. They do love to play practical jokes (however cruel) on their enemies and victims rather than using violence.

Cast detect illusions, emanate protection from evil.

Cast Illusionist spells instead of standard Cleric spell. Does not need a spell-book, prays for its spells.

A number of rounds per day equal to its level, the Mistweaver can effectively become invisible by blending in any crowd (a group of 6 or more humanoid creatures of any type within 30' of the Mistweavers and within 30' of one another). These rounds do not need to be consecutive. The Mistweaver does not change his appearance, he -or she- simply can't be detected without magic. This effect is broken as soon as the Mistweaver interacts in any way with his surroundings or other characters. This effect will not affect Constructs, Undead and creatures that do not use sight as their main sense.

They can cast Advanced Illusion once per week from 5th level onwards.

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