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Complete Champion: A Player's Guide To Divine Heroes (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)



Synopsis

Complete Champion focuses on the divine champion and provides new rules options for characters who enjoy battling for a cause, defeating foes with divine magic, and going on quests that mean more than simply defeating the bad guy and grabbing the treasure. Complete Champion also helps Dungeon Masters run quest-themed campaigns and adventures. In addition to providing various archetypes for characters, Complete Champion includes new feats and prestige classes. This book features dozens of deity- and belief-themed organizations, turning religion and holy (or unholy) power into something characters of all classes can use.

Book Information

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Customer Reviews

Complete Champion works best if your campaign is set in Greyhawk and/or prominently features the core 3.0/3.5e D&D gods. It's also the most DM-centered of the "Complete" books, which are generally thought of as extensions of the Player's Handbook (PHB). While there are new feats, prestige classes (11 of them, actually) and spells, the rules for creating church affiliations and holy sites take up quite a bit of the book. While players might join one of these organizations, it's the DM who'll get the most out of this information. Affiliations were introduced in the Player's Handbook II (PHBII) as a way of providing rules and benefits for characters belonging to various organizations. You don't need the PHBII, however, as rules for building your own church affiliations are provided in the Complete Champion. Affiliations are useful because they provide criterion for characters to rise up in the ranks of a given organization (in this case, a church) and provide increasingly valuable benefits for doing so. While all the churches presented in the book are of non-evil Core/Greyhawk deities, there are brief descriptions for the evil Core/Greyhawk deities, as well. Furthermore, rules

are given to allow you to create a church affiliation for nearly any deity you choose based on their prominent domains. Among the usual selection of feats are a new type called Domain Feats. These feats, which can be taken by any character, are each based on one of the core domains from the PHB such as Air, Destruction and Travel. These Domain Feats provides an ability, often only usable once per day, based on the powers associated with the specific domain.

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