

Prestige Classes

The Chaos Champion

While the world as known to the denizens of the Shattered Empire is one of strict regimentation and dominance of law, there are those who would oppose the natural order and give free reign to chaos. To these people chaos is not a state of disorder but one of opportunity. A static society is one that is bound to fall eventually - only constant change prevents periodic catastrophe.

The chaos champion is dedicated to serving the chaotic spirits, opposing those of law, and causing uproar and chaos among those who have lost their free will and creativity.

Chaos Champions are chosen by the chaotic spirits. They have mortal agents searching for those who are unhappy with the current state of affairs. If they are ready to undergo the chaos ritual, the new champions will bear the mark of chaos and are let loose on the world without any further interference from their new masters. However, powerful champions can call on their patrons for guidance.

While many chaos champions are quite straightforward in their ways, slaying powerful tyrants (or other rulers if they

are evil), they are also subtle when required, sneaking into enemy strongholds and causing mischief there.

Hit Die: d10

Requirements

Alignment: any chaotic, even though chaotic neutral is preferred.

Base Attack Bonus: +5

Special: the ability to go into any kind of rage, *ki* frenzy etc. at least once per day, either naturally or with the help of a magic item. Many champions are awarded a berserking weapon during their initiation rites.

Class Skills

The class skills for a chaos champion are Animal Empathy (Cha), Bluff (Cha), Craft (Int), Disguise (Cha), Hide (Dex), Move Silently (Dex), Jump (Str), Listen (Wis), Ride (Dex), Spot (Dex).

Skill points at each level: 3 + int modifier.

Class Features

Weapon and Armour Proficiencies: Chaos Champions are proficient with all simple and martial weapons, as well as with all armour and shields.

Detect Law: At will the champion can *detect law* as a spell-like ability.

Chaos Mark: The chaos champion has some inhuman feature that shows his



Table 1: Chaos Champion

Level	BAB	Fort	Ref	Will	Special
1	1	0	0	2	Detect Law, Chaos Mark, Chaos Bless
2	2	0	0	3	Smite Law (1/day)
3	3	1	1	3	Rage (1/day)
4	4	1	1	4	
5	5	2	2	4	Kiss of Chaos
6	6	2	2	5	
7	7	2	2	5	Chaotic Swirls
8	8	3	3	6	Rage (2/day)
9	9	3	3	6	
10	10	3	3	7	Eternal Champion

dedication to chaos and adversity towards the natural order. Roll 1d6 and consult table 2.

Chaos Bless: The character is blessed by the chaotic spirits and is granted a +2 luck bonus against spells, spell-like, and supernatural abilities of lawful creatures, as well as spells with the *law* descriptor.

Smite Law: This ability works exactly like the Paladin's ability to smite evil but applies to lawful rather than evil creatures.

Rage: This functions either like barbarians rage or like *ki* frenzy (player's choice). In fact this ability bestows an additional rage per day (i.e. it cannot be activated in addition to the rage the character originally possessed).

Kiss of Chaos: Once per day as a full-round action the character can bestow a *protection from law* on another character with an effective caster level corresponding to the class levels in chaos champion. This is a spell-like ability.

Chaotic Swirls: As a standard action the champion can activate his chaotic swirls, rainbow patterns that move around his body and deflect attacks from lawful creatures. In effect, the character gains a +2 deflection bonus against attacks by lawful creatures.

Eternal Champion: The character becomes a spirit of chaos, effectively changing to an outsider of spirit subtype.



Table 2: Chaos Marks

1	Patterns: there are bizarre patterns all over the characters skin that change every 1d6 minutes.
2	Mercurial Face: the facial features of the character completely change every 1d4 minutes but are always appropriate for his race.
3	Emotional Skin: the skin colour of the character changes according to his mood.
4	Dancing Hair: the characters hair moves as if it has its own will
5	Stroboscope: the character moves rather abruptly, as if seen under stroboscopic light.
6	Colourful: the character's colours are always brighter than they naturally would be. Also, he is not black and white when seen in darkvision.