Thunderborn Champion

The thunderborn champion is more than a warrior; they are the living embodiment of the storm's unbridled power. These champions stride confidently into the fray, their very presence radiating the authority of the gods. They are not mere clerics spreading doctrine or barbarians reveling in chaos — they are forces of divine will, chosen to remind mortals and monsters alike of the gods' might.

Role: A thunderborn champion is a frontline warrior who excels at blending raw physical might with divine spellcasting and storm-infused abilities. They thrive at the center of combat, wielding their Thunder Hammer to shatter enemies while calling upon their god's power to smite foes, heal allies, and shape the battlefield.

Alignment: Any non-Lawful.

Hit Die: d10.

Starting Wealth: 2d6 × 10 (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The thunderborn champion's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Table: Thunderborn Champion

Level	BaB	Fort	Ref	Will	Special	1st	2nd	3rd	4th
1	+1	+2	+0	+2	Thunder's fury 1d6, thunder hammer	1	-	-	-
2	+2	+3	+0	+3	Storm power	2	-	-	-
3	+3	+3	+1	+3	Storm aura 1d6	2	1	-	-
4	+4	+4	+1	+4	Storm power	3	2	-	-
5	+5	+4	+1	+4	thunder's fury 2d6	3	2	1	-
6	+6/+1	+5	+2	+5	Storm power, thunderous smite	3	3	2	-
7	+7/+2	+5	+2	+5	Storm aura 2d6	4	3	2	1
8	+8/+3	+6	+2	+6	Storm power	4	3	3	2
9	+9/+4	+6	+3	+6		4	4	3	2
10	+10/+5	+7	+3	+7	Stormlord's blessing, storm power,	5	4	3	3

					thunder's fury 3d6				
11	**+11/+6/+1**	**+7**	**+3**	**+7**	**Storm aura 3d6**	**5**	**4**	**4**	**3**
12	**+12/+7/+2**	**+8**	**+4**	**+8**	**Storm power**	**5**	**5**	**4**	**3**
13	**+13/+8/+3**	**+8**	**+4**	**+8**		**5**	**5**	**4**	**4**
14	**+14/+9/+4**	**+9**	**+4**	**+9**	**Storm power**	**5**	**5**	**5**	**4**
15	**+15/+10/+5**	**+9**	**+5**	**+9**	**Storm aura 4d6, thunder's fury 4d6**	**5**	**5**	**5**	**4**
16	**+16/+11/+6/+1**	**+10**	**+5**	**+10**	**Storm power**	**5**	**5**	**5**	**5**
17	**+17/+12/+7/+2**	**+10**	**+5**	**+10**		**5**	**5**	**5**	**5**
18	**+18/+13/+8/+3**	**+11**	**+6**	**+11**	**Storm power**	**5**	**5**	**5**	**5**
19	**+19/+14/+9/+4**	**+11**	**+6**	**+11**	**Storm aura 5d6**	**5**	**5**	**5**	**5**
20	**+20/+15/+10/+5**	**+12**	**+6**	**+12**	**Storm power, thunder's fury 5d6, wrath of the storm**	**5**	**5**	**5**	**5**

Class Features

The following are class features of the thunderborn champion.

Weapon and Armor Proficiencies: A thunderborn champion is proficient with all simple and martial weapons, and with light and medium armor, and shields (except tower shields). They are proficient with their Thunder Hammer (see below).

Thunder's Fury (Ex)

At 1st level, the thunderborn champion gains a modified version of the **rage** ability called Thunder's Fury. This ability functions like an Unchained Barbarian's rage, but the thunderborn champion gains additional storm-themed bonuses:

- While raging, the thunderborn champion's weapon attacks deal an additional 1d6 electricity damage. As they level, this electricity damage increases (see table).

Fury Modifiers

The thunderborn champion may select rage powers as an Unchained Barbarian but gains access to unique storm powers (see below).

Storm Powers

The Thunderborn Champion gains unique storm powers in place of some rage powers.

> **Lightning Leap (Su)** Expend 1 round of rage to teleport to a location within 30 feet, dealing 2d6 electricity damage to all creatures adjacent to the point of arrival.
> **Thunderclap (Su)** As a standard action, unleash a thunderclap that forces all creatures within 20 feet to make a Fortitude save or be deafened for 1d4 rounds.
> **Wind Storm Flight (Su)** At 5th level, expend 1 round of rage to gain flight 60' (perfect manuverability).

Thunder Hammer (Su)
At 1st level, the thunderborn champion gains a weapon called a **Thunder Hammer**, a masterwork earthbreaker infused with divine storm power. As the thunderous champion levels, the thunder hammer gains additional magical properties, such as *+1 magical enchantment (3rd), throwing (5th), returning (7th), thundering* (10th), and *impact* (15th).

Divine Power (Sp)
Starting at 1st level, the thunderborn champion gains the ability to channel divine energy, drawing from their god of storms. This grants them a number of spells per day as a Cleric of equal level, drawn only from the Air and Weather domains.

- **Spellcasting Ability:** Wisdom determines spell DCs and bonus spells.
- **Spells Known:** The thunderborn champion knows all Cleric spells from the above domains but can only cast a limited number per day as per thunderborn champion table.

Storm Aura (Su)
At 3rd level, the thunderborn champion gains an aura of stormy energy while raging. This aura extends 10 feet from them and deals 1d6 electricity damage to enemies that start their turn within the aura. The damage increases by +1d6 for every four levels beyond 3rd.

Thunderous Smite (Su)
At 6th level, the thunderous champion can imbue their hammer with the wrath of their deity. As a swift action, the next attack made with the Thunder Hammer deals an additional 2d6 holy damage and forces the target to make a Reflex save (DC = 10 + half class level + Wisdom modifier) or be staggered for 1 round. This ability can be used a number of times per day equal to the thunderous champion's Wisdom modifier.

Stormlord's Blessing (Ex)
At 10th level, the thunderborn champion's Thunder Hammer becomes a +3 earthbreaker and gains the bane against giants. The thunderborn champion also gains resistance 10 to electricity and immunity to being knocked prone.

Wrath of the Storm (Su)
At 20th level, the thunderborn champion becomes a true avatar of the storm. When in thunder's fury, they are surrounded by a whirlwind of lightning and thunder. Creatures within 10 feet take 3d6 electricity damage per round, and the thunderborn champion can fly at a speed of 60 feet (perfect maneuverability). Their Thunder Hammer becomes a +5 weapon that deals an extra 3d6 holy damage and can cast *call lightning storm* as a free action once per rage.