

Complete Champion

Page 7 – Affiliation Score Modifier [Substitution]

The criterion, "Lives in a mountainous region or underground" should have as its modifier, "+1," not "+1/year."

Page 7 – Titles, Benefits, and Duties [Substitution]

Instead of the requirement that "you must spend 24 hours crafting a gift for the church," it should instead read, "you must spend at least 1 week crafting a gift for the church."

Page 8 – Title: Benefits and Duties – *Initiate of the Forge* [Addition]

Add to the beginning, "As a swift action."

Page 8 – Title: Benefits and Duties – *Mithral Hammer* [Addition]

Add to the beginning, "As a standard action."

Page 9 – Title: Benefits and Duties – *Knight of Nature* [Addition]

Add "This is a supernatural ability."

Page 9 – Title: Benefits and Duties – *Heart of the Huntress* [Addition]

Add "This is a supernatural ability."

Page 10 – Title: Benefits and Duties – *Warden of the Horn* [Addition]

This benefit should specify that the effect has an instantaneous duration.

Page 11 – Title: Benefits and Duties – *Secret Whisper* [Deletion]

Remove "Rounds of use need not be consecutive. Deactivating the invisibility is also a swift action unless you end it prematurely."

Page 12 – Benefits and Duties – *Rank 3* [Revision]

Should read, "Once per day as a swift action, use *summon nature's ally*, as the spell, of a level normally available to you, provided that you use it to summon an animal. This is a spell-like ability."

Page 13 – Title: Benefits and Duties – *Scholar* [Addition]

Add to the beginning, "As a free action."

Page 13 – Title: Benefits and Duties – *Professor of Magic* [Addition]

Add to the beginning, "As a standard action."

Add "This is an extraordinary ability."

Page 13 – Title: Benefits and Duties – *Eternal Librarian* [Revision]

The benefit should read, "Once per day, as an immediate action, you may use a spell as normal to counter another spell regardless of whether you have a readied action or had the same spell ready to cast. You must still succeed on a Spellcraft check to identify the spell. This is a supernatural ability."

Page 15 – Title: Benefits, and Duties – *Explorer* [Addition]

Add to the beginning, "As an immediate action."

Page 18 – Title: Benefits, and Duties – *Righteous Blade of Justice* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 19 – Title: Benefits and Duties – *War Leader* [Addition]

Add to the beginning, "As an immediate action."

Add "This is an extraordinary ability."

Page 19 – Title: Benefits and Duties – *Battle Savant* [Addition]

Add to the beginning, "As an immediate action."

Add "This is an extraordinary ability."

Page 20 – Title: Benefits and Duties – *Ruby Master* [Revision]

The benefit should read, "Once per day, as an immediate action, you may use a spell as normal to counter another spell regardless of whether you have a readied action or had the same spell ready to cast. You must still succeed on a Spellcraft check to identify the spell. This is a supernatural ability."

Page 23 – Title: Benefits and Duties – *Fury of Sun* [Addition]

Add to the beginning, "As an immediate action."

Add "This is an extraordinary ability."

Page 23 – Title: Benefits and Duties – *Shining Light* [Revision]

The benefit should read, "Once per day, as a standard action, wreath yourself in the divine energy of the sun, as the spell, *fire shield*. You may only use the *warm shield* form of the spell, and the caster level is equivalent to your character level. This is a spell-like ability."

Page 24 – Title: Benefits and Duties – *Keeper* [Addition]

Add to the beginning, "As a swift action."

Page 24 – Title: Benefits and Duties – *High Captain* [Addition]

Add to the beginning, "As an immediate action."

Page 24 – Title: Benefits and Duties – *Arrow of Corellon* [Addition]

Add to the beginning, "As an immediate action."

Add "This is a supernatural ability."

Page 29 – Title: Benefits and Duties – *Wind Runner* [Addition]

Add to the beginning, "As a swift action."

Page 29 – Title: Benefits and Duties – *Soaring Gust* [Addition]

Add to the beginning, "As a standard action."

Add "This is a spell-like ability."

Page 29 – Title: Benefits and Duties – *Breath of Hurricane* [Addition]

Add to the beginning, "As a standard action."

Add "This is a spell-like ability."

Page 30 – Title: Benefits and Duties – *Beast Friend* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 30 – Title: Benefits and Duties – *Beast Soul* [Addition]

Add "This is a spell-like ability."

Page 30 – Title: Benefits and Duties – *Beast Master* [Addition]

Add to the beginning, "As a standard action."

Add "This is a spell-like ability."

Page 30 – Title: Benefits and Duties – *Anarchist* [Addition]

Add to the beginning, "As an immediate action."

Add "This is a supernatural ability."

Page 31 – Title: Benefits and Duties – *Grave Guardian (evil)* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 31 – Title: Benefits and Duties – *Master Necromancer (non-evil)* [Addition]

Add "This is a supernatural ability."

Page 31 – Title: Benefits and Duties – *Destroyer* [Addition]

Add to the beginning, "As an immediate action."

Page 31 – Title: Benefits and Duties – *Annihilator* [Addition]

Add to the beginning, "As a standard action."

Add "This is a spell-like ability."

Page 33 – Title: Benefits and Duties – *Mighty Avalanche* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 33 – Title: Benefits and Duties – *Feet of the Mountain* [Addition]

Add "This is a supernatural ability."

Page 33 – Title: Benefits and Duties – *Paragon of Villainy* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 34 – Title: Benefits and Duties – *Roaring Conflagration* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 34 – Title: Benefits and Duties – *Raging Inferno* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

[Deletion]

Remove "duration need not be consecutive."

Page 34 – Title: Benefits and Duties – *Saint* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 35 – Title: Benefits and Duties – *Master Physician* [Addition]

Add "This is a supernatural ability."

Page 36 – Title: Benefits and Duties – *Academic* [Addition]

Add to the beginning, "As an immediate action."

Page 36 – Title: Benefits and Duties – *Scholar* [Addition]

Add to the beginning, "As a standard action."

Page 37 – Title: Benefits and Duties – *Judicator* [Addition]

Add to the beginning, "As a standard action."

Add "This is a [mind-affecting] supernatural ability."

Page 37 – Title: Benefits and Duties – *Scion of Luck* [Addition]

Add to the beginning, "As an immediate action."

Add "This is a supernatural ability."

Page 37 – Title: Benefits and Duties – *Fatebender* [Addition]

Add to the beginning, "As an immediate action."

Add "This is a supernatural ability."

Page 38 – Title: Benefits and Duties – *Master of Magical Philosophy* [Revision]

The benefit should read, "Once per day as an immediate action, you may use a spell as normal to counter another spell regardless of whether you have a readied action or had the same spell ready to cast. You must still succeed on a Spellcraft check to identify the spell. This is a supernatural ability."

Page 39 – Title: Benefits and Duties – *Ancient Heart of the Forest* [Addition]

Add "This is a supernatural ability."

Page 40 – Title: Benefits and Duties – *Holy Shield* [Addition]

This benefit should specify that the effect has an instantaneous duration.

Add "This is a supernatural ability."

Page 41 – Title: Benefits and Duties – *Mighty Champion* [Addition]

Add to the beginning, "As an immediate action."

Add "This is a supernatural ability."

Page 41 – Title: Benefits and Duties – *Divine Light* [Addition]

Add "This is a supernatural ability."

Page 41 – Title: Benefits and Duties – *Master of Radiance* [Addition]

Add to the beginning, "As a standard action."

Add "This is a supernatural ability."

Page 43 – Title: Benefits and Duties – *Expert Trickster* [Addition]

Add to the beginning, "As a free action."

Add "This is an extraordinary ability."

Page 46 – Totem Manifestation – *Lion Totems* [Substitution]

The second sentence should read, "As a standard action, you can roar, requiring every creature within a 30-foot radius to succeed on a Will save (DC 10 + 1/2 your barbarian level + your Str modifier) or be shaken for a number of rounds equal to your barbarian level."

Page 46 – View of the Spirit World – *Benefit* [Addition]

Beginning should read, "Once per day as a swift action..."

Page 47 – Healing Hymn – *Benefit* [Revision]

The first sentence of the third paragraph should read, "In addition, if you use this ability for at least 1 minute before you and your allies retire for the night, everyone in the group heals naturally at the end of the rest as if he had completed 24 hours of best rest (thus recovering twice his character level in hit points)."

[Revision]

The second paragraph of the benefits section should specify that the +1

bonus is limited by the maximum caster level bonus of a curing spell. For example, if a level 10 cleric cast *cure serious* while under the effect of *healing hymn* used by a bard with 10 ranks in perform, the *cure serious* spell would only cure 3d8+15 instead of 3d8+20.

[Addition]

At the end of the section, add "*Healing hymn* lasts as long as you concentrate up to a maximum of 2 minutes."

Page 47 – Underdark Knight – Benefit [Addition]

Add "This is a spell-like ability with caster level equal to your character level" to the 7th-level and 15th-level abilities.

Page 48 – Pool of Healing – Benefit [Addition]

The third sentence should begin, "As a standard action, you can dole it out with a touch..."

Page 50 – Spiritual Connection – Benefit [Addition]

Add "These are spell-like abilities with caster level equal to your character level."

Page 50-51 – Spiritual Guide – Benefit [Addition]

The second to last sentence should indicate that the use of *commune with nature* is a spell-like ability with caster level equal to your character level.

[Revision]

The second to last sentence should read, "In addition, you can use *commune with nature*, as the spell, once per day as a full round action (caster level equals your ranger level)."

Page 51 – Antiquarian [Revision]

The second to last sentence should read, "This works like the *identify* spell (caster level equals your rogue level) but requires no material component and can be performed as a full round action."

Page 51 – Death's Ruin

[Substitution]

This is an extraordinary ability, not a supernatural ability.

Page 51 – Holy Stalker

[Revision]

Remove the second to last line of the benefits section. Instead, note that this ability can be used in conjunction with death's ruin (above).

Page 52 – Domain Granted Power – Benefit [Addition]

Add at the end of the section, "If the granted power is based upon cleric level, it becomes instead based upon your wizard level."

Page 52 – Spontaneous Divination – Benefit [Revision]

The first sentence should instead read, "You can spontaneously cast any spell you know from the divination school by sacrificing a prepared spell of equal or greater level."

Page 51 – Domain Feats

[Substitution]

Replace "permanently sacrificing" with "expending" in the last line of the third paragraph.

Page 60 – Imbued Healing

[Deletion]

Remove "Metamagic" from title of feat.

[Addition]

The +4 bonus on savings throws for the Death domain should be a sacred bonus if your deity is good or neutral or profane if your deity is evil.

[Deletion]

Remove "per level or" from Healing domain bonus.

[Addition]

The +2 bonus on damage rolls for the *Strength* domain should be a sacred bonus if your deity is good or neutral or a profane bonus if your deity is evil.

[Addition]

The +5-foot bonus to base land speed for the Travel domain should be a sacred bonus if your deity is good or neutral or a profane bonus if your deity is evil.

[Addition]

The +1 bonus on attack rolls for the War domain should be a sacred bonus if your deity is good or neutral or a profane bonus if your deity is evil.

Page 63 – Trickery Devotion – Benefit [Addition]

At the end of the section describing the 10th-level benefits, a sentence should read, "Phantom versions of your equipment do not have any of the magical or alchemical effects that your normal equipment has."

Page 64 – Water Devotion

[Deletion]

Remove the second "Special" entry.

Page 75 – Entry Requirements

[Addition]

An additional line should read,
"Special: Must worship Pelor or
Heironeous"

Page 80 – Feral Trance

[Revision]

The first sentence should instead
read, "Once per day, you can enter a
feral battle trance as a free
action."

Page 82 – Plant Affinity

[Substitution]

This should be a swift action, not a
move action.

Page 84 – Plant Affinity

[Revision]

The second sentence should instead
read, "If you prepare your divine
spells in advance and do not have
the spontaneous casting ability (as
the cleric and druid spellcasting
feature, see PH 32 and 35), you can
now spontaneously trade prepared
divine spells for divine spells of
an equal or lower level from the
Plant domain.

Page 84 – Woodland Stride

[Substitution]

This ability grants a +10-foot bonus
to your land speed, not a +10 bonus.

Page 84 – Earth's Communion

[Addition]

At the end of the second sentence,
it should indicate that the level of
the spell is equivalent to your
character level.

Page 85 – Web of Life

[Substitution]

(Su) should follow the class feature
name, not (Sp).

[Addition]

The second sentence should indicate
that the bonus to Wisdom is a +2
sacred bonus.

Page 87 – Paragon's Gift, Least

- [Deletion]

Remove "and has a caster level equal
to your mythic exemplar level" from
the end.

Page 87 – Mythic Exemplar –

Class Skills [Addition]

Perform should be included among the
class skills.

Page 88 – Paragon's Gifts

(General) [Clarification]

Abilities that indicate "as the
spell" require a swift action to use
(as noted on page 87) regardless of
the spell's normal casting time.

Page 88 – Paragon's Gift,

Greater – Orsos [Revision]

Should read, "You gain a +4 sacred
bonus to your natural armor."

Page 88 – Paragon's Gift,

Supreme – Reikhardt [Addition]

Add "The DC is equal to 10 + 1/2 HD
+ your Cha modifier."

Page 88 – Embody Paragon –

Reikhardt [Substitution]

Second paragraph should begin, "In
addition, once per day for 10
rounds..."

Page 91 – Channel Spell

[Substitution]

(Su) should follow the class feature
name, not (Sp).

[Revision]

The first two sentences should
instead read, "At 3rd level, you can
channel any spell available to you
that has one creature or more as its
target into your melee weapon. Doing
so requires a move action and uses
up a spell slot or a prepared spell
of casting time no greater than one
standard action."

Page 91 – Divine Bulwark

[Substitution]

(Su) should follow the class feature
name, not (Sp).

Page 91 – Fist of the Gods

[Substitution]

(Su) should follow the class feature
name, not (Sp).

Page 91 – Holy Warrior

[Substitution]

(Su) should follow the class feature
name, not (Sp).

Page 95 – Knowledge is Power –

Divine Ethos [Substitution]

Part of the second sentence should
read, "against one or more
creatures," not "against a
creature."

Page 96 – Mortal Coil

[Revision]

Should read "Your effective caster
level increases by 1 when you cast
transmutation spells. (Knowledge
[nature] 6 ranks)"

Page 96 – Noble Presence

[Revision]

Should read "Whenever you cast a
charm or compulsion spell, the save
DC increases by 1. (Knowledge
[nobility and royalty] 5 ranks)"

Page 99 – Entry Requirements

[Addition]

An additional line should read,
“**Special:** Must worship chosen deity”

Page 100 – Ehlonna – Summon

Nature’s Mount [Substitution]

(Su) should follow the class feature name, not (Sp).

Page 101 – Olidammara – Fast

Talk [Substitution]

(Su) should follow the class feature name, not (Sp).

Page 101 – Wee Jas – Sanctified

Fall [Revision]

The first sentence should read, “If you are reduced to –1 or fewer hit points, or even killed outright by a death effect, you can use an immediate action to either cast a spell of casting time no greater than a standard action or else to make a single attack.”

Page 106 – Spellcasting –

[Deletion]

Remove “divine” from last sentence.

Page 106 – Aura of Anonymity –

[Substitution]

Replace “divine” with “sacred” in the last sentence.

Page 106 – Personal Eclipse –

[Revision]

The second sentence should read, “As a swift action, you can redirect the light around your body to better conceal your presence.”

Page 106 – Truth of the Light –

[Substitution]

Replace “at will” with “As a swift action.”

Page 106 – Blinding Light –

[Revision]

Second sentence should read, “At will, you can use *discern lies* as a swift action, as the spell (caster level equals your character level).”

Page 106 – Sun’s Revelation –

[Substitution]

The ability should be listed as a spell-like ability (Sp) and not a supernatural ability (Su).

[Revision]

The second sentence should read, “At will, you can use *discern lies* as a swift action, as the spell (caster level equals your character level).”

Page 106 – Vision of Pelor –

[Deletion]

Remove “at will” from second sentence.

Page 108 – Entry Requirements

[Addition]

An additional line should read,
“**Special:** Must worship Pelor or Heironeous”

Page 108 – Luminous Weapon –

[Addition]

The first sentence should begin, “As a swift action...”

Page 108 – Smite Evil –

[Revision]

The second sentence should read, “Levels in paladin and shadowstriker stack for the purpose of determining smite evil attempts/day. Smite evil damage is equal to a character’s combined paladin and shadowstriker levels.”

Page 108 – Sun’s Blessing –

[Revision]

The first two sentences should read, “When you reach 2nd level, as a swift action, you can cause your weapon to flare with the fires of the sun. While a weapon is affected by both the sun’s blessing and luminous weapon, it deals an additional 1d6 points of damage.”

[Revision]

Replace “sacrifice” with “expend” in the last sentence.

Page 108 – Surge of Piety –

[Deletion]

Remove “In addition to functioning as a *consecrate* spell” from the second to last sentence.

[Revision]

Replace “sacrifice” with “expend” in the last sentence.

Page 110 – Squire’s Burden

(General) [Clarification]

Abilities that indicate “as the spell” require a swift action to use (as noted in the above description of squire’s burden) regardless of the spell’s normal casting time.

Page 110 – Squire’s Burden,

Least [Deletion]

Remove “and has a caster level equal to three times your squire of legend level” from the second sentence.

Page 113 – Blackguard Spells

[Addition]

Under 4th level, the following spell should be included. “Profane Item: Target object deals 1d4/caster level (max. 10d4 points of negative energy damage to the next animal, plant,

good outsider, or good shapechanger that touches it; undead must also save or flee for 1d4 minutes."

Page 116 – Aligned Aura

[Substitution]

Under Saving Throw, the entry should say "See text" and not "Fortitude partial."

Page 116 – Benediction

[Deletion]

The second sentence should be removed.

Page 117 – Bewildering Visions

[Substitution]

Under Saving Throw, the entry should say "See text" and not "Will negates."

[Revision]

The second and third sentences should read, "The subject must make a Will save or be sickened for the duration of the spell. Additionally, a character that fails his Will save must make a Fortitude save each round or be nauseated."

Page 118 – Body Ward [Deletion]

Remove the last sentence of the second paragraph.

Page 118 – Conduit of Life

[Addition]

The last sentence should have "(maximum +10)" after the noted curing effect.

Page 118 – Conduit of Life

[Substitution]

The Target entry should read, "Shield or heavy armor worn."

Page 118 – Darts of Life

[Substitution]

Effect should read "Personal" and not "One or more creatures per round."

Page 120 – Door of Decay

[Deletion]

Remove the first sentence.

Page 120 – Execration [Revision]

Replace first two sentences with, "With a touch, you impose a -2 luck penalty on all of another creature's saving throws."

Page 121 – Footsteps of the

Divine [Substitution]

Under Duration, the entry should say "See text."

[Revision]

The two final sentences should read, "You can discharge the spell to add +10 feet to your speed per remaining

round of the spell's duration. This effect lasts until the end of your turn."

Page 121 – Forest Child

[Substitution]

Replace "Effect: One wooden duplicate" with "Target: A tree of at least one size category larger than you."

Page 122 – Iconic Manifestation

[Revision]

First paragraph should read, "The descriptor of this spell matches a non-neutral component of your alignment. For instance, if you are lawful neutral, you cast *iconic manifestation* as a lawful spell. If you are chaotic good, you can cast *iconic manifestation* as a good or chaotic spell (not both). If you are neutral and have no lawful, chaotic, good, or evil component, the spell has no effect on you."

[Revision]

The second sentence of the second paragraph should read, "Invoking the spell's effect requires a swift action and requires you to expend one daily use of your wild shape ability."

Page 122-123 – Impede [Addition]

The penalties imposed by the spell should be sacred if your deity is good or neutral or profane if your deity is evil.

Page 123 – Interfaith Blessing

[Addition]

The bonuses of this spell should be sacred if your deity is good or neutral or profane if your deity is evil.

Page 123 – Light of Courage

[Revision]

The second sentence should read, "If you make a turning check before the duration expires, each undead creature on which your turning check succeeds (regardless of whether they take turning damage) takes 1d8 points of damage per two caster levels you possess (maximum 10d8)."

Page 123 – Light of Faith

[Revision]

The spell's text should read, "This spell grants you a sacred bonus equal to one-half your divine caster level (maximum +5) on your next turning check."

Page 124 – Light of Wisdom

[Addition]

The spell's text should indicate that you can gain a maximum of +5

levels for the purpose of this effect.

**Page 124 – Lore of the Gods
[Revision]**

The last sentence of the first paragraph should read, "The +5 insight bonus still applies in both cases, but utilizing this option discharges the spell."

**Page 124 – Mark of Sin
[Addition]**

The penalty on the first line of the third paragraph should be sacred if your deity is good or neutral or a profane if your deity is evil.

**Page 124 – Master Cavalier
[Addition]**

The bonuses should be typed as circumstance bonuses.

[Revision]

The second paragraph should read, "If you are affected by *master cavalier* while your mount is under the effects of *phantom charge* (see below) and *war-mount* (page 129), your mount gains the ability to walk on liquids and gains a fly speed (average maneuverability) equal to its normal land-based speed."

**Page 124-125 – Metal Fang
[Addition]**

The natural weapon does not deal 1 point less damage for being silvered as ordinary weapons do.

**Page 126 – Profane Item
[Substitution]**

The Saving Throw entry should read, "Will negates (object) and Will partial; see text."

**Page 126 – Sacred Item
[Substitution]**

The Saving Throw entry should read, "Will negates (object) and Will partial; see text."

[Deletion]

The section, "(other than yourself)" can be removed from the second line.

**Page 129 – Touch of Restoration
[Deletion]**

Remove the second paragraph.

**Page 129-130 – Weight of Sin
[Substitution]**

The Saving Throw entry should read, "Fortitude partial, then Will negates; see text."

**Page 134 – Ehlonna's Brooch
[Substitution]**

Summon animal should be *summon nature's ally*.

**Page 135-136 – Armor of the Beast
[Addition]**

A druid retains his class abilities while wearing *armor of the beast*.

**Page 136 – Bastion of Righteous War
[Addition]**

In the second paragraph, the attacks of opportunity granted by expending turn/rebuke undead attempts should be noted as being able to exceed your normal allotment of attacks of opportunity.

**Page 137 – Bow of Elvenkind
[Substitution]**

The aura should be strong, not moderate. The school should be divination, not transmutation.

**Page 137 – Staff of the Vagabond
[Substitution]**

The school should be conjuration, not transmutation.

**Page 139 – Crest of Valor
[Addition]**

The bonus type in the last sentence of the item's descriptive text should be morale.

**Page 139 – Gauntlets of War
[Addition]**

The aura should be faint, not strong.

[Addition]

The bonus type should be enhancement.

**Page 139 – Helm of Righteous War
[Substitution]**

The school should be divination, not evocation.

[Revision]

The first line of the second paragraph should read, "As a swift action, you can expend one daily turn or rebuke undead attempt; this allows you to know the square in which all enemies within 10 feet are located, though it does not eliminate forms of concealment, such as invisibility."

**Page 139-140 – Lancer's Spurs
[Addition]**

At the end of the last sentence of the first paragraph, add "giving the mount a magic weapon for the purpose of overcoming damage reduction."

**Page 140 – Mantle of the Beast
[Addition]**

At the end of the last sentence of the first paragraph, add "giving you a magic weapon for the purpose of overcoming damage reduction."

**Page 142 – Sandals of the
Vagabond**

[Substitution]

The school should be conjuration,
not divination.

Page 144 – Quiver of Elvenkind

[Substitution]

The school should be necromancy, not
transmutation.