**Squad Champion**

**1st Circle - Champion's ArmorEX:** You are granted a suit of brightly-coloured armor, which you can call to your person with a dramatic gesture and shouted command. It covers your whole body, including your face, but does not limit your field of vision.

Your armor snaps into existence at the start of combat, pieces fading in to protect you as needed until you can complete your transformation at the start of your turn. The armor provides [Damage Reduction] equal to half your circles in this track (rounded up). In addition it comes with two mundane weapons of your choice, each of which provides an item bonus to attack rolls equal to half your circles in this track (rounded up).

**2nd Circle - Combined AttackEX:** While you are within [Melee] range of another Squad Champion with this ability, you may take a swift action to aid him for 1 [Round]. If both of you perform identical actions (using the same ability, attacking with a melee/ranged weapon, etc.) then yours is absorbed into his; only the leader's action takes effect, but he gains a +1 bonus to his attack rolls and saving throw DCs, and if the action would deal damage then it deals additional damage equal to the damage of the absorbed action plus both characters' KOMs. A Squad Champion cannot receive aid from more than one character at once in this fashion.

**3rd Circle - Heroic DisplayEX:** Once per [Encounter] as a standard action, you may strike a dramatic pose and proclaim your presence. Every creature within [Medium] range who can see you must make a Will save (DC = 10 + half your character level + your KOM) or become [Dazed] for 1 [Round] and [Dazzled] for 5 rounds. Even if they succeed on their save, they are still [Dazzled] for 5 rounds.

**4th Circle - ColossusEX:** Once per [Scene], you may gain the [Colossus legendary ability](https://web.archive.org/web/20150124020556/http%3A//www.ruleofcool.com/wp-content/uploads/2011/12/New-Legendary-Abilities-1.pdf) for a single [Encounter].

In addition, up to two characters of this circle may use Combined Attack to aid the same leader at once; the bonuses stack.

**5th Circle - Sure StrikeEX:** Once per [Encounter], you can declare an attack or use of a damage-dealing ability to be a Sure Strike. Any dice rolls you would make as part of a Sure Strike instead use the average result, rounded down (eg. all attack rolls are treated as rolls of 10, and an attack which dealt 11d6 damage would deal 38 damage). Damage dealt by a Sure Strike cannot be reduced by any means, including [Damage Reduction] and [Resistance]. If the damage dealt by a Sure Strike would reduce a creature to 0hp, then the Sure Strike hits automatically and the target fails all applicable saves against it.

**6th Circle - FusionEX:** While you are within [Melee] range of one or more Squad Champions with this ability, and all you are under the effects of Colossus, you may all spend standard actions to merge together. In any round where you use this ability you may use Heroic Display as a move action.

While merged you take actions as normal, but share a single space. Only one member of the fusion can take move actions to move their speed per [Round] (carrying the other members with them), though other move actions are still possible; the movement speed of any member of the fusion becomes the average speed of all its members. Any damage dealt to you while fused is split evenly between all members. Finally, select one of your magic items when you gain this ability; all members of the fusion are considered to possess that magic item and be attuned to it, even if this would exceed the normal limit of items they can use at once.

In addition, up to four characters of this circle may use Combined Attack to aid the same leader at once; the bonuses stack.

**7th Circle - Heroic ResolveEX:** Once per [Encounter], as a move action, you can heal all damage, setting your current hit point total to your maximum HP. Using this ability also resets your uses of Heroic Display and Sure Strike, allowing you to use them again.