

pathfinder 2e champion guide

pathfinder 2e champion guide offers an in-depth exploration of one of the most iconic classes in the Pathfinder 2nd Edition role-playing game. This comprehensive guide covers every essential aspect of playing a champion, from understanding its core mechanics and role in a party to optimizing character builds and selecting powerful feats. Champions, known for their divine magic and stalwart defense, serve as protectors and moral beacons on the battlefield, making them invaluable in both combat and narrative scenarios. This guide is tailored to help players maximize their champion's potential, whether as a frontline tank, a supportive healer, or a righteous avenger. Readers will find detailed advice on choosing deity options, divine spells, and effective combat strategies to dominate encounters. The following sections will examine champion fundamentals, key abilities, feats, equipment, and combat tactics to create a fully optimized and thematic champion character.

- Champion Fundamentals and Role
- Choosing Your Deity and Cause
- Champion Key Abilities and Statistics
- Feats and Skill Selection
- Equipment and Weapon Choices
- Combat Strategies and Tactics
- Champion Spellcasting Overview

Champion Fundamentals and Role

The champion class in Pathfinder 2e is primarily a divine warrior dedicated to upholding justice, protecting allies, and smiting evil. Champions are a subclass of divine casters with a strong emphasis on martial prowess combined with supernatural abilities granted by their chosen deity or cause. They are often front-line defenders who use their high armor class, healing capabilities, and protective auras to shield their party from harm. Champions have a unique alignment restriction based on their cause, which reinforces their role as paragons of virtue or vengeance. Their class features promote teamwork and encourage players to embody the ideals of their cause through both roleplay and combat effectiveness.

Role in the Party

Champions serve as the party's moral compass and a bulwark against enemy forces. Their combination of heavy armor proficiency, strong saving throws, and healing spells makes them ideal tanks and support characters. Champions excel at drawing enemy attention and mitigating damage

to vulnerable party members while providing buffs and protection. Their divine abilities often come with powerful reactions and immunities that increase battlefield control, making them indispensable in both offensive and defensive roles.

Class Features Overview

Key class features of the champion include the Champion's Reaction, which allows them to use the Retributive Strike to punish attackers, and the Lay on Hands ability, enabling healing and removal of harmful conditions. Champions also gain divine spellcasting capabilities and access to unique champion feats that enhance their protective and offensive abilities. These features synergize to create a resilient and versatile character who can adapt to various combat scenarios while maintaining thematic consistency with their deity or cause.

Choosing Your Deity and Cause

One of the most defining choices for a champion is selecting a deity and cause, which heavily influences roleplay and mechanical options. The cause represents the champion's guiding principle and determines alignment restrictions, available champion feats, and divine powers. Deities provide thematic flavor and access to specific domain spells and abilities that reinforce the champion's identity.

Available Causes

Pathfinder 2e offers several champion causes, each with distinct characteristics:

- **Paladin:** Champions of justice and righteousness who smite evil and protect the innocent.
- **Liberator:** Defenders of freedom and champions against tyranny who fight to liberate the oppressed.
- **Redeemer:** Merciful champions who seek to redeem foes and prevent unnecessary bloodshed.
- **Desecrator:** Champions who embrace darker themes, often devoted to chaotic or evil deities.

Choosing a cause affects available feats, alignment restrictions, and how your champion interacts with the world.

Deity Selection

Deity selection aligns the champion with a divine source of power. Each deity offers unique domain spells, favored weapons, and thematic elements. Common domains include war, protection, healing, and retribution. Selecting a deity that matches the campaign's setting and the champion's cause helps reinforce roleplay immersion and provides mechanical benefits through domain spells and divine favor.

Champion Key Abilities and Statistics

Optimizing key ability scores is crucial for an effective champion build. Strength, Constitution, and Charisma are the primary attributes to focus on, as they support both combat effectiveness and divine spellcasting.

Strength

Strength is the champion's main attribute for melee attacks and damage. A high Strength score improves weapon hit chances and damage output, making the champion a formidable frontline combatant.

Constitution

Constitution increases hit points and fortitude saving throws, enhancing survivability. Given the champion's role as a tank, investing in Constitution helps sustain damage during extended encounters.

Charisma

Charisma governs many of the champion's class features, including divine spellcasting and class DCs for champion-specific abilities. A strong Charisma score improves the potency of Lay on Hands and other divine powers.

Feats and Skill Selection

Champion feats enhance both defensive and offensive capabilities, allowing customization based on preferred playstyle. Skill choices should complement the champion's role as a protector and leader.

Essential Feats

Some of the most beneficial champion feats include:

- **Shield Block:** Increases survivability by allowing the champion to use their shield to block damage.
- **Retributive Strike:** A reaction that damages enemies who hit the champion, reinforcing the tank role.
- **Divine Ally:** Grants special abilities to weapons or shields, enhancing combat versatility.
- **Shielded Stride:** Improves mobility while maintaining shield defense.
- **Group Lay on Hands:** Enables healing multiple allies, increasing the champion's supportive

role.

Skill Priorities

Champions should invest in skills that enhance battlefield awareness and social interaction, such as:

- **Diplomacy:** Facilitates negotiations and roleplaying as a moral authority.
- **Religion:** Provides knowledge about deities, undead, and divine magic.
- **Athletics:** Useful for grappling, shoving, and other physical maneuvers in combat.

Equipment and Weapon Choices

Proper equipment selection maximizes the champion's defensive and offensive capabilities. Champions typically wear heavy armor and wield weapons favored by their deity or cause.

Armor

Heavy armor is the preferred choice for champions to maximize Armor Class (AC) and damage mitigation. Investing in a sturdy shield further increases survivability and unlocks shield-specific feats. Key armor choices include:

- Full Plate or equivalent heavy armor
- Steel or magical shields
- Items that boost AC or provide resistances

Weapons

Champions often use melee weapons that align with their deity's favored weapon. Common options include:

- Longsword
- Warhammer
- Lance
- Flail

Choosing a weapon with the versatile or reach trait can expand tactical options on the battlefield.

Combat Strategies and Tactics

Effective combat tactics are vital for a champion to fulfill their role as protector and frontline warrior. Champions excel at controlling enemy attention and mitigating damage.

Defensive Positioning

Champions should position themselves to intercept attacks aimed at vulnerable party members. Utilizing shield block and maintaining high AC ensures they can withstand incoming damage while protecting allies.

Using Reactions

Champion reactions, particularly Retributive Strike, allow punishing enemies who target the champion. Timing these reactions properly can turn the tide of battle by deterring foes from attacking or forcing them to reconsider their strategies.

Supporting Allies

In addition to tanking, champions use Lay on Hands and other healing abilities to sustain party members. Buffing and protecting allies with divine spells and champion auras maximizes overall group effectiveness.

Champion Spellcasting Overview

Champions have access to divine spells that complement their martial abilities and enhance their supportive role. Although not full casters, their spell list includes crucial healing, buffing, and utility spells.

Key Spells

Important champion spells include:

- **Shield of Faith:** Increases an ally's AC, improving survivability.
- **Bless:** Grants attack bonuses to allies, enhancing offensive potential.
- **Heal:** A versatile spell for restoring hit points and removing conditions.
- **Sanctuary:** Protects allies by deterring enemies from attacking them.

Spellcasting Mechanics

Champion spellcasting is based on Charisma and limited to divine spells granted by their deity and cause. Managing spell slots effectively ensures the champion can provide timely support throughout adventuring days. Combining spellcasting with martial prowess allows champions to remain flexible and valuable in a variety of situations.

Frequently Asked Questions

What are the main key abilities for a Champion in Pathfinder 2e?

The main key abilities for a Champion in Pathfinder 2e are Strength or Charisma, depending on the cause and build, with Constitution also being important for survivability.

How does the Champion's Cause impact gameplay in Pathfinder 2e?

The Champion's Cause (such as Paladin, Liberator, Redeemer, or Desecrator) determines their alignment restrictions, granted powers, and roleplaying aspects, influencing their abilities and how they interact with allies and enemies.

What are the best multiclass options for a Champion in Pathfinder 2e?

Good multiclass options for Champions include Fighter for additional combat prowess, Cleric for spellcasting versatility, or Ranger for ranged capabilities, depending on the player's preferred playstyle.

How do Champions use their Lay on Hands ability effectively?

Champions can use Lay on Hands to heal allies or harm undead and fiends, making it a versatile ability that supports both party survivability and offensive tactics against certain foes.

What feats are essential for a Champion build in Pathfinder 2e?

Essential feats for Champions include Shield Block, Retributive Strike, and various Champion reaction feats that enhance defense and capitalize on their role as protectors.

Can Champions in Pathfinder 2e use divine spells, and how

effective are they?

Yes, Champions gain access to divine spells focused on healing, protection, and smiting foes. While their spellcasting is limited compared to dedicated casters, these spells complement their frontline role well.

What is the typical role of a Champion in a Pathfinder 2e adventuring party?

Champions typically serve as frontline defenders and moral leaders, protecting allies with their high AC, divine abilities, and auras that bolster the party's resilience and effectiveness.

Additional Resources

1. *Pathfinder 2e Champion's Handbook: A Comprehensive Guide*

This guide offers an in-depth exploration of the Champion class in Pathfinder 2e, covering all available subclasses, feats, and abilities. It provides strategic insights on how to build and roleplay a resilient and righteous warrior. Players will find detailed explanations on alignment, deity selection, and how to effectively tank or support their party.

2. *Divine Warrior: Mastering the Champion in Pathfinder 2e*

Focused on the divine aspect of Champions, this book delves into the relationship between Champions and their chosen deities. It explores the thematic elements that shape their powers and moral codes. Readers will gain advice on crafting compelling backstories and maximizing the use of divine spells and abilities.

3. *Champion Feats and Builds for Pathfinder 2e*

This book is a treasure trove of optimized builds and feat combinations tailored for Champions. It includes tiered recommendations for beginners to experienced players, helping them customize their characters for offense, defense, or utility roles. The guide also examines synergies with weapons and armor to enhance combat effectiveness.

4. *The Shield of Faith: Defensive Tactics for Champions*

Dedicated to the Champion's role as a protector, this book emphasizes defensive strategies and positioning in combat. It discusses the best ways to use shield feats, reactions, and champion-specific abilities to safeguard allies. The tactical advice is complemented by sample scenarios and encounter tips.

5. *Pathfinder 2e Divine Heralds: Champions and Their Deities*

This volume explores the lore and thematic connections between Champions and various gods within the Pathfinder universe. It offers detailed deity profiles, including favored weapons, domains, and tenets. Players looking to deepen their character's spiritual motivations will find this book invaluable.

6. *Roleplaying the Champion: Ethical Dilemmas and Storytelling*

Beyond mechanics, this book focuses on the narrative aspects of playing a Champion. It addresses common ethical challenges and moral quandaries that arise from the Champion's code of conduct. The book provides tips for integrating these elements into campaigns to enrich roleplaying experiences.

7. Champion Archetypes and Multiclassing Options in Pathfinder 2e

This resource examines various Champion archetypes and how they can be combined with other classes for unique builds. It offers guidance on multiclassing feats and how to maintain thematic coherence. Players interested in hybrid roles or expanding their Champion's versatility will benefit from this guide.

8. Divine Smite and Beyond: Offensive Strategies for Champions

Focusing on the offensive capabilities of Champions, this book details effective use of smite abilities and combat maneuvers. It highlights synergy between Champion powers and weapon choices to maximize damage output. Tactical advice includes timing attacks and managing resources during encounters.

9. Champions of Justice: Campaigns and Adventures Featuring Champions

This compilation features story ideas, adventure hooks, and campaign settings centered around Champions. It provides Dungeon Masters with tools to create compelling narratives involving these divine warriors. The book also includes pre-generated Champion NPCs and villains to enrich gameplay.

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