

# champion guide pathfinder 2e

**Champion guide Pathfinder 2E** is an essential resource for players looking to navigate the complexities of the Champion class in Pathfinder Second Edition. The Champion, a divine warrior devoted to a deity, combines martial prowess with divine magic, making them formidable on the battlefield and a reliable ally in any adventuring party. This guide will explore the various aspects of building and playing a Champion in Pathfinder 2E, including class features, deity selection, feats, and roleplaying tips.

## Understanding the Champion Class

The Champion in Pathfinder 2E is a unique class that embodies the ideals and tenets of their chosen deity. They are not only capable fighters but also serve as the embodiment of their deity's will, often acting as protectors of the innocent and champions of justice. The class is defined by its heavy armor proficiency, a wide range of weapon choices, and the ability to channel divine energy.

## Key Features of the Champion

1. **Divine Ally:** At 1st level, Champions select a Divine Ally, which grants them special abilities and enhances their combat effectiveness. Options include a shield, a mount, or a weapon.
2. **Champion's Reaction:** Champions possess a unique reaction called "Champion's Reaction," allowing them to protect allies and thwart foes, reflecting their role as defenders.
3. **Deity and Cause:** Choosing a deity and a cause is crucial for a Champion. These choices not only influence the Champion's abilities and feats but also provide a strong narrative hook for roleplaying.
4. **Divine Spellcasting:** While not as versatile as full spellcasters, Champions can cast divine spells that align with their deity and chosen cause.
5. **Armor and Weapon Proficiency:** Champions are proficient with all armor and shields, making them resilient in combat. They can also choose from a wide variety of weapons, enhancing their versatility.

## Selecting a Deity

Choosing a deity is one of the most critical aspects of creating a Champion. Each deity offers different abilities, spells, and themes, shaping how a Champion plays and interacts with the world. Below are some prominent deities in Pathfinder 2E and their associated causes:

- **Abadar** - God of civilization, commerce, and law. Champions of Abadar focus on order and justice.

- **Iomedae** - Goddess of justice, honor, and valor. Champions of Iomedae embody the principles of righteousness and heroism.
- **Gorum** - God of battle and strength. Champions of Gorum are fierce warriors who revel in combat.
- **Sarenrae** - Goddess of healing and redemption. Champions of Sarenrae emphasize compassion and mercy.
- **Torag** - God of forge and protection. Champions of Torag are stalwart defenders and skilled craftsmen.

When selecting a deity, consider how their tenets align with your character's motivations and the overall party dynamics. This choice will inform not only your abilities but also your character's story.

## Champion Feats and Abilities

Champions have access to a variety of feats that enhance their combat abilities, spellcasting, and divine powers. Here are some notable feats to consider when building your Champion:

### Class Feats

1. **Champion Dedication:** This feat allows a character from another class to gain some Champion abilities, broadening the role of the Champion in the party.
2. **Shield Block:** This feat allows the Champion to use their shield to absorb damage, protecting themselves and their allies.
3. **Divine Smite:** An iconic ability that lets Champions channel divine energy into their attacks, dealing extra damage based on their deity's alignment.
4. **Lay on Hands:** A fundamental healing ability that enables Champions to restore hit points to themselves or allies, reinforcing their role as protectors.
5. **Divine Intercession:** This feat allows the Champion to call upon their deity for assistance, granting bonuses in dire situations.

### General Feats

In addition to class feats, Champions can also select general feats that enhance their overall capabilities. Some useful general feats include:

- **Toughness:** Increases your hit points, making you more resilient in combat.

- Diehard: Helps you stay in the fight even when reduced to zero hit points.
- Incredible Initiative: Enhances your initiative rolls, allowing you to act earlier in combat.

## Roleplaying Your Champion

Playing a Champion is not just about combat; it also involves embodying the ideals of your chosen deity. Here are some tips for effectively roleplaying your Champion:

### Embody the Tenets

Your Champion should strive to uphold the tenets of their deity. Whether it's promoting justice, compassion, or valor, let these principles guide your decisions both in and out of combat. Engage with NPCs and fellow party members in a way that reflects your character's beliefs.

### Interaction with Other Party Members

As a Champion, you may often find yourself in a protective role. Use your abilities to shield allies from harm and support them in achieving their goals. This can create a dynamic where your character becomes the moral compass of the group, helping to navigate difficult decisions.

### Character Development

Consider how your Champion's devotion influences their personal growth. Are they unwavering in their beliefs, or do they struggle with doubts? Exploring these themes can add depth to your character and create interesting narrative arcs.

## Building a Champion: Tips and Tricks

Building a Champion effectively requires careful consideration of your character's abilities, feats, and background. Here are some tips to help you create a well-rounded character:

1. **Choose a complementary deity:** Select a deity whose values align with your desired playstyle, whether that's combat-oriented, support-focused, or a mix.
2. **Balance offense and defense:** While Champions excel in martial combat, don't neglect your defensive capabilities. Invest in feats that enhance your survivability.
3. **Coordinate with your party:** Discuss with your fellow players how your Champion can fill gaps in the party composition, such as healing or frontline defense.

4. **Engage with the narrative:** Work with your GM to weave your character's beliefs and backstory into the campaign, creating personal stakes in the story.
5. **Adaptation:** Be open to evolving your character's beliefs and motivations throughout the campaign as they encounter new challenges and experiences.

## Conclusion

The Champion class in Pathfinder 2E offers a rich and rewarding experience for players who enjoy combining martial prowess with divine purpose. By carefully selecting a deity, understanding class features, and engaging in thoughtful roleplaying, you can create a Champion that not only excels in combat but also enriches the story of your campaign. Whether you choose to be a stalwart defender of justice, a fierce warrior of battle, or a compassionate healer, the Champion is a versatile class that can adapt to many party dynamics and narrative arcs. Embrace the path of the Champion and let your divine light shine in the world of Pathfinder!

## Frequently Asked Questions

### What is a Champion in Pathfinder 2E?

In Pathfinder 2E, a Champion is a class that embodies a divine warrior, serving a deity and wielding holy power to protect and support their allies while smiting evil.

### What are the key abilities of a Champion in Pathfinder 2E?

Key abilities of a Champion include Lay on Hands for healing, Divine Ally for enhancing their weapon or shield, and several powerful class feats that allow them to smite foes or protect allies.

### How does one choose a Champion's cause in Pathfinder 2E?

When creating a Champion, players choose a cause that reflects their deity's ethos, such as the Paladin's cause of the Liberator or the Redeemer, which grants unique abilities and bonuses.

### What are the best feats for a Champion in Pathfinder 2E?

Some of the best feats for a Champion include Smite Evil, which allows them to deal extra damage to enemies, and Shield Block, which enhances their defensive capabilities.

### Can a Champion use ranged weapons effectively in Pathfinder 2E?

While Champions are primarily melee combatants, they can effectively use ranged weapons by selecting specific feats that enhance their ranged capabilities, such as Divine Hurl.

## **What are some common archetypes for Champions in Pathfinder 2E?**

Common archetypes include the Paladin, focusing on martial prowess and protection; the Redeemer, emphasizing redemption and healing; and the Liberator, who champions freedom and justice.

## **How does the Champion's alignment affect gameplay in Pathfinder 2E?**

A Champion's alignment plays a crucial role in gameplay, as it influences their abilities, interactions with deities, and how they can use their class features like Smite and Lay on Hands.

## **What is the role of a Champion in a party in Pathfinder 2E?**

The role of a Champion in a party is to act as a frontline defender, support healer, and moral compass, protecting allies, dealing damage to foes, and providing buffs through their divine powers.

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