

CHAMPION GUIDE PATHFINDER 2E

CHAMPION GUIDE PATHFINDER 2E OFFERS PLAYERS A COMPREHENSIVE OVERVIEW OF ONE OF THE MOST ICONIC AND POWERFUL CLASSES IN THE PATHFINDER 2ND EDITION ROLE-PLAYING GAME. THIS GUIDE DELVES INTO THE CORE MECHANICS, ABILITIES, AND STRATEGIES THAT MAKE THE CHAMPION A FORMIDABLE PROTECTOR AND DIVINE WARRIOR. UNDERSTANDING THE CHAMPION'S ROLE, KEY CLASS FEATURES, AND THE VARIOUS PATHS AVAILABLE IS ESSENTIAL FOR MAXIMIZING EFFECTIVENESS IN COMBAT AND SUPPORT SCENARIOS. THIS ARTICLE COVERS EVERYTHING FROM ABILITY SCORE PRIORITIES TO EQUIPMENT CHOICES, SPELL OPTIONS, AND FEATS THAT ENHANCE THE CHAMPION'S PERFORMANCE. WHETHER PREPARING FOR A NEW CAMPAIGN OR REFINING AN EXISTING CHARACTER, THIS CHAMPION GUIDE PATHFINDER 2E PROVIDES CRUCIAL INSIGHTS AND EXPERT TIPS. THE FOLLOWING SECTIONS WILL EXPLORE CHARACTER CREATION, CLASS FEATURES, PATHS, FEATS, AND GAMEPLAY TACTICS IN DETAIL.

- CHAMPION CLASS OVERVIEW
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CHAMPION CLASS OVERVIEW

THE CHAMPION IN PATHFINDER 2E IS A DIVINE WARRIOR DEDICATED TO UPHOLDING A SACRED CAUSE, OFTEN ACTING AS A PROTECTOR AND FRONTLINE COMBATANT. CHAMPIONS ARE KNOWN FOR THEIR STRONG DEFENSIVE CAPABILITIES AND THEIR UNIQUE ABILITY TO SHIELD ALLIES FROM HARM. THEY COMBINE MARTIAL PROWESS WITH DIVINE MAGIC, DRAWING POWER FROM THEIR FAITH AND DEDICATION TO A DEITY OR CAUSE. THE CLASS IS DESIGNED TO FILL A TANK OR SUPPORT ROLE, EXCELLING AT DAMAGE MITIGATION, BATTLEFIELD CONTROL, AND PROTECTING VULNERABLE PARTY MEMBERS.

ROLE AND PLAYSTYLE

CHAMPIONS PRIMARILY SERVE AS GUARDIANS AND DEFENDERS IN THE PARTY. THEIR HIGH ARMOR CLASS (AC) AND HIT POINTS ALLOW THEM TO ABSORB DAMAGE THAT MIGHT OTHERWISE THREATEN THEIR COMPANIONS. ADDITIONALLY, CHAMPIONS BRING UNIQUE ABILITIES SUCH AS LAY ON HANDS AND DIVINE SHIELDS, WHICH PROVIDE HEALING AND PROTECTIVE EFFECTS. THE CLASS ENCOURAGES A PLAYSTYLE FOCUSED ON POSITIONING, DAMAGE PREVENTION, AND TACTICAL SUPPORT RATHER THAN RAW DAMAGE OUTPUT.

CLASS FEATURES SUMMARY

KEY CLASS FEATURES OF THE CHAMPION INCLUDE:

- **DIVINE ALLY:** GRANTS A SPECIAL BOND WITH A WEAPON, SHIELD, OR MOUNT, ENHANCING COMBAT CAPABILITIES.
- **CHAMPION'S REACTION:** ALLOWS THE CHAMPION TO IMPOSE SAVING THROWS ON ATTACKERS WHEN THEY HARM ALLIES.
- **LAY ON HANDS:** PROVIDES RESTORATIVE HEALING TO SELF OR ALLIES.
- **DEITY AND CAUSE:** TIES THE CHAMPION TO A DIVINE POWER, INFLUENCING ABILITIES AND ROLEPLAY ELEMENTS.

CHAMPION PATHS AND DEITIES

CHOOSING A PATH AND DEITY IS A DEFINING ASPECT OF CREATING A CHAMPION IN PATHFINDER 2E. THESE CHOICES DETERMINE THE CHAMPION'S ALIGNMENT, ABILITIES, AND ROLE WITHIN THE PARTY. EACH PATH REPRESENTS A SACRED CAUSE THAT THE CHAMPION CHAMPIONS, SUCH AS PROTECTING THE INNOCENT, PURSUING JUSTICE, OR ENFORCING LAW.

AVAILABLE CHAMPION CAUSES

PATHFINDER 2E OFFERS SEVERAL CHAMPION CAUSES, EACH GRANTING UNIQUE BENEFITS AND THEMATIC FLAVOR. THE PRIMARY CAUSES INCLUDE:

- **PALADIN:** CHAMPIONS OF GOOD WHO UPHOLD JUSTICE AND RIGHTEOUSNESS.
- **REDEEMER:** FOCUSED ON MERCY AND REDEMPTION, OFTEN PROTECTING AND HEALING ALLIES.
- **LIBERATOR:** CHAMPIONS OF FREEDOM WHO FIGHT AGAINST OPPRESSION.
- **DESECRATOR:** A DARKER PATH OFTEN ASSOCIATED WITH EVIL DEITIES, FOCUSING ON DOMINATION AND PUNISHMENT.

DEITY SELECTION

EACH CHAMPION MUST SWEAR ALLEGIANCE TO A DEITY WHOSE IDEALS ALIGN WITH THEIR CAUSE. THE CHOICE OF DEITY AFFECTS THE CHAMPION'S DIVINE SPELLS, THEMATIC ABILITIES, AND ROLEPLAYING OPPORTUNITIES. DEITIES COMMONLY ASSOCIATED WITH CHAMPIONS OFTEN EMBODY VALUES SUCH AS HONOR, PROTECTION, JUSTICE, OR VENGEANCE. SELECTING A DEITY ALSO INFLUENCES THE CHAMPION'S ALIGNMENT RESTRICTIONS AND SPELL LIST.

KEY ABILITIES AND STATS

OPTIMIZING ABILITY SCORES IS CRITICAL FOR CRAFTING AN EFFECTIVE CHAMPION. STRENGTH AND CHARISMA ARE GENERALLY THE MOST IMPORTANT ATTRIBUTES, INFLUENCING COMBAT EFFECTIVENESS AND DIVINE POWERS. CONSTITUTION ALSO PLAYS A KEY ROLE IN SURVIVABILITY, ENSURING THE CHAMPION CAN WITHSTAND FRONTLINE COMBAT.

PRIMARY ABILITY SCORES

THE THREE PRIMARY ABILITY SCORES FOR A CHAMPION ARE:

- **STRENGTH:** ENHANCES MELEE ATTACK ROLLS, DAMAGE, AND ATHLETICS CHECKS.
- **CHARISMA:** POWERS DIVINE ABILITIES INCLUDING LAY ON HANDS AND CHAMPION'S REACTIONS.
- **CONSTITUTION:** INCREASES HIT POINTS AND FORTITUDE SAVES, IMPROVING DURABILITY.

SECONDARY ABILITY SCORES

WHILE DEXTERITY AND WISDOM ARE LESS CRITICAL, THEY CAN STILL CONTRIBUTE TO DEFENSE AND PERCEPTION. DEXTERITY

IMPROVES REFLEX SAVES AND AC, WHILE WISDOM AIDS WILL SAVES AND PERCEPTION CHECKS. INTELLIGENCE IS TYPICALLY THE LEAST IMPORTANT FOR CHAMPIONS, THOUGH IT CAN HELP WITH SKILLS AND LORE KNOWLEDGE.

FEATS AND CLASS FEATURES

FEATS PROVIDE CHAMPIONS WITH OPTIONS TO CUSTOMIZE THEIR ABILITIES AND PLAYSTYLE. CLASS FEATURES GAINED AT VARIOUS LEVELS AUGMENT COMBAT PROWESS, DEFENSIVE CAPABILITIES, AND UTILITY. SELECTING THE RIGHT FEATS CAN SIGNIFICANTLY ENHANCE A CHAMPION'S EFFECTIVENESS IN BOTH OFFENSE AND DEFENSE.

NOTABLE CHAMPION FEATS

SOME OF THE MOST IMPACTFUL FEATS INCLUDE:

1. **SHIELD BLOCK:** ALLOWS THE CHAMPION TO USE THEIR SHIELD TO REDUCE DAMAGE TAKEN.
2. **RETRIBUTIVE STRIKE:** DEALS DAMAGE BACK TO ENEMIES THAT HIT THE CHAMPION.
3. **DIVINE SMITE:** EMPOWERS WEAPON STRIKES WITH DIVINE ENERGY, ADDING EXTRA DAMAGE.
4. **SANCTUARY:** PROTECTS ALLIES BY PENALIZING ATTACKS AGAINST THEM.

CLASS FEATURES PROGRESSION

AS THE CHAMPION ADVANCES IN LEVELS, THEY GAIN IMPROVED DIVINE POWERS, ENHANCED DEFENSES, AND ADDITIONAL REACTIONS THAT BOLSTER THEIR ROLE AS PROTECTORS. KEY MILESTONES INCLUDE INCREASED LAY ON HANDS HEALING, ADVANCED DIVINE ALLY OPTIONS, AND GREATER FLEXIBILITY IN IMPOSING SAVING THROWS ON FOES.

EQUIPMENT AND GEAR CHOICES

PROPER GEAR SELECTION IS VITAL FOR MAXIMIZING A CHAMPION'S POTENTIAL. HEAVY ARMOR AND SHIELDS ARE STAPLES, BOOSTING AC AND DAMAGE RESISTANCE. WEAPON CHOICES DEPEND ON THE CHAMPION'S FAVORED COMBAT STYLE AND DIVINE ALLY BOND.

ARMOR AND SHIELDS

CHAMPIONS TYPICALLY WEAR HEAVY ARMOR TO BENEFIT FROM HIGH AC VALUES. SHIELDS NOT ONLY INCREASE AC BUT ALSO ENABLE KEY CLASS FEATURES SUCH AS SHIELD BLOCK AND DIVINE ALLY ENHANCEMENTS. INVESTING IN MAGICAL ARMOR AND SHIELDS FURTHER INCREASES SURVIVABILITY AND BATTLEFIELD PRESENCE.

WEAPONS

WEAPON SELECTION VARIES BUT OFTEN CENTERS ON MELEE WEAPONS SUCH AS LONGSWORDS, WARHAMMERS, OR FLAILS. THE DIVINE ALLY FEATURE ALLOWS THE CHAMPION TO BOND WITH A WEAPON, SHIELD, OR MOUNT, GRANTING MAGICAL BENEFITS SUCH AS INCREASED DAMAGE, CRITICAL HIT EFFECTS, OR DEFENSIVE BONUSES.

COMBAT AND GAMEPLAY STRATEGIES

SUCCESSFUL CHAMPIONS BALANCE OFFENSE AND DEFENSE WHILE PRIORITIZING THE SAFETY OF THEIR ALLIES. STRATEGIC POSITIONING, REACTION MANAGEMENT, AND TIMELY USE OF CLASS ABILITIES ARE KEY TO EFFECTIVE GAMEPLAY. CHAMPIONS EXCEL IN ABSORBING ATTACKS AND CONTROLLING ENEMY MOVEMENTS.

DEFENSIVE TACTICS

USING SHIELD BLOCK AND CHAMPION'S REACTION EFFECTIVELY REDUCES INCOMING DAMAGE AND DETERS ENEMIES FROM ATTACKING VULNERABLE PARTY MEMBERS. POSITIONING IN CHOKEPOINTS OR IN FRONT OF WEAKER ALLIES HELPS MAINTAIN PARTY COHESION AND SURVIVABILITY.

OFFENSIVE SUPPORT

WHILE NOT PRIMARILY DAMAGE DEALERS, CHAMPIONS CONTRIBUTE THROUGH DIVINE SMITE AND RETRIBUTIVE STRIKE, PUNISHING ENEMIES WHO ATTACK THEM OR THEIR ALLIES. COORDINATING ATTACKS WITH PARTY MEMBERS AND SELECTING TARGETS STRATEGICALLY ENHANCES OVERALL COMBAT EFFECTIVENESS.

HEALING AND UTILITY

LAY ON HANDS PROVIDES CRUCIAL HEALING SUPPORT, ALLOWING THE CHAMPION TO SUSTAIN THE PARTY DURING EXTENDED ENCOUNTERS. ADDITIONALLY, CHAMPIONS CAN UTILIZE DIVINE SPELLS AND ABILITIES TO BOLSTER ALLIES, REMOVE HARMFUL EFFECTS, OR CONTROL THE BATTLEFIELD.

FREQUENTLY ASKED QUESTIONS

WHAT IS THE ROLE OF A CHAMPION IN PATHFINDER 2E?

IN PATHFINDER 2E, THE CHAMPION SERVES AS A FRONTLINE DEFENDER AND HOLY WARRIOR WHO PROTECTS ALLIES AND SMITES FOES USING DIVINE POWERS GRANTED BY THEIR DEITY.

WHICH DEITY SHOULD A CHAMPION CHOOSE TO MAXIMIZE THEIR EFFECTIVENESS?

CHOOSING A DEITY THAT ALIGNS WITH THE CHAMPION'S CAUSE IS CRUCIAL; POPULAR CHOICES INCLUDE IOMEDAE FOR JUSTICE AND VALOR, TORAG FOR PROTECTION AND DEFENSE, AND SARENRAE FOR HEALING AND REDEMPTION.

WHAT ARE THE KEY ABILITY SCORES FOR A CHAMPION IN PATHFINDER 2E?

STRENGTH OR DEXTERITY (DEPENDING ON WEAPON CHOICE) AND CHARISMA ARE TYPICALLY PRIMARY ABILITY SCORES FOR CHAMPIONS, AS STRENGTH/DEXTERITY BOOSTS ATTACK AND DAMAGE, WHILE CHARISMA ENHANCES DIVINE SPELLCASTING AND CHAMPION CLASS FEATURES.

HOW DOES THE CHAMPION'S CAUSE AFFECT THEIR GAMEPLAY?

A CHAMPION'S CAUSE (SUCH AS PALADIN, REDEEMER, OR LIBERATOR) DETERMINES THEIR ALIGNMENT RESTRICTIONS, DEITY OPTIONS, AND UNIQUE CLASS FEATURES, WHICH INFLUENCE THEIR COMBAT STYLE AND ROLE IN THE PARTY.

WHAT ARE THE BEST WEAPONS AND ARMOR FOR A CHAMPION?

CHAMPIONS EXCEL WITH HEAVY ARMOR TO MAXIMIZE DEFENSE AND TYPICALLY WIELD MELEE WEAPONS LIKE LONGSWORDS, WARHAMMERS, OR FLAILS THAT ALIGN WITH THEIR DEITY'S FAVORED WEAPONS TO BENEFIT FROM CLASS FEATURES.

HOW IMPORTANT IS THE CHAMPION'S STANCE AND REACTION ABILITIES?

STANCE AND REACTION ABILITIES ARE VITAL FOR CHAMPIONS, ALLOWING THEM TO PROTECT ALLIES BY USING REACTIONS LIKE RETRIBUTIVE STRIKE AND TO ADAPT THEIR COMBAT STYLE TO VARIOUS THREATS EFFECTIVELY.

WHAT FEATS SHOULD A NEW CHAMPION PRIORITIZE IN PATHFINDER 2E?

NEW CHAMPIONS SHOULD PRIORITIZE FEATS THAT ENHANCE THEIR DEFENSIVE CAPABILITIES AND SMITING POTENTIAL, SUCH AS SHIELD BLOCK, DIVINE ALLY, AND RETRIBUTIVE STRIKE, TO MAXIMIZE SURVIVABILITY AND DAMAGE OUTPUT.

CAN CHAMPIONS USE SPELLS, AND IF SO, WHAT TYPES ARE MOST USEFUL?

YES, CHAMPIONS HAVE ACCESS TO DIVINE SPELLS FOCUSED ON HEALING, PROTECTION, AND UTILITY, SUCH AS BLESS, SHIELD OTHER, AND BLESS WEAPON, WHICH COMPLEMENT THEIR FRONTLINE ROLE AND PARTY SUPPORT.

ADDITIONAL RESOURCES

1. *PATHFINDER 2E: THE CHAMPION'S HANDBOOK*

THIS COMPREHENSIVE GUIDE DIVES DEEP INTO THE CHAMPION CLASS, DETAILING ITS ORIGINS, CORE MECHANICS, AND ROLE IN THE PARTY. IT OFFERS PLAYERS AN EXTENSIVE SELECTION OF FEATS, WEAPONS, AND ARMOR TAILORED TO CHAMPIONS. THE BOOK ALSO EXPLORES DIFFERENT CAUSES AND HOW THEY SHAPE A CHAMPION'S ABILITIES AND NARRATIVE.

2. *DIVINE WARRIORS: MASTERING THE CHAMPION CLASS IN PATHFINDER 2E*

FOCUSED ON THE DIVINE ASPECTS OF CHAMPIONS, THIS BOOK PROVIDES STRATEGIES FOR UTILIZING DIVINE SPELLS AND BLESSINGS EFFECTIVELY. IT INCLUDES LORE ON VARIOUS DEITIES AND HOW CHAMPIONS CAN ALIGN WITH THEIR CAUSES. PLAYERS WILL FIND ADVICE ON OPTIMIZING COMBAT TACTICS AND SUPPORTING ALLIES THROUGH DIVINE POWER.

3. *THE CHAMPION'S PATH: ROLEPLAYING AND COMBAT STRATEGIES*

AN ESSENTIAL RESOURCE FOR PLAYERS AND GMS, THIS BOOK EMPHASIZES BOTH THE ROLEPLAYING OPPORTUNITIES AND TACTICAL COMBAT APPROACHES FOR CHAMPIONS. IT FEATURES DETAILED SCENARIOS AND ENCOUNTER SUGGESTIONS THAT HIGHLIGHT THE CHAMPION'S STRENGTHS. ADDITIONALLY, IT OFFERS TIPS ON INTEGRATING A CHAMPION'S MORAL CODE INTO THE CAMPAIGN.

4. *SHILDBEARERS AND REDEEMERS: CHAMPION ARCHETYPES IN PATHFINDER 2E*

THIS VOLUME EXPLORES VARIOUS CHAMPION ARCHETYPES, FROM STALWART DEFENDERS TO ZEALOUS AVENGERS. IT PROVIDES BLUEPRINT BUILDS AND CUSTOMIZATION OPTIONS FOR EACH ARCHETYPE, ALLOWING PLAYERS TO TAILOR THEIR CHAMPION TO THEIR PREFERRED PLAYSTYLE. THE BOOK ALSO DISCUSSES THEMATIC ELEMENTS AND STORY HOOKS RELEVANT TO EACH ARCHETYPE.

5. *CHAMPION FEATS AND ABILITIES COMPENDIUM*

A FOCUSED COLLECTION OF NEW AND CLASSIC FEATS DESIGNED SPECIFICALLY FOR CHAMPIONS. THIS COMPENDIUM EXPANDS THE OPTIONS AVAILABLE FOR ENHANCING A CHAMPION'S COMBAT PROWESS, DEFENSIVE CAPABILITIES, AND SUPPORTIVE ROLES. IT INCLUDES DETAILED DESCRIPTIONS, PREREQUISITES, AND TACTICAL ADVICE FOR EACH FEAT.

6. *PATHFINDER 2E: CHAMPIONS OF THE REALM*

THIS LORE-RICH BOOK INTRODUCES NOTABLE CHAMPIONS FROM THE PATHFINDER WORLD, PROVIDING INSPIRATION FOR CHARACTER CREATION AND STORYTELLING. IT COMBINES BIOGRAPHICAL SKETCHES WITH UNIQUE EQUIPMENT AND SIGNATURE MOVES ASSOCIATED WITH THESE LEGENDARY FIGURES. THE BOOK SERVES AS BOTH A NARRATIVE AND MECHANICAL RESOURCE.

7. *CHAMPION'S EQUIPMENT AND WEAPONRY GUIDE*

DEDICATED TO THE GEAR THAT CHAMPIONS WIELD, THIS GUIDE COVERS SPECIALIZED WEAPONS, ARMOR, AND MAGICAL ITEMS

THAT ENHANCE A CHAMPION'S EFFECTIVENESS. IT INCLUDES CRAFTING RULES, ENCHANTMENT OPTIONS, AND GEAR OPTIMIZATION TIPS. PLAYERS CAN USE THIS TO OUTFIT THEIR CHAMPION FOR ANY CHALLENGE.

8. *PATHFINDER 2E: THE OATHBOUND CHAMPION*

THIS BOOK DELVES INTO THE SIGNIFICANCE OF OATHS AND SACRED VOWS FOR CHAMPIONS, DETAILING HOW THEY INFLUENCE ABILITIES AND ROLEPLAYING. IT OFFERS NEW MECHANICS FOR OATH-BOUND CHAMPIONS, INCLUDING PENALTIES AND REWARDS TIED TO OATH FULFILLMENT. THE TEXT ALSO FEATURES NARRATIVE ADVICE FOR INCORPORATING OATHS INTO CHARACTER ARCS.

9. *ADVANCED TACTICS FOR CHAMPIONS IN PATHFINDER 2E*

A TACTICAL MANUAL THAT PRESENTS ADVANCED COMBAT STRATEGIES AND PARTY SYNERGY TIPS FOR CHAMPIONS. IT COVERS POSITIONING, TIMING, AND COORDINATION WITH OTHER CLASSES TO MAXIMIZE THE CHAMPION'S IMPACT. THE BOOK ALSO INCLUDES SAMPLE ENCOUNTER DESIGNS AND ENEMY TACTICS TO CHALLENGE CHAMPIONS.

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