

RETRIBUTIVE STRIKE ↷

CHAMPION

Trigger: An enemy damages your ally, and both are within 15 feet of you.

You protect your ally and strike your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

GLIMPSE OF REDEMPTION ↷

CHAMPION

Trigger: An enemy damages your ally, and both are within 15 feet of you.

Your foe hesitates under the weight of sin as visions of redemption play in their mind’s eye. The foe must chose one of the following options:

- ◆ The ally is unharmed by the triggering damage.
- ◆ The ally gains resistance to all damage against the triggering damage equal to 2 + your level. After the damaging effect is applied, the enemy becomes Enfeebled 2 until the end of its turn.

LIBERATING STEP ↷

CHAMPION

Trigger: An enemy damages, Grabs, or Grapples your ally, and both are within 15 feet of you.

You free an ally from restraint. If the trigger was an ally taking damage, the ally gains resistance to all damage equal to 2 + your level. The ally can attempt to break free of effects grabbing, restraining, immobilizing, or paralyzing them. They either attempt a new save against one such effect that allows a save, or attempt to Escape from one effect as a free action. If they can move, the ally can Step as a free action, even if they didn’t need to escape.

SMITE EVIL ◆

CHAMPION

Prerequisites: Divine Ally (Blade)

Your blade becomes an even more powerful tool against evildoers. Select one foe you can see. Until the start of your next turn, your Strikes with the weapon your Blade Ally inhabits against that foe deal an extra 4 good damage, increasing to 6 if you have Master proficiency with this weapon.

If the foe attacks on of your allies, the duration extends to the end of that foe’s next turn. If the foe continues to attack allies each turn, the duration continues to extend.

SHIELD OF RECKONING ↷

CHAMPION

Prerequisites: Champion’s Reaction, Divine Ally (Shield), tenets of good, Shield Warden

Trigger: A foe’s attack against an ally matches the trigger for both your Shield Block reaction and your Champion’s Reaction.

When you shield your ally against an attack, you call upon your power to protect your ally further. You can use the Shield Block reaction to prevent damage to an ally and also use your Champion’s Reaction against the foe that attacked your ally.

BLADES OF JUSTICE ◆◆

CHAMPION

Prerequisites: Paladin cause

You call upon your divine power and make a weapon or unarmed Strike against a foe you have witnessed harming an ally or innocent. The Strike deals two extra weapon damage dice if the target of your Strike is evil. Whether or not the target is evil, the Strike applies all effects that normally apply on a Retributive Strike (such as Divine Smite), and can convert all the physical damage from the attack into Good damage.

LAY ON HANDS ◆

UNCOMMON

CHAMPION

HEALING

NECROMANCY

POSITIVE

Cast: ◆ somatic

Range: Touch

Targets: 1 willing living creature or 1 undead creature

Your hands become infused with positive energy, healing a living creature or damaging an undead creature with a touch. If you use lay on hands on a willing target, you restore 6 Hit Points; if the target is one of your allies, they also gain a+2 status bonus to AC for 1 round. Against an undead target, you deal 1d6 damage and it must attempt a basic Fortitude save; if it fails, it also takes a –2 status penalty to AC for 1 round.

Heightened [+1]: the amount of healing increases by 6 , and the damage to an undead target increases by 1d6.

CAST A SPELL ⚡, ⚡, ⚡, ⚡, ⚡, ↻

CHAMPION

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ◆ Material (Manipulate)
- ◆ Somatic (Manipulate)
- ◆ Verbal (Concentrate)
- ◆ Focus (Manipulate)

SUSTAIN A SPELL ⚡

CHAMPION

Requirements: You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as “sustained up to 1 minute” or sustained up to 1 hour”).

If your Sustain a Spell action is disrupted, the spell immediately ends.

DISMISS ⚡

CHAMPION

You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

REFOCUS ⚡

CHAMPION

CONCENTRATE

EXPLORATION

Requirements: You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.