

Battle Medicine (DC 15) (Background, Feat)**Traits:** General, Healing, Manipulate, Skill**One Action****Prerequisites** trained in Medicine

You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Haughty Obstinance (Ancestry Feats, Feat, Human, Race)**Traits:** Human

Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Ranged Reprisal (Champion, Class, Class Feats, Feat)**Traits:** Champion**Prerequisites** Paladin cause

You can use Retributive Strike with a ranged weapon. In addition, if the foe that triggered your reaction is within 5 feet of your reach but not in your reach, as part of your reaction you can Step to put the foe in your reach before making a melee Retributive Strike.

Shield Block (Champion, Class, Feat)**Traits:** General**Reaction****Trigger** While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Champions's Code (Champion, Class)

You follow a code of conduct, beginning with tenets shared by all champions of an alignment (such as good), and continuing with tenets of your cause. Deities often add additional strictures (for instance, Torag's champions can't show mercy to enemies of their people, making it almost impossible for them to follow the redeemer cause). Only rules for good champions appear in this book. Tenets are listed in order of importance, starting with the most important. If a situation places two tenets in conflict, you aren't in a no-win situation; instead, follow the more important tenet. For instance, as a paladin, if an evil king asked you if you're hiding refugees so he could execute them, you could lie to him, since the tenet against lying is less important than preventing harm to innocents. Trying to subvert your code by creating a situation that forces a higher tenet to override a lower tenet (for example, promising not to respect authorities and then, to keep your word, disrespecting authorities) is a violation of the champion code.

If you stray from your alignment or violate your code of conduct, you lose your focus pool and divine ally until you demonstrate your repentance by conducting an *atone* ritual (page 409), but you keep any other champion abilities that don't require those class features. If your alignment shifts but is still one allowed by your deity, your GM might let you retrain your cause while still following the same deity.

The Tenets of Good All champions of good alignment follow these tenets.

- You must never perform acts anathema to your deity or willingly commit an evil act, such as murder, torture, or the casting of an evil spell.
- You must never knowingly harm an innocent, or allow immediate harm to one through inaction when you know you could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents at an indefinite time in the future, or to sacrifice your life to protect them.

Paladin's Tenets

- You must act with honor, never taking advantage of others, lying, or cheating.
- You must respect the lawful authority of legitimate leadership wherever you go, and follow its laws.

lomedae's Anathema: abandon a companion in need, dishonor yourself, refuse a challenge from an equal

Retributive Strike (3 Resistance) (Cause, Champion, Class)**Traits:** Champion**Reaction****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.

Weapon Traits**Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Weapon Traits

Attached to shield

An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash, but only if you're wielding the shield. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal (page 453), and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Versatile P

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Armor

Steel shield

Like wooden shields, steel shields come in a variety of shapes and sizes. Though more expensive than wooden shields, they are much more durable.