

Paladin

Description



Role: Specialist (Support/Warrior hybrid)

Universe: Diablo (First appearance: Diablo 2)

Difficulty: Hard

Range: 1.5 (Same range as Zeratul)

Resource: None (Like Illidan/Murky/Cho'gall/Abathur)

Basic Attack damage: 87 (Same as Chen)

Attack speed: 1.25 (Same as Tyrael)

Health: 2549 (Same as Johanna)

Niche: Damage mitigation, and Basic Attack damage boost

Short Description: The Paladin is a durable and disruptive melee specialist, who provides passive bonuses to all allies within range. Has no Heroic Ability.

Detailed Description: The **Paladin** cannot dish out large sums of damage on his own, but his above average health pool, coupled with his passive Area of Effect (AoE) damage mitigation and his active self-shielding, allows him to absorb enemy damage in a more *direct* manner than most other heroes. The **Paladin** wants to stay in combat for as long as possible, to generate as much **Shield** as possible, in order for him to **Shield** his allies, using his **Holy Shield**.

The **Paladin** relies on landing his **Smite** and **Charge** abilities continually, in order to maintain his **Shields**. If the **Paladin** misses one of these abilities, he will not be able to sustain his **Shields** for his next ability rotation. He is therefore countered by high mobility heroes, who can avoid his **Charge**, and stay out of range of his **Smite**. He is also countered by Crowd Control (CC) such as **Stuns**, **Polymorphs** and **Silence**, as they prevent him from using his abilities, thereby preventing **Shield** generation.

As the **Paladin's Charge** does not make him **Unstoppable**, the **Paladin** is at his most vulnerable when charging. Prime your **Stuns**, **Polymorphs**, **Roots** and **Silences** for when he charges, for the best effect.

Abilities



Smite (Q)

Shield bash that knocks back enemies, rendering them neutral

Debuff duration: Until knockback effect ceases (Roughly 0.2 seconds)

Target type: Fan AoE ability

Valid targets: All non-structure enemy units

Cast range: Shares range with The Paladin's Basic Attack range

Knockback range: Same as **Diablo's Shadow Charge**

Shield amount: 2.5% of **Paladin**'s maximum HP for every enemy hero hit

Shield duration: 6 seconds (extendible with **Paladin**'s other shielding abilities)

Cooldown: 4 seconds

Detailed description: **Smite** allows the **Paladin** to knockback an enemy within melee range, stunning them until the knockback ceases. **Smite** deals a small amount of damage to the target, but enemies that are still under the effect of the knockback are smitten. **Smitten** enemies are considered neutral. This renders them susceptible to damage from both teams, allowing the **Paladin** to use his enemies to block hostile skillshots, and preventing all healing done on the target during the duration. **Smitten** enemies only take 10% damage from friendly fire. If friendly fire kills a **Smitten** enemy, the **Paladin** is considered responsible for the kill. **Smitten** can be dispelled by **Cleanse**, and obeys **Unstoppable**. Also extends the duration of **Shields** from external sources, such as those from **Brightwing** and **Tassadar**.



Charge (W)

Charges to target location, converting all damage received to Shields

Slow duration: 1.25 seconds

Slow amount: 20%

Target type: Straight line skillshot

Cast range: Same as **Muradin's Dwarf Toss**

Shield amount: All damage received, + 10% of **Paladin**'s maximum HP

Shield duration: 6 seconds (extendible with **Paladin**'s other shielding abilities)

Ignores collision: Ally non-structure collision only

Unstoppable: No

Cooldown: 6 seconds

Detailed description: **Charge** allows the **Paladin** to charge to a targeted location, dashing there with righteous haste. The **Paladin** absorbs all damage received while charging, and converts the damage to **Shields**. **Charge** does not ignore enemy collision, and **Charge** will stop pre-emptively, if collision is made with either the terrain, or enemy heroes. If the **Paladin** collides with an enemy, that enemy is then **Slowed**. Also extends the duration of **Shields** from external sources, such as those from **Brightwing** and **Tassadar**.



Holy shield (E)

Gain a Shield relative to the number of allies in range, then distribute ALL Shields

Cast time: 0.5 seconds

Target type: Ground AoE effect, centred on self

Valid targets: All non-structure allies. The Paladin is also considered a valid target for shield generation, but is not considered a valid target for shield distribution.

Shield amount: Boost all existing **Shields** on the **Paladin** by 10% for every ally within range.

Shield duration: 1.5 second on self, 3 seconds on allies (NOT extendible by any means, overwrites all current shield durations)

Cast range: Same as **Tyrael's Righteousness**

Cooldown: 80 seconds

Cooldown on interrupt: 10 seconds

Shield cap:

Allied Heroes:

Assassin & Specialist: 25% of their maximum HP

Support: 30% of their maximum HP

Warrior: 35% of their maximum HP

Allied Summons:

Basic summons: 25% of their maximum HP

Heroic summons: 50% of their maximum HP

Trait summons: 15% of their maximum HP

Allied Minions:

Lane minions: 15% of their maximum HP

Objective spawned minions: 25% of their maximum HP

Allied Mercenaries:

Boss & Objective: 5% of their maximum HP

Knight camp: 20% of their maximum HP

Siege camp: 15% of their maximum HP

Detailed description: The **Paladin** overloads himself with a massive **Holy Shield** for a short duration. The strength of the **Shield** scales with every non-structure ally in range of the initial cast. ALL allies within range of the initial cast is marked with a holy symbol, signifying who is shielded once the **Paladin**'s own **Holy Shield** expires. When the **Paladin**'s **Holy Shield** expires, ALL allies who were marked with a holy symbol receives their own **Holy Shield**, the cap of which is based on the unit in question. The **Paladin** will not be affected by the distributed **Holy Shield**, after his own **Holy Shield** expires. The **Paladin** cannot distribute more **Shields** than the amount of **Shields** he had, when his **Holy Shield** expired. If an ally who was marked with a holy symbol dies before the **Paladin**'s **Holy Shield** expires, then all of the **Shields** that ally would have received will be lost. **Holy Shield** accepts ALL **Shields** on the **Paladin**, including **Shields** from external sources, such as **Tassadar** or **Brightwing**.



Holy Aura (Trait)

The Paladin can swap between multiple Auras that provide a passive effect

Aura duration: Until swapped

Target type: Passive AoE benefit, centred on caster

Valid targets: All non-structure, non-mercenary and non-objective allies, and himself

Aura range: Same as **Holy Shield**

Aura activation delay: The active **Aura** has a 0.2 second delay before activating it's effect, after the initial swap

Detailed description: The **Paladin** possesses 3 unique **Auras**, that he can switch between at will: **Might**, **Defiance** and **Salvation**. At level 10, the **Paladin** may pick up one of two new **Auras**: **Sanctuary** and **Holy Freeze**. Additionally, all **Auras** receive new benefits at every talent tier, expect for the Heroic tier. Only 1 **Aura** may ever be active at any time.



Might (1) [Basic Aura]

The Paladin increases the Basic Attack damage of all allies

Damage increase: 7.5% Basic Attack damage increase. Stacks with other **Auras**, such as **Tyrande's Trueshot Aura**.



Defiance (2) [Basic Aura]

The Paladin provides all allies with a resistance to Basic Attack damage

Damage reduction: 12.5% Basic Attack damage reduction. Stacks with other sources of **Block**, such as **Murky's Fishtank** or **Brightwing's Pixie Dust**.



Salvation (3) [Basic Aura]

The Paladin provides all allies with a resistance to ability damage

Damage reduction: 12.5% ability damage reduction. Stacks with other sources of ability damage reduction, such as **Spell Shield**, and **Brightwing's Shield Dust**.



Sanctuary (4) [Heroic Aura]

All affected allied players periodically knocks back nearby enemies.

Cooldown: 10 seconds (The cooldown always ticks down, even when another **Aura** is active)

Cast range: Half the range of **Brightwing's Soothing Mist**.



Holy Freeze (4) [Heroic Aura]

All affected allied players slow enemies with every attack and ability.

Slow duration: 1.5 second

Slow amount: 20%. Slows both movement speed and attack speed.

Talents

Level 1

[Quest] Zealous Devotion: Gathering regeneration globes permanently increases shields gained through basic abilities by 1%, capping at 30%. When 30 globes have been collected, HP is permanently increased by 400.

[Quest] None Shall Pass: Absorbing ability damage with **Charge** decreases the cooldown of **Holy Shield** by 0.1 second, capping at 20 seconds. When 200 sources of ability damage have been absorbed, **Shield** duration of **Smite** and **Charge** increases by 2 seconds.

Holy Defence: **Smite** now provides 1 charge of **Block** for every enemy hero hit.

[Passive] Zakarum's Reach: Increase your Basic Attack range by 160%.

Level 4

[Automatically Acquired] Aura up!: **Salvation** now heals allies for 5% of their damage dealt through abilities. Whenever an ally affected by **Defiance** dies or kills an enemy, heal your allied players for 2.5% of the maximum MP and HP of the deceased. **Might** now also increases affected allied players' movement speed by 10%.

Knock Off!: Increases the range of **Smite**'s knockback by 50%, thereby also extending the duration of **Smitten** from 0.2 seconds to 0.3 seconds.

Holy Shielding: When **Charge** passes through an allied hero, that hero gains **Shields** equal to 3% of their maximum HP.

[Active] Holy Ward: Places a ward on the ground, that heals all allies in range for 1% of their maximum HP every second, for 20 seconds. 45 second cooldown.

Level 7

[Automatically Acquired] Aura up!: **Salvation** now also passively recovers 1.5 MP every second on all affected allies. **Defiance** now returns 100% of the mitigated damage to the attacking enemy hero as ability damage. **Might** now also increases affected allied players' attack speed by 10%.

[Active] Cleanse

[Passive] Righteous Fire: Deal 10 damage to all nearby enemies every second.

[Passive] Holy Momentum: Reduces the remaining cooldown of all basic abilities by 0.25 seconds. Cooldown reduction does not affect **Auras**.

Level 10

[Heroic] Sanctuary

[Heroic] Holy Freeze

Level 13

[Automatically Acquired] Aura up!: When an enemy hero damages an ally affected by **Salvation**, with ability damage, reduce that enemy's movement by 10% for 1 second. Allies affected by **Defiance**, are now 20% more resistant to CC. **Might** now also reduces an allied player's basic ability cooldowns by 0.1 seconds, whenever they hit with a Basic Attack.

Vigor: Increases the speed of **Charge** by 35%, and increases the range by 20%.

A Good Smiting: Increases the **Shield** generation of **Smite** to 3.5% for every enemy hero hit, from 2.5%.

[Active] Fist of the Heavens: Target opponent is **Smitten** for 0.5 second. 30 seconds cooldown.

Level 16

[Automatically Acquired] Aura up!: If an allied player is affected by **Salvation** and two CC effects on a hero would overlap, make them **Unstoppable** for 0.1 seconds. Cooldown: 24 seconds. **Defiance** now reduces grants all affected units a single charge of **Block**. The charge refreshes every 12 seconds. **Might** now also splashes for 50% of the damage dealt to the primary target. Stacks with other sources of cleave.

Sacrifice: **Smite** now also drains 1.5% of your maximum health, and deals that much damage to all targets. Always drains health over shields.

Along for the ride: **Charge** now drags the first target you pass through with you, be they friend or foe, until you travel for the full duration, or collide with any other hero.

DODGE!: **Smite** now also works on allies, but they are not **Smitten**.

Level 20

[Automatically Acquired] Aura up!: **Holy Freeze** now slows for 30%, up from 20%. Reduce the cooldown on **Sanctuary** to 5 seconds, from 10 seconds. **Salvation** now reduces ability damage taken by 25%, up from 12.5%. **Defiance** now reduces Basic Attack damage taken by 25%, up from 12.5%. **Might** now also drains 1% of the target's maximum health with every Basic Attack.

[Passive] In My Time of Need: When an ally who is affected by one of your **Auras** would have died, reduce their health to 1 HP instead, and transfer 10% of your accumulated **Shields** to that ally, alongside their remaining duration. Cooldown: 90 seconds.

There Is Yet Hope: If your **Shields** from **Smite** or **Charge** expire, you instantly prolong the duration by another 4 seconds.

The Ultimate Shield: Double the **Shield** generation of **Holy Shield**, and increase all hero **Shield** caps by 50% of their current cap.