

# SHIELD MASTER

**Y**ou are a Shield Master. Whether you are a soldier in training, or a mercenary that happens to be more proficient with their shield than most, you are a pro when it comes to defense. Others you travel with might be able to hit harder and deal more damage in comparison, but that doesn't faze you. Because at the end of the day you're able to go toe-to-toe with some of the worst creatures the world has to offer and laugh as their attacks bounce harmlessly off your shield.

Whether you're a grizzled old veteran who has survived some of the most brutal moments in more than a few skirmishes, or the heavy duty guardsmen sent in when things truly get well out of hand; seeing your well armored and defensible form spells disaster for your enemies and a miracle for your allies. Who needs the calvary when you can have a ball of pure defense?

## CREATING A SHIELD MASTER

When creating a Shield Master it is important to keep in mind that a shield has many different approaches. Whether to protect yourself while you reload your crossbow, or to wade into battle and absorb the damage, the shield is a vital part of who you are.

So that brings up the question: Why did you become a Shield Master? What are you trying to protect? Yourself? Others? Are you in some sort of group and serve as the tank? Were you assigned this job? Did you intentionally pick up the class to be able to protect yourself while you fire arrows? Or did you shoulder the responsibility as a tank so that others wouldn't get hurt? Is this for some reason in your backstory? Or do you simply like laughing at enemies as they try to hit you?

## QUICK BUILD

You can make a Shield Master quickly by following these suggestions. First, Strength should be your highest ability score, followed by Constitution. Second, choose the Soldier background.

## CLASS FEATURES

As a Shield Master you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per Shield Master level

**Hit Points at 1st Level:** 8 + Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + Constitution modifier per Shield Master level after 1st

### PROFICIENCIES

**Armor:** All Armor, Light Shields, Medium Shields

**Weapons:** Simple Weapons, Martial Weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Pick 2 from Athletics, Perception, Intimidation, or Survival

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A longsword or (b) A morningstar (c) A longbow w/ 20 arrows
- (a) An Explorer's Pack or (b) a Dungeon's Pack
- (a) A Round Shield and Leather Armor, or (b) Round Shield and Chain Shirt

If you are using starting wealth, you have 3d6 x 10 in funds.

## MULTICLASSING

To multiclass into Shield Master you need Strength and Constitution scores of 13.

## THE SHIELD MASTER

Level	Proficiency Bonus	Features
1st	+2	Untiring Arm, Shield Bash
2nd	+2	Sunken In
3rd	+2	Path of the Shield Master
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Shield Wall
6th	+3	Path Feature
7th	+3	Disciple of the Shield
8th	+3	Ability Score Improvement
9th	+4	Shielded Mind
10th	+4	Path Feature
11th	+4	Armor Piercer
12th	+4	Ability Score Improvement
13th	+5	Brutal Force
14th	+5	Path Feature
15th	+5	
16th	+5	Ability Score Improvement
17th	+6	Mobile Defender
18th	+6	Path Feature
19th	+6	Ability Score Improvement
20th	+6	Master of the Shield



## UNTIRING ARM

A shield does not burden you. When using a shield, you do not feel its weight as much- all shields weigh half as much for you. Shields impair half movement debuff, and no movement debuff if your strength is 20+. The Pavise impairs no movement debuff for those who follow the Paviser path.

## SHIELD BASH

A shield may mainly be for defense, but you have learned how to utilize it just as deftly as any weapon. On your turn you may take an Attack action to bash your opponent with your shield. You add your proficiency bonus to the Attack roll. If the attack hits, you deal 1d6 + your Strength Modifier.

If you are using a Heavy Shield, Shield Bash deals 1d10+ your Strength Modifier and the target must then make a Strength Saving throw of 8 + your proficiency bonus + your Strength Modifier or be pushed back 10 feet.

If you are using the Pavise you gain a passive ability. Any attack made from behind is made at disadvantage. (If your DM is not using flanking then this ability puts all ranged attacks at Disadvantage.) In addition you may slam against the Pavise while it is anchored hitting any enemy directly behind it for 1d6 + your Strength Modifier.

You must be wielding a shield to use this ability.

## SUNKEN IN

When you decide to settle into a defensive stance, there aren't many who can break past it. At 2nd level, after the start of combat if you do not use your movement on your turn you go into a defensive stance gaining +1 AC. Every subsequent round you gain an additional +1 AC to a maximum of +5 AC. This resets when you move. In addition, you gain the benefits of the Sentinel Feat, furthermore any attack or effect that knocks you prone that you make a save for, you make the save with advantage.

In order to use this ability, you must not move on your turn.

If you are using the Pavise, setting it up is now a free action instead.

You must be wielding a shield to use this ability.

## PATH OF THE SHIELD MASTER

When you reach 3rd level, you may choose to go down either the path of the Knight, the Pavisier, the Immortal, or the Mage Bane.

## ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, when you take the attack option, you may attack twice.

## SHIELD WALL

You were made to protect your allies and be their shield. As such, at 5th level allies within 5 feet gain a bonus to their AC based on Shield Type (+1 for Light, +2 for Medium, +3 for Heavy). In addition, if you are using a Heavy Shield allies gain half cover.

If you are using the Pavise allies standing next to it can use it to impose disadvantage on enemy ranged attacks.

You must be wielding a shield to use this ability.

## DISCIPLE OF THE SHIELD

Where most warriors spend their time learning how to fight with weapons, you have dedicated yourself to the shield. At 7th level, whenever you are wielding a shield and are not incapacitated you may add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful AOE effect. If this effect is a saving throw to determine whether or not you take half damage, you may use your reaction to impose your shield between you and the effect to take no damage so long as you make the save.

If this effect is a saving throw to determine whether or not you take half damage and you are wielding a Heavy Shield you impose your shield between you and the effect to take no damage so long as you make the save. This does not require a reaction.

You must be wielding a shield to use this ability.

## SHIELDED MIND

You have not only become the master of shields, but also the master of a shielded mind. At 9th level you have advantage on saving throws against being charmed, frightened, or being controlled. If you have the fey ancestry trait any attempt to charm, frighten, or control you is additionally made with disadvantage.

## ARMOR PIERCER

Defense is what you're all about. So you know just where to hit to find the weakest point. At 11th level, whenever you make an Attack against another creature, you may use up your Bonus Action to ignore 2 points of their AC when making your roll. If the attack hits, then the very next attack done against the creature has advantage.

The amount of AC you ignore increases to 3 at 16th level, and 4 at 20th level.

## BRUTAL FORCE

Further training has taught you how to put your full weight against your shield bash. At 13th level, whenever you make a Shield Bash against a creature they take an additional 1d6 damage. In addition if they fail the save you may choose to either knock them prone, disarm them, or push them back 10-ft.

If you are using a Heavy shield your shield bash does an additional 1d10 damage. In addition if they fail the save you may choose any or all of the above effects.

Additionally you may slam a Pavise (anchored or unanchored) to force enemies in a 10-ft cone to make a strength saving throw. On a failed save, enemies take 1d6 + your strength modifier, lose their reactions and suffer half movement until the end of your next turn.

You must be wielding a shield to use this ability.

## MOBILE DEFENDER

Though you do best when you've set yourself up in your position, you've learned how to maintain that sort of stability even after moving. At 17th you may now move and still be able to maintain your Sunken In status.

If you are using a Heavy Shield you may now move at half speed and maintain your Sunken In status.

If you are using the Pavise you gain the ability to lift it and move half your movement speed before re-anchoring it.

You must be wielding a shield to use this ability.

## MASTER OF THE SHIELD

At 20th level you have finally become a master. Your Constitution score is increased by 4 and your maximum for that score is now 24. You also gain the benefits of the Tough Feat. In addition, your shield is now like an extension of your body and weighs nothing for you.

## PATH OF THE KNIGHT

One who tries to uphold the best morals, but will do what is needed. Wading into battle to slay his enemies. You do best when utilizing both shield and sword in a deadly combo.

## HEROIC INSPIRATION

At 3rd level you gain the ability to inspire your allies. Using your bonus action you give one ally a Heroic die, a d8. Once within the next 10 minutes, the creature may roll the die and add the result to a damage roll, ability check, or saving throw. This can be done before or after the roll it is applied to, but must be done before the DM declares the results of that roll. Once a heroic inspiration die is rolled, it is lost. you may only have one Heroic die out at a time. You have Heroic die equal to your charisma modifier, and gain back charges after a long rest.

At 7th level you may have 2 out at a time, and at 11th level you may have 3 out at a time.

## COURAGEOUS

At 6th level, when the danger grows, your courage grows with it. When a creature would cause you to become frightened, they must pass a wisdom contest against you. If they succeed, you are frightened, if they fail, they are instead frightened of you. In addition at 9th level Shielded Mind provides immunity to frightened.

At 9th level Shielded Mind gives you advantage on your wisdom saves and ability checks.



## HEROIC CHARGE

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At 10th level, if you so choose, at the beginning of any battle, you may skip at turn and prepare a charge. This charge is a focused attack on 1 enemy, the attack deals 3d8 damage and pushes the enemy back 20ft, and they fall prone. Any enemy within 5-ft of you after the charge must make a wisdom saving throw of 8 + your proficiency bonus + your Charisma Modifier or be frightened.

At 14th level, you can inspire any member of your party to join you and the focused attack will target two enemies of your choice, damage is increased to 6d8, in addition enemies will now become frightened of you and the member of the party who joined you.

At 16th level, you can inspire up to 3 members of your party and damage is increased to 9d8.

## CRUSHING COUNTERSTRIKE

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At 14th level, as a reaction, you can declare a Crushing Counterstrike. Make an attack roll against the enemy's attack roll. If you tie or roll past the total of their attack roll, you successfully counter the attack. This attack deals your normal weapon damage.

You can use this feature a number of times equal to your Strength Modifier (min 1) per long rest.

## NO MERCY TO THINE ENEMY

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At 18th level you become a true Knight Shield Master, if a member of your party is in critical condition ( knocked unconscious or near death ) you can mark the creature that hit that member last as an enemy and challenge it, this creature has disadvantage to rolls attacking you and the party member in critical condition, in addition you gain advantage to attack rolls against the creature and your attacks deal an additional weapon dice. In addition your actions trigger Heroic Inspiration and each of your allies receives a die that does not count towards your max charges.

## PATH OF THE IMMORTAL

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On the battlefield, you are the protector of the team. You laugh in the face of danger as attacks clink uselessly off your armor, the few that get through barely hurting at all.

## HEAVY SHIELD DISCIPLE

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At 3rd level, you can now equip and use Heavy shields. While using a Heavy shield you have disadvantage with all other weapons.

## ARMORED HIDE

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It takes a lot to get through your defenses. At 3rd level, you are resistant to to all forms of bludgeoning, slashing, and piercing damage.

You must be wielding a shield to gain this benefit.

## ANCHOR HOWL

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At 3rd Level you can give a roaring challenge. Any enemy within 5-ft turns their attention to you and can only attack you. Any enemy that was affected by Anchor Howl get advantage on all attacks against you. You have two charges per short rest. This effect ends when all affect enemies are dead, or if you have not taken damage since your turn.

Your charges increase to 3 at 6th level, 4 at 12th level, and 5 at 17th level. In addition, the range of Anchor Howl increases to 10-ft at 12th level.

## INDOMITABLE FORCE

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At 6th Level as an action, you can perform an large swing with any Heavy Shield hitting any number of enemies in a 15x5 ft space in front of you. Each enemy takes 2d6 (2d10 if using a Heavy Shield) + your strength modifier damage and must make a Strength saving throw of 8 + your proficiency bonus + your Strength Modifier or be knocked 5ft back and prone. All attacks against you are made with advantage till your next turn.

## SHIELDS UP

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At 10th level you have learned to always keep your shield up and are never surprised. You gain the Alert Feat.

## EXTREME PROTECTION

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At 14th level, you know just where to put your shield to get the best protection from it. You gain an additional +1 to your AC when wielding a shield on top of the current bonus it gives. Furthermore, any time you leave an enemy's attack range, any opportunity attacks made against you are done so with disadvantage as you raise your shield while fleeing.

This benefit increases to +2 when you reach 17th level, +3 when you reach 20th level.

You must be wielding a shield to use this ability.

## CASTLE OF STONE.

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At 18th level you become the pinnacle of defense, an immobile fortress of stone that can take all damage for a short duration. As a reaction you can turn into impenetrable stone. You are immune to all damage until your next turn. You have 1 charge per short rest.



## PATH OF THE MAGE BANE

You strike fear into the heart of mages. Specializing in absorbing the damage caused by spells and preventing the casters from casting their spells in the first place.

### HEAVY SHIELD DISCIPLE

At 3rd level, you can now equip and use Heavy shields. However while wearing a Heavy shield you have disadvantage with all other weapons.

### MAGICAL TOLERANCE

Your training has taught you to resist the power magic users wield. At 3rd level you may pick one type from Fire, Cold, Lightning, Psychic, Poison, Thunder, Acid, Necrotic, Radiant, or Force to gain resistance to. You may pick an additional type to gain resistance to at 7th and 15th Levels.

Taking the brunt of magic, you have learned to throw it back at them. As an action, you throw a arcane projection of you shield with a range of 60-ft, dealing damage of a type you have Magical Tolerance for, rolling a spell attack with Constitution as your ability. This deals 1d10 magic damage of the type you have choosen for Magical Tolerance. This damage goes up to 2d10 at 5th Level, 3d10 at 11th Level, and 4d10 at 17th Level.

### REFLECTIVE SHIELD

At 6th level, you can use your Reaction to reflect back a spell that specifically targets you, or a single companion within 5-ft. Roll against the counter-spell DC (10 + Spell Level) with your Reflective Shield (1d20 + Strength Modifier + Proficiency Modifier).

By choosing to protect a companion, you forgo any protections given to you by your shield including its AC until your next turn.

### MAGICAL ENFUSEMENT

Taking the brute of spells with your shield has begun to warp the metal in very mysterious ways. At 10th level, you may choose to imbue your shield with one of the magical damage types you have chosen resistance for. Your Shield Bash now does 1d6 of that damage against foes. In addition, whenever you make a Shield Bash attack against a spellcaster using a concentration spell, they must make the save with disadvantage. At 16th you deal and additonal 1d6.

Damage is changed to d10's while using a Heavy Shield.

### SPELL DISTURBANCE

You can tell the signs of a spell about to fire, and know how to fight back. At 14th level, whenever a spell is about to be cast by an enemy you may take a Reaction to disrupt the spell. Make an Attack roll with your shield (1d20 + your proficiency bonus + your Strength modifier) spell save DC or their Attack roll. If it hits, the spell instantly fails.

## ANTI-MAGIC MASTER

Your time facing magic casters has taught you how to deal with them. At 18th level, any opponent gets disadvantage when targeting you with any type of magic spell or weapon and you have advantage on all spell-caused saving throws. You become immune to the damage types you choose for Magical Enfusement.

## PATH OF THE PAVISIER

You never want to be without cover as your firing on your enemies. As such, you bring cover with you. Your trusty Pavise always has your back.

### PAVISE ADEPT.

At 3rd level when you choose this path you know how to utilize the Pavise. Deploying the Pavise requires a full action.

### ARMORED ARCHER.

At 3rd level you gain +1 AC from the Pavise while it is on your back. Additionally you gain the Archer fighting style, gaining a +2 bonus to Attack rolls you make with Ranged Weapons.

### VOLLEY.

At 6th level you can use your action to make a ranged Attack against any number of creatures within 5-ft of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate Attack roll for each target.

### PAVISE PALISADE

At 14th level you have access to an upgraded Pavise made of a lighter wood that provides the same amount of protection. You may now take a bonus action to extend your Pavise an additional 5-ft.

### A TRUE PAVISIER.

At 18th level you have come into your own as a Pavisier Shield Master, trusting your Pavise to protect you while you are behind it. It now grants three-fourths cover while deployed and +2 AC while on your back.

# SHIELDS

It is important to note that with the addition of the Shield Master class that a number of special shields are added for his or her use, each one having it's ups and downs. In addition three classifications of shields are added Light, Medium, and Heavy Shields. Where Light is used more for parrying and a small bit of armor, and Heavy is used for higher defenses.

## NOTE FOR DMs

If you do not want to add all of the shields listed. It is recommended you add The Targe, Reinforced Kite, Tower Shield, and Pavise if a Shield Master is playing.

## LIGHT SHIELDS

All Light Shields provide +1 AC

### THE TARGE

**Cost:** 5g

**Class:** Light shield

**Weight:** 8 lbs

**Additional Qualities:** Can be worn on the arm. Doing so prevents it from being disarmed.

**Description:** The Targe shield is a flat, circular, shield worn around the hand. It is made of wood with iron reinforcements, leather covering and leather straps. Its simple design allows anyone to use it, but the skilled warrior may find it lackluster.

### WOODEN KITE SHIELD

**Cost:** 10g

**Class:** Light shield

**Weight:** 10 lbs

**Additional Qualities:** Provides Half cover against ranged attacks.

**Description:** The wooden kite shield is a long shield with a pointed bottom made of a wood with some minor metal reinforcement. It is relatively light, yet large enough to cover a fair amount of space.

### THE BUCKLER

**Cost:** 20g

**Class:** Light shield

**Weight:** 5 lbs

**Additional Qualities:** If your Dexterity is 15+ you may Parry, using your reaction to halve the attack's damage against you.

**Description:** The Buckler is more akin to an oversized gauntlet held in one hand, and is used as a parrying implement. The wielder usually has to depend on skillful dexterity to use the buckler rather than brute strength.

## MEDIUM SHIELDS

All Medium Shields provide +2 AC

### REINFORCED KITE SHIELD

**Cost:** 20g

**Class:** Medium shield

**Weight:** 12 lbs

**Additional Qualities:** Provides Half cover against ranged attacks.

**Description:** The reinforced kite shield is a long shield with a pointed bottom made of a wood with metal reinforcements along its body. It is relatively a sturdy piece of equipment, large enough to cover a fair amount of space.

### THE HEATER

**Cost:** 40g

**Class:** Medium Shield

**Weight:** 15 lbs

**Additional Qualities:** You can use a reaction to impose disadvantage on an enemys melee attack against you.

**Description:** The Heater shield is the classical shield you think of when you hear about knights. It is often adorned with fanciful art as a coat of arms for most nobility, and provides versatility in its use.



## HEAVY SHIELDS

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All Heavy Shields provide +3 AC

### METAL KITE SHIELD

**Cost:** 40g

**Class:** Heavy shield

**Weight:** 18 lbs

**Stat Requirement:** 14 Strength

**Additional Qualities:** Provides Half cover against ranged attacks. A 10 movement speed debuff is applied to you.

**Description:** The metal kite shield is a long shield with a pointed bottom made of solid metal. It has a higher durability than most wooden shields at the cost of its weight, large enough to cover a fair amount of space.

### TOWER SHIELD

**Cost:** 50g

**Class:** Heavy shield

**Weight:** 22 lbs

**Stat Requirement:** 16 Strength

**Additional Qualities:** A 20 movement speed debuff is applied to you. You get three-fourths cover against ranged attacks.

**Description:** The stereotypical heavy shield. The tower shield runs from the shoulder to just above the ankles. However, its weight leads to a lack of mobility in the wearer.

### BULWARK

**Cost:** 100g

**Class:** Heavy shield

**Weight:** 30 lbs

**Stat Requirement:** 18 Strength

**Additional Qualities:** A 30 movement speed debuff is applied to you. You get three-fourths cover against ranged attacks. Any bash with this shield deals an additional 1d10 of piercing damage.

**Description:** The Bulwark is an expansive shield typically worn on the user's back until deployed as something akin to small fortress. Those with the strength to lift such a heavy object can take advantage of the spiked exterior.

## SPECIAL SHIELDS

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Special Shields provide no AC unless stated otherwise.

### PAVISE

**Cost:** 20g

**Class:** Special shield

**Weight:** 10 lbs

**Additional Qualities:** Can be deployed into the ground to provide half cover for 5-ft. Doing so requires a full action.

**Description:** The Pavise shield is a rectangular-shaped shield with two spikes on the bottom for anchoring or some other type of prop that keeps it upright on its own.

### UPGRADED PAVISE

**Cost:** 100g

**Class:** Special shield

**Weight:** 12 lbs

**Additional Qualities:** Can be deployed into the ground to provide half cover for 10-ft. Doing so requires a full action.

**Description:** The Upgraded Pavise shield is a rectangular-shaped shield with two spikes on the bottom for anchoring or some other type of prop that keeps it upright on its own. It can unfold to provide more cover.

