



FIGHTER: SHIELD-BEARER

While other fighters focus on aggressive tactics or controlling the battlefield, you understand that often the most powerful force in battle is a strong defensive line. As a shield-bearer you put yourself between your allies and danger; a stalwart defender against that what would do them harm.

STALWART DEFENDER

Above all else, you excel at protecting those close to you. Beginning at 3rd level, allies within 5 ft gain the armor bonus of any shield you are wielding.

SECOND SKIN

By 7th level your armor and shield are extensions of your body, and moving with them is as natural an act as breathing. You ignore any disadvantage imposed by your armor or shield on skill such as stealth or slight of hand.

Additionally, the time it takes you to don or doff your equipment is greatly reduced. You may don or doff your armor as an action, and don or doff your shield as a bonus action.

SHIELD COMBAT

A shield is more than just a defensive barrier, and as a student of it's art, you know how to use a shield to your advantage when striking an opponent. Beginning at 10th level, you may add the armor bonus of your shield to attack rolls made with melee weapons you are proficient in.

INTERPOSING STRIKE

Beginning at 15th level, when an enemy makes a melee weapon attack against an ally within 5 ft of you, you may use your reaction to make an opportunity attack against the target. On a hit, the damage of the triggering attack is halved.

PRETERNATURAL DEFENCE

By 18th level, your unmatched expertise with shields allows you to defend against attacks where others would falter. While wielding a shield, you are gain resistance to bludgeoning, piercing, and slashing damage from non-magical sources, and may add your shield's armor bonus to saving throws against magical effects.