DnD

Knight Abilities

**Knight:**

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| **Level** | **Ability** | **Description** |
| 1 | Protection | If ally within 5ft gets attacked you can impose a disadvantage by rolling counter damage (Must have shield equipped) |
| 2 | Shield Bash | Smack an enemy with a shield dealing one d6 in damage |
| 3 | Blade Sweep | Damage 3 enemy for +5 in front of you with your weapon imbued with magic energy (OPR) |
| 4 | Shield Charge | Move 10ft forward and displace any enemy hit by 5ft dealing one d8 damage (OPR) |
| 5 | Barrier | Emit a magical barrier that will negate damage for 4 hits (OPR) |
| 6 | Guard Rush | Rush 15ft to an ally and take damage for them instead |
| 7 | Reactive Armor | When active, enemy will take half of the damage dealt to you for 4 hits (OPR) |
| 8 | Poise | Cannot be knocked down for 3 hits even if is a skill attack |
| 9 | Impenetrable Wall | Summon a 5x10ft protective wall 5ft in front of you displacing enemies in front lasting 3 turns allies can pass through while enemies can’t (OPD) |
| 10 | Smite of Justice | Deal one d20 + weapon damage on a single enemy (OPD) |