**Protector**

**Hit Points**

**Hit Dice:** 1d12 per Protector Level

**Hit Points at 1st Level:** 12 + your Constitution Modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution Modifier

**Proficiencies**

**Armor:** Heavy Armor, Shields

**Weapons:** Maces, Flails, Warhammers, Lance, BattleAxe

**Saving Throws:** Constitution

**Tools:** Smithing Tools

**Skills:** Choose two from Intimidation, Athletics, Religion, Medicine, Perception, and Persuasion

**Equipment**

(a) Warhammer or Battleaxe

(b) Tower Shield +4 AC

(c) Chain Mail

(d) Explorer’s Pack

|  |  |  |
| --- | --- | --- |
| Level | Proficiency Bonus | Features |
| 1st | +2 | Protectors Sense, |
| 2nd | +2 |  |
| 3rd | +2 | Archetype Features |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 |  |
| 6th | +3 |  |
| 7th | +3 | Archetype features |
| 8th | +3 | Ability Score Improvement |
| 9th | +4 |  |
| 10th | +4 |  |
| 11th | +4 | Archetype Features |
| 12th | +4 | Ability Score Improvement |
| 13th | +5 |  |
| 14th | +5 |  |
| 15th | +5 | Archetype Features |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 |  |
| 18th | +6 |  |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Archetype Features |

**Protectors Sense:**

Twice a day when you roll for a perception check you can add three to it.

**Archetypes:**

**The Wall:**

You specialize in dual wielding shields. You can dual wield two tower shields.

**Line of Defense:**

You gain the ability to carry a third shield. Not wield but carry. You can slam all three shields into the ground to form a wall. Any attack made against the wall has disadvantage. You gain the AC bonus of the third shield while behind the Line of Defense. You cannot shield bash while this ability is active. You must spend an action to pull one shield out of the ground. All three shields must be placed for the effect to activate. You must also be behind the Line of Defense to gain the AC bonus.

**Allied Defense:**

You may grant any one creature within 5 ft of you +4 ac. They must stay within this range to receive the effect.

**Shield Bash:**

**1st Stage:** As an action or bonus action you can bash an enemy with your shield, it does its AC bonus in damage + your Strength modifier.

**2nd Stage:** As an action or bonus action, you can bash an enemy with your shield. It does one and a half times its AC bonus in damage + your strength modifier.

**3rd Stage:** As an action or bonus action, you can bash an enemy with your shield. It does two times its AC bonus in damage + your strength modifier.

**4th Stage:** As an action or bonus action, you can bash an enemy with your shield. It does three times its AC bonus in damage + your strength modifier.

**Mass Heal:**

Once per battle you may activate the following ability.

**1st Stage:** You can heal yourself for 1d10 health.

**2nd Stage:** You can heal yourself for 2d10 health.

**3rd Stage:** You can heal yourself for 4d10.

**Commander:**

You specialize in encouraging and buffing your allies.

**Bubble Shield:**

You can shove your shield into the ground to create a bubble in a 10 ft radius around you. A creature can enter or leave the bubble by succeeding a dexterity check of 8 + your proficiency + your constitution.

**Buff:**

Once per battle you can choose one of the following:

1. You may encourage your allies. Giving them 1d4 extra damage on any attack against a hostile creature.
2. You may help your allies by granting them +2 AC and +2 times your Commander level in temporary hp.
3. You may grant you and your allies extra speed. You and your allies gain +1 to initiative and +10 movement speed.

THE EFFECT OF BUFF WEARS OFF WHEN COMBAT ENDS. (Fighting your party members does not keep the effect going).

**Companion:**

You may ask any friendly creature to be your companion. They will follow you into battle and do as you wish. If you do anything against their alignment they will no longer be friendly and will ignore anything you ask of them. You may only have one companion at a time.

**Supreme Intimidation:**

You have a fearful presence when around hostile creatures. You have a +4 to any intimidation check against hostile creatures and give disadvantage to hostile creatures of size small or smaller.

**Army (only obtainable at level 20):**

Once per day you may call upon an army to attack your enemies. The army runs through and does 10d10 damage.