

Shield Master Lvl 17 Knight Jet CLASS & LEVEL BACKGROUND PLAYER NAME Human(Variant) LG ALIGNMENT **EXPERIENCE POINTS**



DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

16

CHARISMA

INSPIRATION

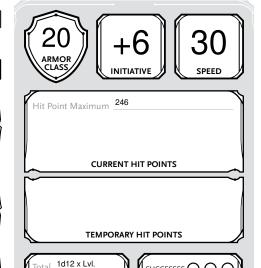






- +9 Insight (Wis) +6 Intimidation (Cha) _-2 Investigation (Int) +3 Medicine (Wis)
- -2 Nature (Int) +9 Perception (Wis)
- O º Performance (Cha) O ⁰ Persuasion (Cha)
- +4 Religion (Int) O _+1 Sleight of Hand (Dex)
- O +1 Stealth (Dex) • Survival (Wis)

SKILLS





SUCCESSES ()=()=()

Javelins +111d6 pierce S. Bash +11 1d6 bludge S. Slam Save 2d8 force

Javelins:Range/Thrown Shield Bash: (Strength Saving Throw DC19)

Shield Slam: (Strength Saving Throw DC19, pushed 10 ft)

Shield AC: 5 + (2 for 1/2 cover or 5 for 3/4)

ATTACKS & SPELLCASTING

Armor: Plate(AC 18)

PASSIVE WISDOM (PERCEPTION)

Armor: All Languages: Common, Dwarvish, Elvish, Gnomish Tools: None

Weapons: Simple and Martial

OTHER PROFICIENCIES & LANGUAGES

Total

-Tower Shield(AC +2/Half Cover+2 or 3/4 Cover +5) -Magic Items: Common: Armor of Gleaming, Medal of Horizonback(+5 AC on hit from the back, one time use) Uncommon: Shield +1, Adamantite Armor(crits are normal)

Rare: Śhield of Missile Attraction (Allies targeted by range weapon within 10 ft of me are immune, I become new target) Very Rare: Dwarven Plate(AC +2)

EOUIPMENT

-You never back down from a fight or a challenge, even in the face of overwhelming odds

-You are a person of few words, who prefers to let your actions do all the talking.

PERSONALITY TRAITS

Glory: Someday my name will be honored as an equal to the heroes of legend.

IDEALS

You owe all that you have to a noble lord or lady that sponsored your knighthood and now acts as your benefactor.

You are very vain and work hard to make sure that your armor is polished, your hair is perfectly coifed and your appearance is meticulously without flaw

FLAWS

Feat: Tough(+2 max hp per level)

Feat: Alert Class:

-Master of Shields

- -Untiring Arm(no disadvantage to attack rolls) -Shield Bash
- -Defensive Stance(no movement[half(later skill)], means attacks have disadvantage)
- -Shielded Mind(Advantage on saves against charm, frighten and being controlled)
- -Shield Surfing (Bonus Action: double movement downhill, and when hitting flatland go an extra 20 ft)
- Shield Slam
- -Mobile Defender(OA are disadvantage, half movement during DEF, STANCE)
- -Hostile Barrier(During Defensive stance, you take OA against those entering your range)
- -Shield Parry(Reaction to parry any nonmagical attack, makes an opposing attack roll to the attacker)
- Shield Master: Bastion
- -Defense Up:(AC +2 to shield)
- -Built Tougher(Resistance to all damage except Pyschic)
- -Shield Wall(Melee attacks to allies within 5 ft are at disadvantage, allies benefit from befensive stance bonus AC, reaction can be used to give 3/4 cover to ally)
- -Indomitable Force(advantage on saves from moving or prone, Defensive stance gives me immunity)

FEATURES & TRAITS