

Sir Galeran

CHARACTER NAME

Shield Master Lvl 17

CLASS & LEVEL

Human(Variant)

RACE

Knight

BACKGROUND

LG

ALIGNMENT

Jet

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

20

+5

DEXTERITY

12

+1

CONSTITUTION

20

+5

INTELLIGENCE

7

-2

WISDOM

16

+3

CHARISMA

11

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☒ +11 Strength
- ☐ +1 Dexterity
- ☒ +11 Constitution
- ☐ -2 Intelligence
- ☒ +9 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ -2 Arcana (Int)
- ☒ +11 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ -2 History (Int)
- ☒ +9 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☐ -2 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☐ -2 Nature (Int)
- ☒ +9 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☒ +4 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☒ +9 Survival (Wis)

SKILLS

20

ARMOR CLASS

+6

INITIATIVE

30

SPEED

Hit Point Maximum 246

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12 x Lvl.

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

-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.

BONDS

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

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Javelins

+11

1d6 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

19

PASSIVE WISDOM (PERCEPTION)

Armor: All
Languages: Common, Dwarvish, Elvish, Gnomish
Tools: None
Weapons: Simple and Martial

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

GP

Armor: Plate(AC 18)
-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: Shield 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)

EQUIPMENT

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 Psychic)

-Shield Wall(Melee attacks to allies within 5 ft are at disadvantage, allies benefit from defensive 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