**Shield**

**Highlights:**

* Blocking missile attacks allows you to focus on block as main defense
* Great defenses
* Good 3d melee attack

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Armor | Arm | N | -- | -- | -- | Self | -- | * 4/4/0 armor | 10 |
| Knockback Resistance | Def | N | -- | -- | -- | Self | 1r | * +2d6 Knockback Resist | 6 |
| Missile Reflection | Att | R | Bolt | 3/ | -3 | 1 target | 3u | * If user blocks a missile attack, reflect the attack back on the attacker at a -3 to hit | 10 |
| Ranged Block\* | Def | X | Bolt | 3/ | +1 | 1 attack | 4u | * Use ranged attack skill to block for an ally * Lose next action | 10 |
| Shield Bash | Att | A | Touch | -- | +1 | 1 target | 4u | * STR + 1d8 physical damage * Prone (STR, AGI 20 or STR) | 10 |
| Shield Block | Def | N | -- | -- | -- | Self | 1r | * +2 block * 1 free parry/round * Can block missile attacks | 6 |
| Shield Edge | Att | A | Touch | -- | -2 | 1 target | 5u | * STR + 2d8 physical damage * Dazed (STR, TOU 20) | 10 |
| Throw | Att | A | Bolt | 3/ | 0 | 1 target | 4u | * STR + 1d8 physical damage * Prone (STR, AGI 20) * Shield returns to wielder | 10 |
| Turtle\* | Def | R | -- | -- | -- | Self | 2r | * +4 block * 10/10/0 armor if hit * All blocks are free blocks * Lose next action | 10 |

**Additional Information**

**Armor**

* You have some minor armor for the rare times your shield fails you.

**Knockback Resistance**

* You have some minor armor for the rare times your shield fails you.

**Missile Reflection**

* The hero expends the energy and uses his shield to turn an attack on its firer. The shield bearer has to block the attack and if he does so, he attacks back at a -3 to hit (though some maneuvers change this).

**Ranged Block**

* The hero can block a ranged attack for one of his allies. The character uses his ranged attack skill against the enemy’s ranged attack skill. This power uses the character’s next action.

**Shield Bash**

* The hero smashes his opponent with his shield with such force, it has a chance to knock the target off his feet.

**Shield Block**

* Using his shield, the hero protects himself from both melee and missile attacks.

**Shield Edge**

* You hit your opponent with the edge of your shield, doing excellent damage and leaving your foe disoriented.

**Throw**

* The hero throws his heavy shield at an opponent. The shield returns to its bearer whether it hits its target or not.

**Turtle**

* The character goes into a defensive stance, using his shield to block all incoming attacks. The shield bearer gives up his next attack, but gets a +4 block and an infinite number of free blocks. In addition, if he is hit, his shield still partially blocks the attack, adding 10/10/0 armor to the shield bearer.