

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

SHIELD EXPERT

The longest-lived know all too well the value of a shield. An aegis to the weapons of men and a bulwark to the claws and teeth of monsters, a shield is your first and most important defense. Experts in its use are often legendary warriors in their own right, surviving where others would fall and using their shield itself as a weapon when all other options fail.

ADDITIONAL FIGHTING STYLE

Beginning when you select this archetype at 3rd level, you gain the following fighting style:

Shield Fighting. You can bash enemies with your shield. If you hold a shield, you can treat it as a light melee weapon dealing 1d6 bludgeoning damage on a hit. You are proficient in using your shield as a weapon.

SHIELD THROW

Starting at 3rd level, you can hurl your shield at nearby enemies. If you choose to do so, your shield acts as a thrown melee weapon with a range of 15/30 feet, dealing 1d6 bludgeoning damage on a hit.

At 7th level, you throw your shield with such force that it ricochets off of its target and returns to you if you strike a target within 15 feet of you.

SLED

At 7th level, once per turn, you can slide downhill, even across stairs and other rough terrain, atop your shield, up to half your movement speed, without expending movement.

TOWER SHIELD

At 10th level, you are proficient in the use of tower shields. Tower shields grant a +3 bonus to AC and grant you three-quarters cover from ranged attacks. When used to make an attack or thrown, a tower shield deals 1d8 damage.

IRONCLAD DEFENSE

At 15th level, when you take damage from an attack or spell that you can see while you are holding a shield, you can use your reaction to halve the attack or spell's damage against you.

DUAL SHIELDS

Starting at 18th level, you can hold two shields at one time and gain the Armor Class benefits of each.

