

D&D

REALISTIC SHIELDS



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SHIELD TYPES

SMALL SHIELDS

6 STRENGTH REQUIRED - LIGHT WEAPON

Benefits: +1 AC bonus and a low Strength requirement. Chances to stun. Decent damage output from an attack. Light and small.

Consequences: The lowest AC bonus.

Bash: An attack based on precision and speed, with a chance to stun the opposing creature. On hit, the creature takes 1d4 bludgeoning damage.



MEDIUM SHIELDS

10 STRENGTH REQUIRED

Benefits: +2 AC bonus. Chances to stun or knock back.

Consequences: As neither the smallest shield nor the largest it offers standard protection without being too light or heavy. It does however offer an average AC bonus with no special advantages.

Bash: An attack that could be based on precision and speed or sheer force, with a chance to stun or knock the opposing creature 5ft away. On hit, the creature takes 1d4 bludgeoning damage.



LARGE SHIELDS

16 STRENGTH REQUIRED - HEAVY WEAPON

Benefits: +3 AC bonus. Chances to knock back. Counts as $\frac{3}{4}$ cover.

Consequences: A high Strength requirement to use without ill effect. Disadvantage to *Stealth* checks while holding or wearing.

Bash: This type of shield would be incapable of dealing damage in a similar fashion to the small shields. However, it would still be capable of knocking the creature 5ft away from you.

Characters that fail to meet the Strength requirements can still use that shield, but suffer from halved Movement Speed and disadvantage on attack rolls while holding it.



BASH ATTACK

The type of bash performed, whether with force or precision can be determined by what part of the enemy you aim to attack and what type of shield being used.

For example, a quick bash to the head with a small shield is likely to stun, whereas a hard bash to the chest with a large shield would be more likely to knock someone off their feet.

The bash attack can be made with a regular d20 + your Strength modifier.

You can make a bash attack during your bonus action, assuming your size is the same category as yours or smaller, you are already wielding a shield and the opposing creature is within melee range.

Bash save DC = 8 + Strength modifier

You can also add your proficiency bonus when you take the *Shield Master* feat.

KNOCK BACK

If you make a bash attack with the shield and succeed to hit, then the opposing creature needs to make a Strength saving throw against the above save DC. If the save fails then the creature is moved 5ft away from you.

STUN

If you make a bash attack while attempting to stun and succeeds to hit, then make the opposing creature needs to make a Constitution saving throw with the above save DC. If it fails then apply the *Stunned* status to the creature for one turn.

FEAT COMPATIBILITY

This material was not originally designed with the 5th Edition's "Shield Master" feat in mind. That said, I've detailed some new benefits for users of both this material and the feat. Unless otherwise stated this would override benefits given from the feat normally.

Small Shield - When a creature you can see makes a melee or ranged attack against you, you may use your reaction to make a bash attack, if the result is higher than your enemy's roll to hit, you deflect the attack, if your bash attack is a critical hit you may deflect the attack towards a creature within 5ft of you, they must make a Dexterity save versus your Bash save DC, else take the damage of the missile.

Medium Shield - When an opposing creature would provoke an attack of opportunity from you, you may use your reaction to make a bash attack with your shield. On success the creature is knocked prone.

Large Shield - You can use an action to gain full cover by firmly planting your shield in the ground (if possible to do) and hiding behind it. If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed the saving throw.

If these rules are not to your liking then you could replace the custom "Bash Attack" options detailed above with the standard "shove" action, then you are free to use original benefits listed under the "Shield Master" feat instead.

Likewise you can contact me to review and give feedback as the material in this document, the revision to the Feat included, is of by now, a combined works of myself and helpful feedback provided by numerous readers.

SHIELD SIZES EXPLAINED

The size of each type of shield entirely depends on what race it is for. For example, shields designed for humans would be larger than those for gnomes. The table below shows the relative size of shields (left) to creature sizes (top).

AVERAGE SHIELD SIZE BY CREATURE SIZE

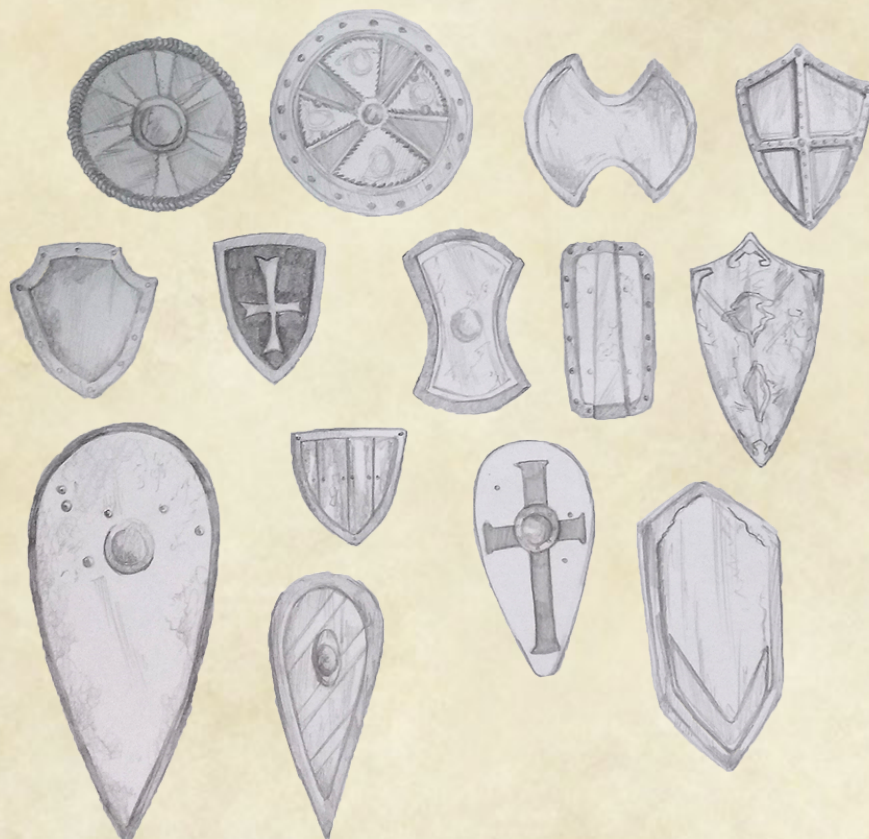
	Small	Medium	Large
Small	08/06 - 12/08	12/10 - 18/16	18/16 - 24/20
Medium	10/08 - 14/10	14/12 - 26/20	26/20 - 34/30
Large	14/12 - 18/12	18/12 - 30/26	30/26 - 42/38

This is measured in inches, and use a format {xx/yy - xx/yy} where X represents the height of the shield, Y is the width, and the spacer separates the numbers on the left are the minimum dimensions whereas the right is the maximum dimensions.

This means that all small shields for example are not the same size, but instead, the type is used to label a range of shields that fit within a certain requirement of dimensions, which itself can differ per race and culture in the world.

SHIELD EXAMPLES

But the shields I have mentioned as examples for each type need not be the only shields you use. Below are sketched examples of common shields, and they may even inspire your imagination for even crazier designs! More spikes! More corners!



GENERAL INFORMATION

Made available on request through customer feedback, I have added a summarised table below and further details on a shield's general price, weight and rarity.

	Price	Rarity	Weight
Small	4gp	Uncommon	3lbs
Medium	10gp	Common	6lbs
Large	18gp	Uncommon	20lbs

Price

The price of an item is only as fixed as one's ability to otherwise haggle it down, whether through sugared words or a forceful hand. The examples use the standard price from the core material as the medium shield, and I estimated the rest. But this is also dependent on the economy of your setting as to its availability, the rarer an item is the more expensive you can expect it to be.

Rarity

A shield that has a rarity of *common* may be found in most shops that usually sell weaponry and other kinds of adventuring gear, from the bustling cities and towns to the more urban settings. A shield that has a rarity of *uncommon* would generally be harder to find, such as limited to only big cities or specialist locations such as the barracks of town militia or city military academy where such weapons are used in training.

Weight

Much like with the price, this information is initially from the core material and the other types were estimated with attempted accuracy at immersive shield weights.

Variants

If you wished to change the damage type of the bash attack you could add spikes to the shield face, changing it from Bludgeoning to Piercing and increasing the damage done such as 1d6 or 1d4 + Strength modifier. However a drawback to this could be the loss of the ability to knock back a creature on a successful bash attack.

CREATURE SIZES



I have commissioned a creature size chart above for two reasons. Firstly to give you a better understanding and idea on different shield sizes per races, and secondly that I was unsure whether I would face legal action if I used the official material.

As you can imagine the shield on the Dwarf is Medium, and would be considered such for many other races of similar height. However compared against the halfling it would become a Large shield or a Small shield to a goliath.

Remember to keep this in mind as you add these shields into your world, thinking how they may come across shields big enough to suit their gigantic allies, or small enough for their other friends of a lesser stature.

CREDITS

- Shield art on Page 2 - By Corey Johnson.
- Shield art on Page 4 - By Holly Hilson.
(<https://www.artstation.com/hollyh>)
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