





- STRENGTH +4 18 SCORE MODIFIER [←] Saving Throw
- ≁6 Athletics















TEMP

44

MAX

WEAPON ATTACKS			
Name	Atk Bonus	<u>Damage</u>	<u>Properties</u>
FLAIL	+6	1D8 + 4 BLUDGEONING	MASTERY: SAP
JAVELIN	+6	1D6 + 4 PIERCING	THROWN (RANGE 30/120), MASTERY: SLOW

SPENT

4D10

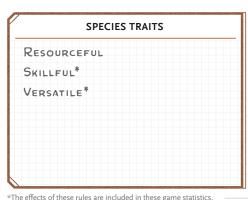
MAX

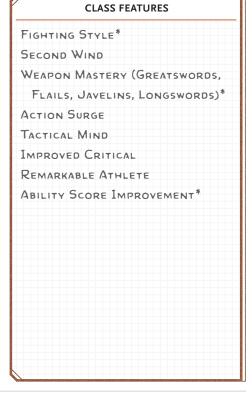
DEFENSE (FIGHTING STYLE)*	ABILITY SCORE IMPROVEMENT* DEFENSE (FIGHTING STYLE)* DKILLED* TOUGH*
	FougH*

CURRENT

21

SHIELD



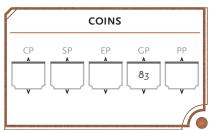


SPEED

30 FEET



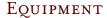




LAWFUL NEUTRAL

ALIGNMENT

ERIC



SHIELD OF THE CAVALIER

CHAIN MAIL

FLAIL

8 JAVELINS

DUNGEONEER'S PACK

DICE SET

FINE CLOTHES

PERFUME

SHIELD OF THE CAVALIER

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield's normal bonus to AC.

The Shield has the following additional properties that you can use while holding it.

Forceful Bash. When you take the Attack action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your Proficiency Bonus and Strength modifier to the attack roll. On a hit, the Shield deals Force damage to the target equal to 2d6 + 2 plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the Prone condition.

Protective Field. As a Reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot Emanation originating from you. When the Emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the Reaction has no effect on creatures and objects inside the Emanation, which lasts as long as you maintain Concentration, up to 1 minute. Nothing can pass into or out of the Emanation. A creature or object inside the Emanation

can't be damaged by attacks or effects originating from outside, nor can a creature inside the Emanation damage anything outside it. Once this property is used, it can't be used again until the next dawn.

Magic Item Attunement	
SHIELD OF THE CAVALIER	
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