

TYLER JACOBSON



ERIC
 CHARACTER NAME

NOBLE BACKGROUND FIGHTER CLASS
 HUMAN SPECIES CHAMPION SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +1

SPEED
 30 FEET

ARMOR CLASS
 21
 SHIELD

HIT POINTS
 TEMP 44
 MAX

HIT DICE
 SPENT 4D10
 MAX

DEATH SAVES
 SUCCESSES
 FAILURES

WEAPON ATTACKS

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

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +2 MODIFIER SCORE 14

- +2 Saving Throw
- +2 Arcana
- +4 History
- +4 Investigation
- +2 Nature
- +2 Religion

STRENGTH
 +4 MODIFIER SCORE 18

- +6 Saving Throw
- +6 Athletics

FEATS

ABILITY SCORE IMPROVEMENT*
 DEFENSE (FIGHTING STYLE)*
 SKILLED*
 TOUGH*

CLASS FEATURES

FIGHTING STYLE*
 SECOND WIND
 WEAPON MASTERY (GREATSWORDS, FLAILS, JAVELINS, LONGSWORDS)*
 ACTION SURGE
 TACTICAL MIND
 IMPROVED CRITICAL
 REMARKABLE ATHLETE
 ABILITY SCORE IMPROVEMENT*

DEXTERITY
 +1 MODIFIER SCORE 12

- +1 Saving Throw
- +3 Acrobatics
- +1 Sleight of Hand
- +1 Stealth

WISDOM
 +0 MODIFIER SCORE 10

- +0 Saving Throw
- +0 Animal Handling
- +2 Insight
- +0 Medicine
- +2 Perception
- +0 Survival

SPECIES TRAITS

RESOURCEFUL
 SKILLFUL*
 VERSATILE*

CONSTITUTION
 +2 MODIFIER SCORE 15

- +4 Saving Throw

CHARISMA
 -1 MODIFIER SCORE 8

- 1 Saving Throw
- 1 Deception
- 1 Intimidation
- +1 Performance
- +1 Persuasion

HEROIC INSPIRATION

LANGUAGES COMMON, DRAGONIC, ELVISH

ALIGNMENT LAWFUL NEUTRAL

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, MARTIAL WEAPONS, DICE SET

COINS

CP SP EP GP 83 PP

ERIC

EQUIPMENT

SHIELD OF THE CAVALIER

CHAIN MAIL

FLAIL

8 JAVELINS

DUNGEONEER'S PACK

DICE SET

FINE CLOTHES

PERFUME

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



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