

# SHIELDMANIER

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	34:30	8	3	Single Ambidex	1S	Shielding Defence Shield Mastery 1 Utilise Any Armour Utilise Medium Weapons Utilise Shield
2	40:34	9	6		2S	Shield Block Weapon Mastery 1
3	46:38	10	9	Double-Handed	2S / 3D	Shield Mastery 2
4	52:42	11	12		3S / 3D	Parry Blow Shield Block
5	58:46	12	15	Any 1 Skill*	4S / 4D	Defensive Leap
6	64:50	13	18		4S / 5D	Parry Blow Shield Block Speed Self 1
7	70:54	14	21	Any 1 Skill*	6S / 6D	Energise Shield Shield Mastery 3
8	76:58	15	24		6S / 7D	Parry Blow Shield Block Shield Mastery 4 Speed Self 2
9	82:62	16	27		6S / 7D	Shield Rush Weapon Mastery 2
10	88:66	17	30		8S / 8D	Parry Blow River Flow Technique Shield Block Shield Mastery 5
11	97:72	19	35		9S / 9D	Missile Deflection Power Deflection
12	106:78	21	40		10S / 10D	Parry Blow Shield Block Shield Flurry

\* Choice of Missile or Thrown

A Human Shieldmanier Gains 34:6 Lps

An Elven Shieldmanier Gains 30:4 Lps

## Class Restrictions/Limitations

The Shieldmanier is counted as a weapon master. They tend not towards a life of duelling to prove their superiority, as with some other weapon master classes. Instead the Shieldmanier lives to protect others in battle. They are a soldier tasked with defending their fellows or lord against blows (and eventually missile fire and spells) that would otherwise cause them harm. Their strength is in their mastery of the shield; they have learned to wield a shield as quickly and gracefully as a swordsman would wield a sword. They are able to parry blows aimed at both themselves and at nearby allies and are especially useful in shield wall or siege situations. Many Shieldmaniers learn to use their shields as an offensive weapon and often go in to battle armed with two or more shields rather than the more traditional melee weapon and shield combination. The Shieldmanier's abilities are based on internal skill and power of will and thus they do not need a "self weapon". Whether the shield be a buckler, kite shield or an improvised stable door, the Shieldmanier is able to use all.

The Shieldmanier's natural healing is transferable.

The Shieldmanier is able to be blessed

## Class Abilities

**Shielding Defence** – this is the permanent ability of the Shieldmanier to protect those around them while they can move, by partially deflecting melee blows within range. The range is 2 feet beyond their normal reach per highest Shield Mastery (e.g. 4 feet for Shield Mastery 2).

Every melee blow in their range is deflected and reduced by 1 point of damage per level of Shield Mastery (e.g. with Shield Mastery 3, 3 points of damage are deflected from each melee blow within range.) This reduction is before the blow strikes the target and thus is before any armour they may have. No blow can be reduced in damage by more than half. (e.g. A 6lp blow will always do at least 3lps to the target after deflection by the Shieldmanier, even if they have Shield Mastery greater than 3.) A Shieldmanier is so concentrated on deflecting the blows striking at those around them that this does NOT apply to blows struck against the Shieldmanier themselves. If there is a second Shieldmanier around, each could provide their defence to each other but their effects do not stack when considering blows struck at others in the area – the best Shield Mastery is used. It is not possible to deflect a melee blow twice! N.B. Shield mastery 5 grants 6lps reduction not 5.

**Shield Mastery 1** - this grants the Shieldmanier plus 1 dex AC - must be using a shield - and adds plus 1 hit breaking resistance to the shield. I.e. Shield Mastery 1 means a normal shield would take a 6 hit blow to break as opposed to a 5 hit blow.

**Utilise Any Armour** – A Shieldmanier is able to utilise any armour type.

**Utilise Medium Weapon** – This allows the Shieldmanier to be able to use any Medium or smaller weapon.

**Utilise Shield** – This allows the Shieldmanier to use Shields of any size.

**Shield Block** – this allows the Shieldmanier to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. The Shieldmanier may Shield Block any melee blow that strikes at themselves or any ally within range of their Shielding Defence. The Shieldmanier can block one blow per day per time the skill is listed.

**Weapon Mastery 1** – this give the Shieldmanier +6LPs damage with a favoured melee weapon type e.g. a long sword.

**Shield Mastery 2** - this grants the Shieldmanier plus 2dex ac (total of 3 dex Ac) - must be using a shield- and adds +2 hit breaking resistance to the shield. I.e. shield mastery 2 means a normal shield would take a 7 hit blow to break as opposed to a 5 hit blow

**Parry Blow** – this allows a Shieldmanier to parry a blow that would normally have hit either themselves, or an ally within his shield mastery range. The shield must be able to stop the blow normally for this ability to work. (a spiritual level drain could only be parried if the shield had a spiritual nature, for instance using the 7<sup>th</sup> level skill Energise Shield). The parry must be declared immediately following the blow. The Shieldmanier can parry one blow per day per time the skill is listed.

**Defensive Leap** – the Shieldmanier may leap up to 30 foot horizontally across flat terrain, or 10 foot vertically. This ability cost one power per time it is used. The Shieldmanier can only use this ability defensively. This includes leaping to their allies to protect them, leaping into a breach in a castle wall to guard it, falling back from combat etc. The Shieldmanier is able to block parry blows when using this ability.

**Speed Self 1** – for 2 power per minute the Shieldmanier may speed themselves up in such a way as to receive half physical damage that gets past their armour

**Energise Shield** – the Shieldmanier can for 2 power per minute, allow part of their essence to flow through their shield(s). This makes the shield count as Mantic I and allows them to parry, etc blows up to that level if they could not be normally. It also makes the shield resistant to Physical/Mantic I Breaking effects and Mantic I spell effects.

**Shield Mastery 3** -this grants the Shieldmanier plus 3dex ac (total of 6 dex Ac) - must be using a shield- and adds plus 3hit breaking resistance to the shield. I.e. shield mastery 3 means a normal shield would take a 8 hit blow to break as opposed to a 5 hit blow.

**Shield Mastery 4** - this grants the Shieldmanier plus 4dex ac (total of 10 dex Ac) - must be using a shield- and adds plus 4hit breaking resistance to the shield. I.e. shield mastery 4 means a normal shield would take a 9 hit blow to break as opposed to a 5 hit blow

**Speed Self 2** – for 3 power per minute the Shieldmanier may speed themselves up in such a way as to receive one third physical damage that gets past their armour.

**Shield Rush 1 per 4 levels** – By hitting an opponent with their shield and using this ability, the opponent is knocked to the floor. This skill DOES affect normal plate armoured opponents.

**Weapon Mastery 2** - this give the Shieldmanier +6LPs damage with a favoured melee weapon type e.g. a long sword (must have weapon mastery one in weapon type).

**River Flow Technique 1 per day** – by use of this skill the Shieldmanier is able to half the damage of all melee blows before armour. This will work on all but the most potent of mystical weapons and lasts 5min or one encounter (refs discretion).

**Shield Mastery 5** - this grants the Shieldmanier plus 5dex ac (total of 15 dex Ac) - must be using a shield- and adds plus 5hit breaking resistance to the shield. I.e. shield mastery 5 means a normal shield would take a 10 hit blow to break as opposed to a 5 hit blow.

**Missile Deflection** -The ability to deflect any physical missile shot, thrown or fired at the Shieldmanier (includes gun shot if the Shieldmanier is looking at the firer). The attack therefore does no damage to the Shieldmanier. The Shieldmanier must make an actual attempt to deflect the missile in order for this skill to work. Note that arrows fired by a Bowman or Crossbowman (missile Weapons master's) using the likes of Trueshot are not deflected by this skill and must be physically dodged or turned by the player! By "burning" this ability for the day, the Shieldmanier can extend this protection to all allies within their shield mastery range.

**Power Deflection** -This ability allows the Shieldmanier to deflect (take no damage from) any *visible* mystical attack, e.g. Lightning Dart, Rune Blast, etc. at a cost of 1 power per level of the incoming spell. The Shieldmanier may **not** deflect a spell that targets an area unless he is specifically the target of the spell, in which case the spell is deflected so that the Shieldmanier is outside the area of effect. The Shieldmanier may choose the direction in which the spell is deflected. The Shieldmanier can protect others within their shield mastery range by expending double the power cost. This ability can be used against all visible spells (a halt miracle is NOT a visible spell, but a firebolt, or even a cause insanity is).

**Shield Flurry** – this allows the Shieldmanier to parry all melee and missile blows (as per the parry blow skill) for 1 minute in an area equal to half their shielding defence range. If used in combination with the Energise Shield ability, this will also allow

them to parry any Mantic I spell effects that they can see! This is useable once per day.