

## SHIELDING CRUSADER

### *Create Tactical Formations With Your Allies*

The archetypal Shielding Crusader is determined to protect their allies, without sacrificing on their duties to slay the foes before them. With your tactical knowledge of Shields, spears, and an arcane barrier, you are able to trample across your enemies and keep your friends safe.

### LEVEL 3: HOPLITE WARRIOR

You excel in combat while wielding a Shield and certain weapons. For you, Spears, Tridents, Javelins, and War Picks deal 1d8 damage, and have the Reach property. While wielding a Shield and weapon with the Reach property at the same time, you gain the following benefits.

**Shield Shove.** If you take the Attack action on your turn, you can use a Bonus Action to try to Shove a creature within 5 feet of you with your Shield.

**Shield Cover.** When you make a Dexterity saving throw you can use your Reaction to give yourself, and any number of chosen creatures within 5 feet of you, Half-Cover while within 5 feet of you until the start of your next turn.

### LEVEL 7: PHALANX FORMATION

As a Bonus Action, you can select an ally to form a defensive formation with. For the next minute, while you and your chosen ally are within 5 feet of each other and you are wielding a Shield, you,

your chosen ally, and allies within 5 feet of this formation, have Half-Cover.

You can use this feature a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

### LEVEL 10: ARCANES PROTECTION

When you, or a creature you can see within 15 feet of you, is hit by an attack or dealt Acid, Cold, Fire, Lightning, or Thunder damage, you can use your Reaction to provide them a +5 bonus to their AC or Resistance to the triggering damage type until the start of their next turn.

You can use this feature twice and regain all expended uses when you finish a Short or Long Rest.

### LEVEL 15: PROTECTOR OF THE MANY

You can use your Arcane Protection feature three times, rather than twice, and your range for these features increases to 30 feet.

### LEVEL 18: THE WALL

You and your team work seamlessly to protect one another. Your Hoplite Warrior and Phalanx Formation features grant allies Three-Quarters Cover and extend to a range of 10 feet.

Additionally, while you are wielding a Shield, you provide Half-Cover from ranged attacks to your allies within 5 feet of you.



ART:  
DEAN SPENCER