

SHIELD SLINGER

Fighters who train as shield slingers use defense as their best offense. As they hone their shield toss technique, they learn how to ricochet attacks off multiple foes and make charging attacks. Shield slingers also improve their defensive techniques, gaining more benefit to their armor class than other fighters, and even reflecting magical attacks.

SHIELD TOSS

At 3rd level, you can use your action to throw your shield at a target within 30 feet. Your shield is considered a weapon for this purpose. Make a ranged weapon attack adding your Strength modifier + your proficiency bonus. On a successful hit, you may choose a second target within 10 feet of the original target.

Targets hit by your shield toss take damage equal to $d10 +$ your Strength modifier. This damage is considered magical if the shield is magical.

You may use your reaction to catch your shield. If you do, you don the shield. If you don't, the shield falls to the ground at your location.

SHIELD TECHNIQUE

At 3rd level, you gain a +1 bonus to your armor class while donning a shield. This bonus increases to +2 at 10th level, and +3 at 18th level.

IMPROVED SHIELD TOSS

Starting at 7th level, when you hit a second target with your shield toss, you may choose a third target.

Also, when selecting targets after the first, your range increases to 20 feet from the last target hit.

QUICK EQUIP

When you reach 10th level, you may don or doff a shield as a bonus action.

SHIELD REBUFF

Starting at 10th level, when an enemy misses you with a melee attack, you may use your reaction to make a shove attack against the creature who missed you.

SHIELD CHARGE

At 15th level, when you move at least 10 feet straight towards a target and end within 5 feet of the target, you can use a bonus action to try to shove the target with your shield.

ULTIMATE SHIELD TOSS

At 15th level, when you hit a third target with your shield toss, you may choose a fourth target.

Also, when selecting targets after the first, your range increases to 30 feet from the last target hit.

You no longer need to hit your target to make additional attacks with your Shield Toss class feature.

RAY REFLECTOR

By the time you reach 18th level, you can use your shield to deflect magic rays.

While you are wearing a shield, any time you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a $d6$. On a 1, the spell resolves normally. On a 2 to 5, you are unaffected. On a 6, you are unaffected, and you can reflect the spell at a new target as though it originated from you.

