Shield Magister

Your ability to use a shield is so profound that is has become an integral part of your fighting style, just as much as the weapon you use.

Circle 1: Stalwart Defense EX

All weapons you wield gain the [Guardian] property. You also gain a shield that is a Lesser item of your design with enchantments as normal for magic shield of its tier, but does not count against your normal limit of attuned magic items. When you gain your 4th circle in Shield Magister, redesign this shield as a Greater item, and when you gain your 6th circle, redesign it as a Relic.

Circle 2: Spiraling Counter EX

Once per [Round], if an opponent within your [Melee] range makes an attack roll against you and hits, you may deal damage to them equal your character level.

Circle 3: Weather the Storm EX

As a swift action, you may grant yourself a +3 bonus to either AC or saving throws until the beginning of your next turn.

Circle 4: Valiant Defense

You gain [Resistance] to physical damage.

Circle 5: No Quarter EX

Twice per [Encounter], as an immediate action, you may force a creature within your [Melee] range to become [Checked] in all directions for 1 [Round]. A successful Fortitude save (10 + 1/2 lv + KDM) simply reduces your opponent's movement speed for their next movement by half. If the opponent is [Immune] to [Binding] effects, then they simply take the reduced effect without a save.

Circle 6: Punishing Counter EX

You may use Spiraling Counter twice per [Round], and the range increases to [Close]. You may only trigger Spiraling Counter once per attack roll, but these attack rolls can be from the same opponent, or from 2 different opponents. Additionally, an opponent affected by Spiraling Counter becomes [Battered] for one [Round].

Circle 7: Unyielding Defense EX

You no longer start combat [Flat-Footed], you are [Immune] to [Binding] and movement reduction effects (including moving out of a square of difficult terrain), and you cannot be knocked [Prone]. Whenever you would move as the result of an offensive action an opponent takes, you may choose not to move instead.