

# DUELIST

## CLASSE DE PRESTIGIO

### DUELIST

Duelist Level		
1	<input type="checkbox"/>	{ Canny defence Precise strike
2	<input type="checkbox"/>	{ Improved reactions +2 Parry
3	<input type="checkbox"/>	Enhanced mobility
4	<input type="checkbox"/>	{ Combat reflexes Grace
5	<input type="checkbox"/>	Riposte
6	<input type="checkbox"/>	Acrobatic charge
7	<input type="checkbox"/>	Elaborate defence
8	<input type="checkbox"/>	Improved reactions +4
9	<input type="checkbox"/>	{ Deflect arrows No retreat
10	<input type="checkbox"/>	Crippling critical

### IMPROVED REACTIONS

Nível Bônus de Iniciativa  
2 +2

8 +4

### NO RETREAT

Nível Adjacent enemies that attempt to  
9 withdraw provoke an attack of opportunity.

### CANNY DEFENCE

CLASSE DE ARMADURA  
BÔNUS Level

CA

=

When wearing light or no armour,  
and not caught flat-footed.

Nível **ENHANCED MOBILITY**

3 +4 Armour class bonus against attacks of opportunity  
for moving out of a threatened square.

**ELABORATE DEFENCE**

Bônus de classe de armadura  
Duelist Level

Nível

7

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÷ 3

When fighting defensively or using total defence.

### PRECISE STRIKE

DANO  
BÔNUS

Duelist  
Level

+

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With a light or one-handed  
weapon, when not dual-wielding  
or using a shield.

Nível **COMBAT REFLEXES**

4

DES

Additional attacks of opportunity  
each round.

Nível **DEFLECT ARROWS**

9 Once per round, deflect a ranged attack that would have hit.

### PARRY

Forgo one attack from a full-round attack action.  
Any time this turn, parry one incoming attack.

Nível

2

Roll one attack, using the same attack bonus  
as the attack you missed; if the result is greater than the  
incoming attack, it misses.

Parry an attack against an adjacent ally at -4.  
Take -4 for every size category smaller you are.

Nível **RIPOSTE**

5 On successfully parrying, make an attack of opportunity.

### CRIPPLING CRITICAL

On confirming a critical hit, apply one effect:

- Slow target's speed 10ft
- 1d4 dano de força ou destreza
- -4 penalty to saving throws
- -4 penalty to armour class
- 2d6 bleed damage (DC 15 heal check or magic to reverse)

Nível

10