

DUELIST

PRESTIGE CLASS

DUELIST

Duelist
Level

1 ☐ { Canny defence
Precise strike

2 ☐ { Improved reactions +2
Parry

3 ☐ Enhanced mobility

4 ☐ { Combat reflexes
Grace

5 ☐ Riposte

6 ☐ Acrobatic charge

7 ☐ Elaborate defence

8 ☐ Improved reactions +4

9 ☐ { Deflect arrows
No retreat

10 ☐ Crippling critical

IMPROVED REACTIONS

Уровень Initiative bonus

2 +2

8 +4

NO RETREAT

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

CANNY DEFENCE

ARMOUR CLASS Duelist
BONUS Level

K3

=

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

ENHANCED MOBILITY

Уровень

3

+4

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

ELABORATE DEFENCE

Armour class Duelist
bonus Level

Уровень

7

K3

=

÷ 3

When fighting defensively or using total defence.

PRECISE STRIKE

БОНУС Duelist
УРОНА Level

+

=

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

COMBAT REFLEXES

Уровень

4

DEX

Additional attacks of opportunity
each round.

DEFLECT ARROWS

Уровень

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.

Уровень

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.

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 strength or dexterity damage
- -4 penalty to saving throws
- -4 penalty to armour class
- 2d6 bleed damage (DC 15 heal check or magic to reverse)

