

# DUELIST

## CLASE 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

Nivel Initiative bonus  
2 +2

8 +4

### NO RETREAT

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

### CANNY DEFENCE

Bonif. Duelist  
Clase de ArmaduraLevel

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

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#### ENHANCED MOBILITY

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

#### ELABORATE DEFENCE

Armour class Duelist  
bonus Level

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When fighting defensively or using total defence.

### PRECISE STRIKE

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DAÑO

Duelist  
Level

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

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#### COMBAT REFLEXES

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Additional attacks of opportunity  
each round.

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#### DEFLECT ARROWS

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.

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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.

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#### RIPOSTE

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)

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