

DUELIST

PRESTIGE CLASS

| 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

Уровень Initiative bonus

2 +2

8 +4

NO RETREAT

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

9

CANNY DEFENCE

ARMOUR CLASS Duelist
BONUS Level

K3 = When wearing light or no armour, and not caught flat-footed.

Уровень ENHANCED MOBILITY

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

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

Уровень COMBAT REFLEXES

4 ЛОВ Additional attacks of opportunity each round.

Уровень 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.

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

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

Уровень 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
- Уровень • 1d4 strength or dexterity damage
- 10 • -4 penalty to saving throws
- -4 penalty to armour class
- 2d6 bleed damage (DC 15 heal check or magic to reverse)