

DUELIST

CLASSE DI PRESTIGIO

DUELIST	
Duelist Level	
1	<input type="checkbox"/> { Canny defence Colpo Preciso
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

Livello Initiative bonus
2 +2

8 +4

NO RETREAT

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

CANNY DEFENCE

CLASSE ARMATURA
BONUS

Duelist Level

CA

=

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

Livello **ENHANCED MOBILITY**

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

ELABORATE DEFENCE

Livello Armour class
7 bonus Duelist Level

CA

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÷ 3

When fighting defensively or using total defence.

PRECISE STRIKE

DANNI
BONUS

Duelist Level

+

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

Livello **COMBAT REFLEXES**

4 DES Additional attacks of opportunity
each round.

Livello **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.

Livello Roll one attack, using the same attack bonus
2 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.

Livello **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)

