

# DUELIST

## PRESTIGEKLASSE

### DUELIST

Duelist  
Level

- |    |                          |                                   |
|----|--------------------------|-----------------------------------|
| 1  | <input type="checkbox"/> | { Canny defence<br>Precise strike |
| 2  | <input type="checkbox"/> | { Improved reactions +2<br>Parry  |
| 3  | <input type="checkbox"/> | Enhanced mobility                 |
| 4  | <input type="checkbox"/> | { Combat reflexes<br>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<br>No retreat    |
| 10 | <input type="checkbox"/> | Crippling critical                |

### IMPROVED REACTIONS

Stufe Initiative bonus  
2 +2

8 +4

### NO RETREAT

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

### CANNY DEFENCE

ARMOUR CLASS Duelist  
BONUS Level

**RK** = \_\_\_\_\_ When wearing light or no armour,  
and not caught flat-footed.

Stufe **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

Stufe **RK** = \_\_\_\_\_ ÷ 3  
7 When fighting defensively or using total defence.

### PRECISE STRIKE

SCHADEN Duelist  
BONUS Level

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

Stufe **COMBAT REFLEXES**  
4 **GE** Additional attacks of opportunity  
each round.

Stufe **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.

Stufe 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.

Stufe **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)