

## 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 Duelist  
BONUS 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

Armour class Duelist  
bonus Level

Livello 7 CA = ÷ 3  
When fighting defensively or using total defence.

### PRECISE STRIKE

DANNI Duelist  
BONUS Level

+ = 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)

