

# DUELIST

## CLASSE DE PRESTIGE

### 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

Niveau Initiative bonus

2 +2

8 +4

### NO RETREAT

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

9

### CANNY DEFENCE

CLASSE D'ARMURE  
BONUS

Duelist Level

CA

=

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

### ENHANCED MOBILITY

Niveau

3

+4

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

### ELABORATE DEFENCE

Armour class bonus

Duelist Level

Niveau

7

CA

=

÷ 3

When fighting defensively or using total defence.

### PRECISE STRIKE

BONUS DE  
DÉGÂTS

Duelist Level

BONUS +

=

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

### RÉFLEXES DE COMBAT

Niveau

4

DEX

Additional attacks of opportunity each round.

### DEFLECT ARROWS

Niveau

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.

Niveau

2

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.

### RIPOSTE

Niveau

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 de dégats de force ou de dextérité
- -4 penalty to saving throws
- -4 penalty to armour class
- 2d6 bleed damage (DC 15 heal check or magic to reverse)

Niveau

10