

## DUELIST

### PRESTIGE CLASS

#### 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

Level Initiative bonus  
2 +2

8 +4

#### NO RETREAT

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

#### CANNY DEFENCE

ARMOUR CLASS Duelist  
BONUS Level

AC

=

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

Level 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

Level

7

AC

=

÷ 3

When fighting defensively or using total defence.

#### PRECISE STRIKE

DAMAGE Duelist  
BONUS Level

+

=

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

Level COMBAT REFLEXES

4

DEX

Additional attacks of opportunity  
each round.

Level 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.

Level 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.

Level 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)

