

DUELIST

PRESTIGE CLASS

| 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 | |
|--------------------|------------------|
| Level | Initiative bonus |
| 2 | +2 |
| 8 | +4 |

| NO RETREAT | |
|------------|-----------------------------------------------------------------------------|
| Level | Adjacent enemies that attempt to withdraw provoke an attack of opportunity. |
| 9 | |

| CANNY DEFENCE | |
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| ARMOUR CLASS BONUS | Duelist Level |
| AC | = When wearing light or no armour, and not caught flat-footed. |

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| Level | ENHANCED MOBILITY |
| 3 | +4 Armour class bonus against attacks of opportunity for moving out of a threatened square. |
| Level | ELABORATE DEFENCE |
| | Armour class bonus Duelist Level |
| 7 | AC = ÷ 3 |
| | When fighting defensively or using total defence. |

| PRECISE STRIKE | |
|----------------|--------------------------------------------------------------------------------|
| DAMAGE BONUS | Duelist Level |
| + | = With a light or one-handed weapon, when not dual-wielding or using a shield. |

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| 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 as the attack you missed; if the result is greater than the incoming attack, it misses. |
| 2 | Parry an attack against an adjacent ally at -4. Take -4 for every size category smaller you are. |

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| 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 |
| Level | • 1d4 strength or dexterity damage |
| 10 | • -4 penalty to saving throws |
| | • -4 penalty to armour class |
| | • 2d6 bleed damage (DC 15 heal check or magic to reverse) |

