

## 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

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)