

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	
ARMOUR CLASS BONUS	Duelist 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.
Level	ELABORATE DEFENCE
7	Armour class bonus Duelist Level
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.

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	
Level	Forgo one attack from a full-round attack action. Any time this turn, parry one incoming attack.
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.

Level	RIPOSTE
5	On successfully parrying, make an attack of opportunity.

CRIPPLING CRITICAL	
Level	On confirming a critical hit, apply one effect:
10	<ul style="list-style-type: none"> 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)

