

DUELIST

CLASE DE PRESTIGIO

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

Nivel Initiative bonus
2 +2

8 +4

NO RETREAT

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

CANNY DEFENCE

Bonif. Duelist
Clase de ArmaduraLevel

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

Nivel **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
7 CA = ÷ 3

When fighting defensively or using total defence.

PRECISE STRIKE

BON Duelist
DAÑO Level
+ = With a light or one-handed
weapon, when not dual-wielding
or using a shield.

Nivel **COMBAT REFLEXES**
4 DES Additional attacks of opportunity
each round.

Nivel **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.

Nivel 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.

Nivel **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)

