

DUELIST

PRESTIGEKLASSE

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

7

RK

=

÷ 3

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

4

COMBAT REFLEXES

GE

Additional attacks of opportunity
each round.

Stufe

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DEFLECT ARROWS

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

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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.

Stufe

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RIPOSTE

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)

