

# 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

Уровень Initiative bonus

2 +2

8 +4

### NO RETREAT

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

9

### CANNY DEFENCE

ARMOUR CLASS  
BONUS

Duelist  
Level

K3

=

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

Уровень

#### ENHANCED MOBILITY

3

+4

Armour class bonus against attacks of opportunity for moving out of a threatened square.

#### ELABORATE DEFENCE

Armour class  
bonus

Duelist  
Level

Уровень

7

K3

=

÷ 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.

Уровень

#### COMBAT REFLEXES

4

DEX

Additional attacks of opportunity each round.

Уровень

#### 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.

Уровень

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.

Уровень

#### 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)

Уровень

10