

Duelist (Fighter)

For as long as duels have taken place, there have been specialists in the art of personal combat. In Roman times, there were the gladiators, who made their way up from ignominy to great fame through skill alone; in Renaissance times, there were the fencing instructors, who taught young rakes how to duel (and live to brag about it) the way that other specialists taught them how to dance or take snuff; and in all times, there have been the hired swords (hired guns in the Old West), who have wandered about, fighting for glory, money, or for lack of a better calling in life. The duelist character class for the Advanced Dungeons & Dragons game represents this type of expert, one who makes his living through skill in individual combat.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Finesse Expertise (+2), Two-Weapon Fighting Specialization
2	2	+2	Combat Dominance (+2)
3	3	+3	
4	4	+4	
5	5	+5	Extra Attack (1)
6	6	+6	Combat Dominance (+3), Finesse Expertise (+3)
7	7	+7	2 nd Finesse Expertise Weapon
8	8	+8	
9	9	+9	
10	+3	+10	Extra Attack (2)
11	+3	+11	Combat Dominance (+4), Finesse Expertise (+4)
12	+3	+12	
13	+3	+13	3 rd Finesse Expertise Weapon
14	+3	+14	
15	+3	+15	
16	+3	+16	Combat Dominance (+5), Finesse Expertise (+5)
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

- Ability Requirements: Strength 9, Dexterity 13, Charisma 13
- Permitted Races: Elf, half-elf, half-orc, halfling, and human
- Hit Die Type: d10 (6)
- Alignment: Any
- Weapon Proficiencies: All
- Armor Proficiencies: Light armor and small shields
- Saving Throw Proficiencies: Dexterity and Charisma
- Skill Proficiencies: Acrobatics and Athletics plus any 3 of the following: Animal Handling, Craft (any), Deception, History, Insight, Intimidation, Medicine, Perception, Performance (any), Profession (any), or Stealth
- Starting Funds: 5d4x10 gold pieces.

Finesse Expertise

Duelists add 2 to all melee attack and damage rolls made with one finesse weapon (page 49), such as a short sword or dagger. This damage bonus increases by 1 at duelist levels 6, 11, and 16.

At 7th and 13th levels, duelists choose another finesse weapon to gain expertise with. The attack and damage bonus with these weapons is equal to that gained with their other finesse expertise weapons.

Two-Weapon Fighting Specialization

Duelists offset all Two-Weapon Fighting penalties (page 66) by 2. In addition, a duelist may choose to parry, rather than attack, with their off-hand weapon.

When foregoing their off-hand weapon attack to parry, the duelist gains a +1 bonus to Armor Class against all melee attacks until their next action. This Armor Class bonus increases to +2 at duelist level 6 and +3 at duelist level 11.

Duelists gain no benefits from the Two-Weapon Fighting Specialization ability when wearing Medium or Heavy armor, when more than lightly encumbered, when using a shield, or when blinded, surprised, or unconscious.

Combat Dominance

At 2nd level, duelists gain a +2 bonus to all Combat Contests (pages 68-69), such as Trip and Disarm attempts. This bonus improves by 1 at duelist levels 6, 11, and 16.

In addition, duelists double their usual number of attacks per round against opponents with Hit Dice equal to or less than their Combat Dominance bonus (1 HD at level 2, 2 HD at level 6, and so on).

In order to use this ability, the duelist must direct all melee weapon attacks against opponents that meet this criterion. The duelist can split the available attacks among qualified opponents as desired. This ability may not be used with ranged weapons.

Example: An 6th level duelist, facing a dozen 2nd level guards, could make four melee attacks per round. If that same duelist were 10th level, he could make 6 attacks per round (see the description for the Extra Attack feature below for more details).

Note: This ability is superior to the Fighter ability of the same name. A dual-classed Duelist-Fighter may add their Fighter and Duelist class levels together when determining their Combat Dominance bonuses.

Extra Attack

Duelists gain the ability to make more than one attack each round. At level 5 duelists may make 1 extra attack per round. At levels 10 and beyond duelists may make 2 extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Followers

Upon reaching 9th level and constructing a stronghold, duelists attract followers in the same manner as fighters. Retainers will often be fellow duelists, rather than fighters. Duelist retainers will typically wield magical short swords and daggers, and wear magical leather armor or make use of bracers of defense.

