

The Duelist

A swashbuckling fighter, a man whose wit is as quick as the flash of his razor-sharp blade, the duelist is somewhere between a rogue and a fighter. Concentrating mostly on dexterity, the Duelist is a master of the Florentine style of fighting, which is the use of two blades simultaneously. Beyond that, the Duelist is able to use his own sharp wit as a weapon. They have a talent for getting their comrades into trouble with their sharp tongue and reckless nature, but are often just as good at getting their friends out of trouble.

Typically, the duelist wields a rapier and long parrying dagger called a *poniard* (in game terms, a short sword). But there have been instances in fiction and history of duelists using long swords and short swords, paired small axes, paired short swords, even sets of daisho (matched katana and wakizashi).

Duelist Abilities

Combat Expertise: The duelist is an expert at fighting defensively. Beginning at sixth level, he may choose to suffer a penalty of up to his BtH bonus to his attack rolls, and gain an equal bonus to his AC.

Taunt (Cha): The duelist can use his razor wit and words to enrage an enemy. At first level, through jibes and insults, the duelist can cause enemies to focus their attacks upon him, ignoring all other potential threats. To accomplish this, the duelist insults his foe and makes a Charisma check, opposed by his victim's Wisdom save. If the duelist wins, the enemy must attack the duelist exclusively for a number of rounds equal to the Duelist's BtH bonus. Using this ability requires an action.

At first level, this ability can be used against one foe.

At fourth level, the ability can be used against two enemies, or against one, and inflict a penalty of -2 to hit against a single enemy attacking the duelist.

At eighth level, the ability can be used against four enemies, or against up to two enemies



inflicting a penalty of -3 to hit the duelist against each.

At twelfth level, the ability can be used against up to eight enemies, or against up to four, inflicting a “to hit” penalty of -4 against each.

Tumbling (Dex): At ninth level, the Duelist can use acrobatic maneuvers to confuse his enemies and make him harder to hit. By suffering a -4 penalty to all his attacks in a given round, the Duelist can replace his standard AC with a Dexterity check (armor and two weapon bonuses still apply). For example, Leon the Swift decides to suffer -4 to his attack roll for a round and makes a Dexterity check. The result of the check comes up 18; adding his +3 bonus for studded leather armor and his +1 for Two Weapon Fighting (see below), his AC becomes 22 for that round.

Furthermore, the Duelist can use this ability to reduce the damage from falls. By making a Dexterity check with a CC equal to 1 per 10 feet of falling distance, the Duelist suffers only half damage from a fall.

Two Weapon Defense: At third level, the Duelist, when fighting with two weapons, gains

a +1 to AC due to his improving ability to coordinate the weapons in a defensive manner. This bonus increases to +2 at seventh level, +3 at tenth level, and increases by +1 for every three levels thereafter.

Two Weapon Fighting: At first level, the duelist gains an improved ability to fight with two weapons. This ability reduces the penalties for fighting with two weapons (PHB, page. 119) by two each, allowing the Duelist to fight at penalties of -1/-3. Dexterity bonus can also

offset these penalties, but does not result in bonuses (penalties can only be reduced to zero). In order to use this ability, the Duelist must be wearing padded, leather, studded leather, or no armor at all. Any other armor negates the ability. Also, the weapon in the duelist's off-hand must be light and both weapons must be able to be wielded one-handed.

At eleventh level, the Duelist gains an additional (third) attack with his off-hand weapon, albeit at a -5 penalty.

Duelist

Prime Attribute: Dexterity

Hit Die: d6

Weapons and Armor Allowed: One-handed melee weapons, light crossbows, padded, leather, or studded leather armor.

Abilities: Combat Expertise, Taunt, Tumbling, Two-Weapon Defense, Two-Weapon Fighting

Level	Hd	BtH	Abilities	EPP
1	d6	0	Taunt, Two-Weapon Fighting	0
2	d6	+1		1501
3	d6	+1	Two-Weapon Defense	3001
4	d6	+1		6001
5	d6	+1		12,001
6	d6	+2	Combat Expertise	24,001
7	d6	+2		48,001
8	d6	+2		96,001
9	d6	+3	Tumbling	192,001
10	d6	+3		288,001
11	+2	+3		480,001
12	+2	+4		768,001
+1	+2	+1/3		+500,000