

DUELIST

You are a duelist, the dedicated master of your chosen weapon. You have trained with your personal weapon for years in an attempt to master its secrets.

Duelists are a subclass of the Fighting Man.

Duelist Advancement table

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,400	2	+1	14
3	4,800	3	+2	13
4	9,600	4	+2	12
5	19,000	5	+3	11
6	38,000	6	+4	10
7	76,000	7	+4	9
8	153,000	8	+5	8
9	307,000	9	+6	7
10	615,000	10	+6	6

Duelist Class Abilities

Weapon & Armor Restrictions: Duelists are dedicated warriors and have no restrictions to weapons, they are unable to wear any armor heavier than leather.

Favored Weapon: At character creation, the player must designate a melee weapon as their favored weapon. The Duelist gains a +1 bonus to hit and to damage with this weapon.

Life-saving Parry: Anytime a Duelist takes damage from a melee attack that would normally knock the Duelist to 0 or less hit points, he may attempt a life-saving parry.

To make the parry, the Duelist must make a saving throw vs. death. If successful, the attack was parried and no damage is taken. On a second attempt (in the same melee - but not the same round) a successful save means only half damage is taken.

No more than 2 saves can be made per melee. These saves can only be made against melee weapons and cannot be used against monster/animal natural attacks or missile attacks.

Saving Throw: A Duelist gains a +2 bonus on Saving Throws vs death and fear.

Establish School: At 9th level, the Duelist may establish his own school where he will train students in his chosen weapon. The referee will determine how many students arrive to study at your school (usually 5d6+1 per CHA over 10).

XP Bonus for Dexterity: This class bonus is due to a high Dexterity attribute.