

## Duelist (Fighter)

**Role:** Defender and Striker

**Power Source:** Martial

**Key Abilities:** Strength and Wisdom

**Armor Proficiency:** Cloth, leather, hide.

**Shield Proficiency:** Light shields

**Weapon Proficiency:** Simple melee, military melee, simple ranged.

**Defense Bonus:** +1 Fortitude, +1 Reflex

**Base Hit Points:** 15 + Constitution Score

**Bonus Hit Points:** +6 per level gained

**Healing Surges:** 9 + Constitution Modifier

**Trained Skills:** Choose four from your list of class skills.

**Class Skills:** Acrobatics (Dex), Athletics (Str), Bluff (Cha), Insight (Wis), Intimidate (Cha), Perception (Wis), Streetwise (Cha).

**Class Features:** Combat superiority, duelist gambit, en garde, expert duelist, shifting defense, weapon talent.

### Level 1:

#### COMBAT SUPERIORITY

You gain a bonus to the attack rolls of opportunity attacks. The bonus is equal to your Wisdom modifier. When you hit a moving creature with an opportunity attack, the target's movement ends immediately.

#### DUELIST GAMBIT

You gain the **duelist gambit** power.

#### Duelist Gambit

[Martial]

#### Immediate Interrupt

Personal

**Trigger:** An ally adjacent to you is hit by a melee attack.

**Effect:** The triggering attack hits you instead of your ally. You can then make a melee basic attack against the triggering attacker as a free action. You can make this attack even if you can't reach the triggering attacker. Your attack deals 1 [W] extra damage.  
Level 17: 2 [W] extra damage.  
Level 27: 3 [W] extra damage.

## EN GARDE

While you are wielding a one-handed melee weapon and you are wearing light or no armor, you can use your Wisdom modifier to determine your AC instead of your Dexterity or Intelligence modifier.

## EXPERT DUELIST

You gain the **agile footwork** and **deflecting parry** powers.

#### Agile Footwork

[Martial]

#### Opportunity action

Personal

**Trigger:** An enemy adjacent to you shifts, or makes an attack that doesn't include you as a target.

**Effect:** You shift 1 square, and you gain a +2 power bonus to defenses until the start of your next turn.

**Special:** You can use this power in place of an opportunity attack.

#### Deflecting Parry

[Martial]

#### Opportunity action

Personal

**Trigger:** You or an ally adjacent to you is hit by a melee attack.

**Effect:** You make a melee basic attack against the attacker. You can make this attack even if you can't reach the triggering attacker. If your attack hits, you deal no damage, but the target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

## SHIFTING DEFENSE

When you use second wind or total defense as a standard action, you can shift 1 square as a free action.

## WEAPON TALENT

You gain a +1 bonus to the attack rolls of weapon attacks.

**Level 2:**

**IMPROVED FEINT**

When you make a melee basic attack with a weapon against a target that is granting combat advantage to you, you can choose to roll against the lower of the target's Armor Class or Reflex defense.

**Level 3:**

**LEVEL 3 EXTRA DUELIST GAMBIT**

You gain an additional use of duelist gambit per encounter.

**Level 5:**

**COMPELLING STEP**

Once per turn when you shift at least 1 square, you can slide an enemy adjacent to you 1 square.

**Level 6:**

**REDOUBLED RECOVERY**

When you spend a healing surge to regain hit points while you're bloodied, you can spend an extra healing surge.

**Level 7:**

**LEVEL 7 EXTRA DUELIST GAMBIT**

You gain an additional use of duelist gambit per encounter.

**Level 9:**

**THICKET OF BLADES**

Enemies who start their turn in a square adjacent to you are slowed until the start of your next turn.

**Level 10:**

**UNHINDERED STEP**

You ignore difficult terrain when you shift.