

Duelist (Ranger)

Combat Role: Striker and Controller

Power Source: Martial

Key Abilities: Strength and Dexterity

Armor Proficiency: Cloth, leather, hide.

Weapon Proficiency: Simple melee, military melee.

Defense Bonus: +1 Fortitude, +1 Reflex

Base Hit Points: 12 + Constitution Score

Bonus Hit Points: +5 per level gained

Healing Surges: 7 + Constitution Modifier

Trained Skills: Choose five from your list of class skills.

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Endurance (Con), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex).

Class Features: duelist combat style, off-hand strike, rending attack, two-weapon fighting.

Level 1:

DUELIST COMBAT STYLE

You gain the following three powers.

Careful Attack [Martial, Weapon]

Standard action * At-will **Melee** weapon

Requirement: You must be wielding two melee weapons.

Target: One creature within reach. **Attack:** Strength +2 vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 1[W] + Strength modifier damage.

Nimble Strike [Martial, Weapon]

Standard action * At-will **Melee** weapon

Effect: Before or after the attack, you can shift 1 square.

Target: One creature within reach. **Attack:** Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 1[W] + Strength modifier damage.

Twin Strike [Martial, Weapon]

Standard action * At-will **Melee** weapon

Requirement: You must be wielding two melee weapons.

Effect: You make the following attack two times.

Target: One creature within reach. **Attack:** Strength vs. AC

Hit: 1[W] damage.

Level 21: 2[W] damage

OFF-HAND STRIKE

You gain the **off-hand strike** power.

Off-Hand Strike [Martial, Weapon]

Free action * Encounter **Melee** weapon

Requirement: You must be wielding two melee weapons.

Trigger: You hit an enemy with a melee weapon attack.

Target: One creature within reach. **Attack:** Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 17: 2[W] + Strength modifier damage.

Level 27: 3[W] + Strength modifier damage.

Special: You can use this power only once per turn.

RENDING ATTACK

When you hit the same enemy with two or more weapon attacks during a turn, the enemy takes extra damage equal to your Dexterity modifier.

TWO-WEAPON FIGHTING

You can wield a one-handed weapon in your off-hand as though it were a one-handed weapon.

Level 2:
YIELD GROUND

You gain the **yield ground** power.

Yield Ground	[Martial]
Immediate reaction * Encounter	Personal
Trigger: An enemy damages you with a melee attack.	
Effect: You can shift up to 3 squares, and you gain a +2 power bonus to defenses until the end of your next turn.	

Level 3:
LEVEL 3 EXTRA OFF-HAND STRIKE

You gain an additional use of off-hand strike per encounter. You can still use the power only once per turn.

Level 5:
LEVEL 5 IMPROVED RENDING ATTACK

The extra damage you deal with your rending attack class feature increases to 2 + your Dexterity modifier.

Level 6:
CROSS GUARD

You gain the **cross guard** power.

Cross Guard	[Martial]
Immediate reaction * Encounter	Personal
Requirement: You must be wielding two melee weapons.	
Trigger: An enemy misses you with a melee attack.	
Effect: You make a melee basic attack against the triggering enemy.	

Level 7:
LEVEL 7 EXTRA OFF-HAND STRIKE

You gain an additional use of off-hand strike per encounter. You can still use the power only once per turn.

Level 9:
DUELIST'S PANACHE

When you hit an enemy with a melee attack while you have combat advantage against it, slide the enemy 1 square as a free action.

Level 10:
DUELIST'S ADVANCE

You gain the **duelist's advance** power.

Duelist's Advance	[Martial]
Immediate reaction * Encounter	Personal
Trigger: An enemy ends its movement within 3 squares of you.	
Effect: You can shift up to 2 squares. You must end the movement adjacent to the triggering enemy. The next time you hit the enemy with a melee attack before the end of your next turn, you knock the enemy prone.	