

DUELLIST

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	33 : 30	8	4	Single Ambidex Firearms	1S	1	Utilise Light Armour Utilise Any Weapon Utilise Shield
2	37 : 33	9	8	Thrown	1S	1	+1 Dex Ac En Garde
3	41 : 36	10	12		2S	1	Weapon Mastery 1 +1 Dex Ac
4	45 : 39	11	16		2S	2	
5	49 : 42	12	20	Double Handed	3S/4D	1	Resist Disarm Thrown Mastery 1
6	53 : 45	13	24		4S/4D	2	Weapon Mastery 2
7	57 : 48	14	28		4S/5D	1	Sure -handed Speed Self
8	61 : 51	15	32		6S/7D	1	Weapon Mastery 3 +1 Dex Ac
9	65 : 54	16	36		6S/7D	2	Thrown Mastery 2
10	69 : 57	17	40		7S/8D	2	
11	75 : 62	19	46		8S/8D	3	Weapon Mastery 4
12	81 : 67	21	52		9S/10D	4	Duel

A Human Duellist Gains 33:4 Life Points

An Elven Duellist Gains 30:3 Life Points

Class Restrictions/Limitations

1. Duellists never own a self sword, as their use of multiple weapons does not allow for the time and effort and energy to invest in such a thing. The duellist must however have a personal weapon and should this be destroyed it will cost 100 gold crowns to replace.
2. Although they can (and often will) learn unarmed combat, they can never use boxing or ky power.
3. Duellist will wear up to padded jacks and bucket tops (AC 3).
4. Duels against such fellows as the Duellist is usually to the death whether this has been stated or not!
5. Duellist will happily duel with pistols as well as fight with them.
6. Although not honourable Duellists view retreat or surrender with equal contempt (they forfeit a level to do either), though a retreat or even a surrender may be view as a tactical manoeuvre to allow the Duellist to strike later. In such a case the Duellist has one moon to deal with any and all that they surrendered too, lest the xp loss be enforced! A run out case or a cowardly party may be treated as exceptional circumstances by the referee.
7. Duellists have no moral qualms when it comes to killing incapacitated or unconscious opponents, although any such action should fit the Duellists alignment.
8. Duellists gain no Xp bonus for duels unless it involves killing another Duellist or Swordsman.

Class Abilities

Utilise Light Armour – this allows the Duellist to use a maximum of Padded jackets as armour.

Utilise Any Weapon – the Duellist is able to use any weapon type.

Utilise Shield – the Duellist is able to use a buckler shield.

+1 Dex AC – this gives the Duellist 1 point of dexterity armour per time this skill is listed.

En Garde - This ability allows the Duellist, in an amazing display of dexterity, to return their sword to his hand following a disarm, fumble, etc. The Duellist kicks / flips the sword back into his hand in an effective 'Time Freeze'. Note that the sword must be within reachable distance of a hand or foot for the skill to work; it will not retrieve a sword from 10' away, etc. This skill is usable once per level per day.

Weapon Mastery 1 – this give the Duellist plus 6 lps damage with a favoured melee weapon type e.g. a long sword.

Resist Disarm – this allows the Duellist to resist a disarm parry from an opponent. This skill is usable 1 per 4 levels per day.

Thrown Mastery 1 – this grants the Duellist plus 6 lps damage with thrown weapons.

Weapon Mastery 2 - this skill gives the Duellist plus 6 lps damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 12 lps with the chosen weapon type. Requires the Duellist to have *Weapon Mastery 1* in the same weapon type.

Sure Handed – this allows the Duellist who has already bought the skill *Resist Disarm* to be immune to disarm parry, fumble spells or practically anything else including a slippery object being dropped by the Duellist. (referees discretion)

Weapon Mastery 3 – this gives the Duellist a further plus 6 lps damage with a particular weapon type. Requires *Weapon Mastery 1 and 2* in the same weapon type.

Speed Self -This skill allows the Duellist to focus their dexterity and speed to avoid damage from incoming attacks. When the Duellist activates the skill they gain their current level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 8th level Duellist has 8 points, which could be spent on Speed Self 4 for two times a day, Speed Self 1 for eight times a day or any similar combination. Note that a Duellist is limited to using Speed Self of a level up to half their own level, so the 8th level Duellist could use up to Speed Self-4. Speed Self 1 halves the damage a Duellist takes against physical damage only, Speed Self 2 the Duellist takes one third damage, Speed Self 3 one quarter damage is taken and so on. When activated the speed self chosen lasts for 5 minutes.

Thrown Mastery 2 – this grants the Duellist a further plus 6 lps damage with thrown weapons. Must have thrown weapon mastery 1

Weapon Mastery 4 - this gives the Duellist a further plus 6 lps damage with a particular weapon type. Requires *Weapon Mastery 1, 2 and 3* in the same weapon type.

Duel – While engaged in a duel, the Duellist take ¼ damage from physical, gains +6 points strength, and is surefooted for the duration. This ability also grants four disarm parries to use in the Duel.

Table one	
Apprentice Weapon Smith	Improved Reload
Apprentice Armour Smith	Leap
Body Weaponry	Marksmanship
Conceal Small Object	Reflex 1
Cut To Bleed	Resist Disarm
Deadeye	Resist Knockdown
Dexterity	Shield Mastery 1
Disarm Parry	Subdue
Disguise	Weapons Mastery 1

Table Two	
Backstab	Reflex 2
Body Weaponry 2	Stamina 1
Dodge	Strength 1
Discern Smell	Torture
Enhance Stress Resistance	Turn Blow
Make Concealed Weapon	Weapons Mastery 2

Table Three	
Conceal Lie	Reflex 3
Crushing Blow	Stamina 2
General Weapons Mastery 1	Strength 2
Perceive Lie	Weapons Mastery 3

Table Four	
Forearm Parry	Stamina 3
Full Reflexive Defence	Strength 3
General Weapons Mastery 2	Sure-Footedness
Reflex 4	Weapons Mastery 4
Shin Parry	