

DUELIST V 0.3



DUELIST			
Level	Proficiency Bonus	Features	Combat Reflexes
1st	+2	Insightful Strike, Parry	-
2nd	+2	Combat Reflexes, Fighting Style	2
3rd	+2	Duelist Archetype, Feint	2
4th	+2	Ability Score Modifier	2
5th	+3	Extra Attack, Grace	3
6th	+3	Improved Parry, Tactical Wits	3
7th	+3	Duelist Archetype Feature	3
8th	+3	Ability Score Improvement	3
9th	+4	Opportunist	4
10th	+4	Graceful Retreat	4
11th	+4	Duelist Archetype Feature	4
12th	+4	Ability Score Modifier	4
13th	+5	Perfect Aim	5
14th	+5	Evasion	5
15th	+5	Duelist Archetype Feature	5
16th	+5	Ability Score Improvement	5
17th	+6	Deadly Opportunist	6
18th	+6	Deflect Magic	6
19th	+6	Ability Score Improvement	6
20th	+6	Heaven's Grace	6

CLASS FEATURES

As a duelist, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per duelist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per duelist level after 1st

PROFICIENCIES

Armor: light armor

Weapons: simple weapons, martial weapons with light or finesse properties

Tools: none

Saving Throws: Dexterity, Intelligence

Skills: Choose two skills from Acrobatics, Athletics, Deception, History, Insight, Perception, Performance, Persuasion and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) studded leather or (b) leather and two daggers
- (a) martial weapon with finesse property or (b) two weapons with light property
- (a) bag with 20 caltrops or (b) four daggers
- (a) explorer's pack or (b) dungeoneer's pack

INSIGHTFUL STRIKE

Being smart has its merits. When you make a weapon attack or use a weapon with thrown property, you may add your Intelligence modifier to the damage roll.

PARRY

When a creature hits you with a melee weapon attack, you can use your reaction to parry this attack. You may add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

COMBAT REFLEXES

At 2nd level, your training allows you to react to any changes in the battle. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to use Parry feature or to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

Your duelist level determines the number of times you can use this feature, as shown in the Combat Reflexes column of the Duelist table. You regain all of your expended uses of this feature after a short or long rest.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

ALTERNATIVE DUELING FIGHTING STYLE

When you are wielding a melee weapon in one hand and carry nothing in the other hand, you gain +1 to your AC and you score critical hits on melee weapon rolls of 19-20.

QUICK DRAW

You may throw weapons with light property at your normal rate of attacks (much like a character with a bow). Your throwing attacks gain +1 damage.

WHIRLING BLADES

When you engage in two-weapon fighting while wearing no or light armor, you gain the following benefits:

- You do not expend your bonus action for your off hand attack. However, this attack still must follow your action attack.
- You may add your ability modifier to your off hand attack.

DUELIST ARCHETYPE

At 3rd level, you choose an archetype from the list available that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 11th and 15th level.





FEINT

At 3rd level, once per round on your turn, you can force the enemy that is within 5 feet of you to make an Insight check contested by your Deception check. You may add your Intelligence modifier to your Deception check roll. If you succeed, you may use your opportunity attack against this enemy without expending the use of your Combat Reflexes feature.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

GRACE

Starting 5th level, you are swift and agile. When you wear no armor or light armor you gain the following benefits:

- Your speed increases by 10 feet.
- Opportunity attacks made against you have a penalty to the attack rolls equal to your proficiency bonus.
- You have advantage on your Acrobatics checks.

IMPROVED PARRY

At 6th level, your Parry feature can be used as a reaction to deflect projectiles targeting you.

TACTICAL WITS

When you reach 6th level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

DUELIST ARCHETYPE FEATURE

At 7th level, you gain a feature granted by your Martial Archetype.

ABILITY SCORE IMPROVEMENT

When you reach 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

OPPORTUNIST

Starting 9th level, your opportunity attacks can be triggered in additional ways:

- When a creature within 5 feet of you casts a spell.
- When a creature within 5 feet of you makes a ranged attack.
- When a creature within 5 feet of you misses an attack roll.

GRACEFUL RETREAT

At 10th level, live to fight another day. Once per round, whenever you receive a critical hit, you may move up to half of your speed. This movement doesn't provoke opportunity attacks.

DUELIST ARCHETYPE FEATURE

At 11th level, you gain a feature granted by your Martial Archetype.

ABILITY SCORE IMPROVEMENT

When you reach 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

PERFECT AIM

At 13th level, there is no escape from your blade. Your weapon attacks can't be effected by disadvantage.

EVASION

Beginning at 14th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

DUELIST ARCHETYPE FEATURE

At 15th level, you gain a feature granted by your Martial Archetype.

ABILITY SCORE IMPROVEMENT

When you reach 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

DEADLY OPPORTUNIST

At 17th level, your enemies regret their carelessness in front of you. Your opportunity attacks deal maximum damage.

DEFLECT MAGIC

When you reach 18th level, you can use your parry feature against any spell attack roll that has only you as a target. This ability requires the use of a magic weapon, and does not function on area effects.

ABILITY SCORE IMPROVEMENT

When you reach 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

HEAVEN'S GRACE

At 20th level, you attain a perfection in swordplay. Unless you are incapacitated you gain the following benefits:

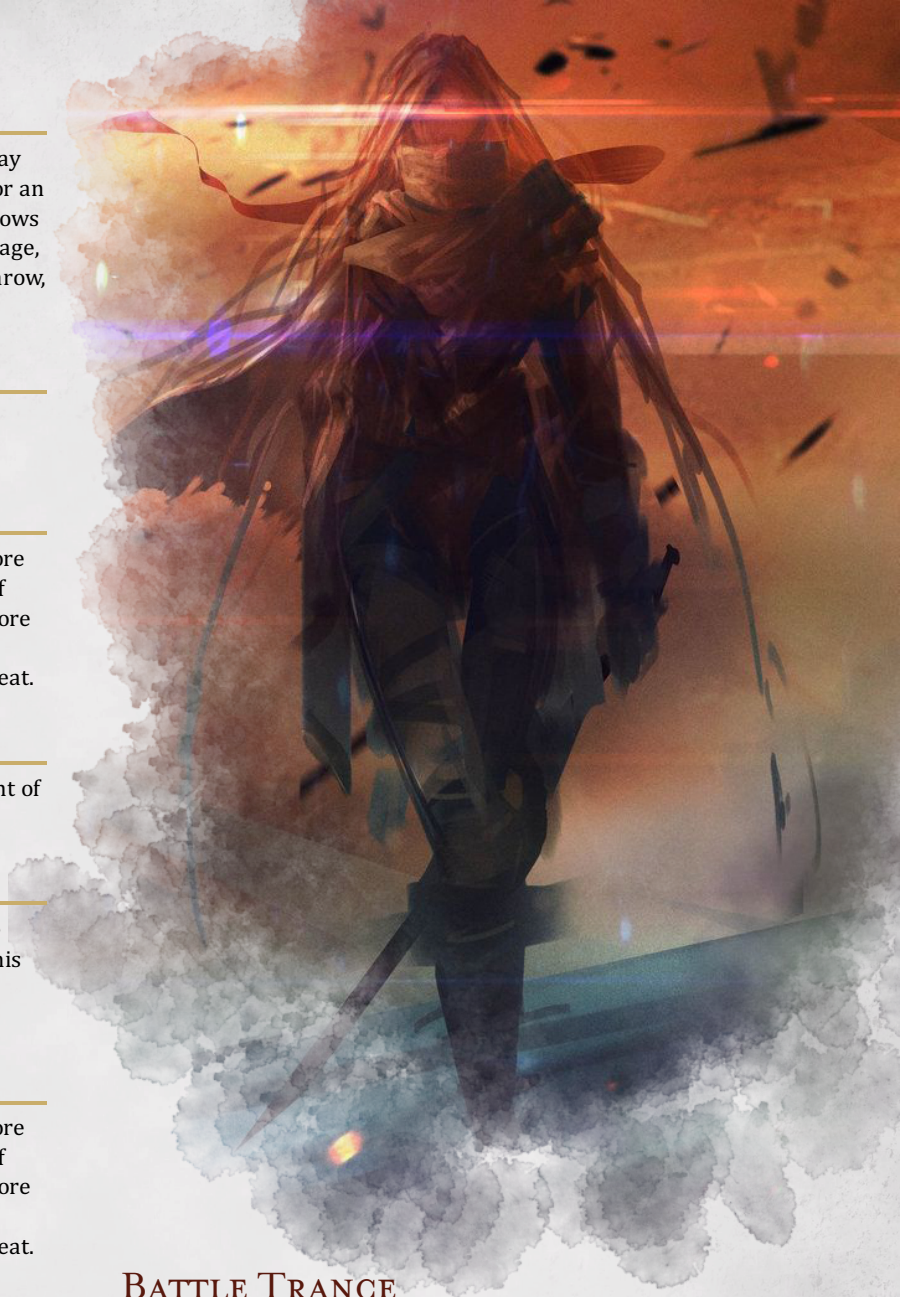
- Attacks against you always have disadvantage.
- A critical hit you receive is a normal hit for you.

DUELIST ARCHETYPES

Duelist archetypes can vary greatly from one to another. The choice you make will be reflected in the game until the very end.

BATTLEMIND

Battleminds are carefree warriors who seek only to test their skill against the mightiest and most dangerous opponents. They possess a potent combination of psionic and physical skill, allowing them to use their power to manipulate and deceive their foes.



BATTLE TRANCE

You have mastered the inner self. On your turn, you can enter a battle trance as a bonus action.

While descending into battle trance, you gain the following benefits if you are wearing no armor or light armor:

- You have resistance to psychic damage.
- You gain advantage on Wisdom saving throws.
- If you are able to cast spells, you can't cast them or concentrate on them while battle trancing.

Your battle trance lasts for 1 minute. It ends early if you are knocked unconscious. You can also end your battle trance on your turn as a bonus action.

You can use this ability once per a short or long rest.

PSIONIC ADDEPT

Starting 3rd level, you learn magic hand and message cantrips.

THIRD EYE

At 7th level, you are capable to see what others try to hide from you. You gain a proficiency in Insight skill. If you already have one, your proficiency bonus is doubled.

MIND SHIELD

When you reach 11th level, when the enemy that is within 5 feet of you lands a hit on you, you can use your reaction to gain resistance against this attack's damage and reflect the other half of it back to the enemy. You can use this feature once per long rest.

SANTORYU

Starting 15th level, you can spend 10 minutes to create a spectral sword that is floating in the air near you. This sword can't move more than 5 feet away from you. If you are incapacitated the sword disappears. Whenever you land at least 2 hits on your turn, the spectral sword automatically lands another hit against the enemy within 5 feet of you. Spectral sword deals 1d6 + your Intelligence modifier of psychic damage.

RUFFIAN

This archetype highlights the worst duelists that exist. Smart, deadly and violent to its core. They use their wits to bring down even the toughest opponents and enjoy the process at the same time.

DIRTY FIGHTING

When you choose this archetype at 3rd level, you know the brutal and effective fighting tactics of the streets and back alleys. Whenever you hit a creature with a weapon attack, you may add an extra 1d4 damage of the weapon's type. Extra damage die changes to 1d6 at 8th, 1d8 at 13th and 1d10 at 18th levels.

TORTURER

At 3rd level, you get a pretty good knowledge on how to make them last longer. You gain a proficiency in Medicine skill. If you already have one, your proficiency is doubled.

INTERROGATOR

Starting 7th level, you know what questions to ask to get the right answers. Your Intimidation checks are made with advantage.

ADRENALIN RUSH

At 11th level, your feel of superiority gives you an edge in the battle. Whenever you kill a creature you gain the following benefits:

- You get an extra 10 feet of movement this turn.
- You get temporarily hit points equal to the number of hit dices of the creature killed. These temporarily hit points disappear after 1 minute.

CRIPPLING STRIKES

At 15th level, unfortunately for your enemies you know where to strike to make it real painful. Your weapon attacks gain the following benefits:

- Each of your weapon attacks reduce enemy's movement speed by 5 feet until the start of your next turn.
- Enemy can't recover hit points until the start of your next turn.



CREDITS

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