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# Duelist pathfinder guide pdf online book free

Pathfinder duelist guide.

One of those PCs that joined the Eldritch Knight in being converted into a full class. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Especially psionic lion's charge. Two levels of monk certainly help your saves a lot, but you should never neglect the cloak of resistance. All that said, a challenge is a challenge! Core does not offer a lot for the duelist, and I cannot promise that this will be particularly effective, some some thoughts on a duelist who actually fights with a single one-handed or light weapon. With canny defense, Int-to-AC twice. Your BAB suffers, which is quite painful, but getting expansion and psionic lion's charge is a really big win for you. No Retreat (Ex) At 9th level, enemies adjacent to the duelist that take a withdraw action provoke an attack of opportunity from the duelist. Spending 8 power points on this power is prohibitively expensive for you, but a +25 bonus to attack and damage is still ridiculous. Dungeonscape, Factotum—Int-to-nearly-everything. An amulet of health may win out over the periapt of wisdom though. Hit Die: d10. If you're going that route, though, the other answers are much better at it. Damage bonuses and large numbers of attacks. Deflect Arrows At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon. The second level gets you uncanny dodge, which is nice-ish? They move with a grace unmatched by most foes, parrying blows and countering attacks with swift thrusts of their blades. The path to the duelist is natural for rogues and bards, as those classes do not rely on armor for defense, although nearly as many duelists come from the ranks of fighters and rangers. Barbarian is also a big, strong class, with a nice big HD. The inertial armor and vigor powers may be more appropriate, offering some defensive ability. Build probably becomes Barbarian 1/Monk 1/Swashbuckler 3 as a psionic race so you take war mind, for Barbarian 1/Monk 1/Swashbuckler 3/War Mind 5/Duelist 10 in the end. Cobra Strike Monk 2 Monk gives you flurry of blows, which is another extra attack. After completing duelist, psychic warrior is where you want the rest of your levels. Section 15: Copyright Notice Pathfinder RPG Core Rulebook. Result: Barbarian 1/Ex-monk 2 who is Neutral with respect to Law and Chaos. Sticks with it long enough to learn some things, but ultimately can't keep to that lifestyle and leaves or is kicked out. Reach, attacks of opportunity, and tripping. You will have painfully few power points, but a few times per day you'll be able to slam into someone across the room and tear into them pretty well. This bonus slacks with the benefit provided by the Improved Initiative feat. At least Acrobatic Charge is marginally useful. Unfortunately, all of these things are competing for your extremely limited power points. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. Base Attack Bonus: +6. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. That one I probably would not allow. If the DM rules that the swordmage class's Wisdom-to-AC bonus is similar enough to the monk's to work with Kung Fu Genius, that may be even better. They thrive in melee, where their skill with the blade allows them to make sudden attacks against clumsy foes and to cripple opponents with particularly well-placed thrusts of the blade. A belt of giant strength is, as mentioned above, probably even more valuable to you, though. Requirements To qualify to become a duelist, a character must fulfill all the following criteria. Note that bite of the wolf and claws of the beast could be used similarly to the tiger-shaping of other answers. Parry (Ex) At 2nd level, a duelist learns to parry the attacks of other creatures, causing them to miss. The best way to play a duelist is to ignore Precise Strike entirely, and just go ahead and use a two-hander with Power Attack. Tripping is moderately effective battlefield control, and reach allows you to apply it to a reasonably large chunk of the battlefield. Mostly, it's more HP and more BAB, which you need. At 8th level, the bonus increases to +4. Though you need to have Weapon Finesse, you get bonuses to Strength from whirling frenzy, and you still use Strength for damage. Outside-the-~~SRD~~ Notes For other readers who go beyond the SRD, there are a few things that warrant mention: Complete Adventurer, Swashbuckler—Weapon Finesse as a bonus feat at 1st, Int-to-damage at 3rd. To parry the attack, the duelist makes an attack roll, using the same bonuses as the attack she chose to forego during her previous action. A side-note about the RAW of psionic lion's charge: it is worded very poorly. You can now attack three times with a single (monk) weapon during a whirling frenzy. Lawful duelists are not unheard of, however, and such duelists often adhere to a strict code of honor, refusing to attack unarmed or obviously inferior opponents. But neither approach really screams duelist to me. Since you already had to be unarmored for canny defense, that's fairly nice, but you really shouldn't have especially high Int or Wis. Whirling frenzy replaces rage and gives you an extra attack, along with some other stuff. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain. A duelist's precise strike only works against living creatures with discernible anatomies. Obvious choice, makes psionics much more "nice to have" rather than "absolutely critical." Dragon Compendium, Kung Fu Genius—Use Intelligence instead of Wisdom for monk abilities. I don't really recommend it. Using the Wolf Totem variant can get you Improved Trip instead of uncanny dodge, which may be the better deal. Using both hands results in 1½×Str to damage, and 2:1 returns on Power Attack. That problem has even come up here before: we have a question seeking duelist replacements that may interest you (even though the question itself did not really define well what it was looking for and probably should have been closed and narrowed down). Whirling Frenzy Barbarian 2 This is your first source of an extra attack. In my opinion, the prestige class Duelist (from the SRD) seems a bit weak, although the concept is interesting, as some of the abilities. Evasion is tacked on so yay. And of course, the most valuable cloak of resistance you can reasonably afford. You're hitting a lot with it and your damage bonuses leave something to be desired, so pile those onto it. Enhanced Mobility (Ex) Starting at 3rd level, when wearing light or no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square. Grace (Ex) At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. Skills: Acrobatics 2 ranks, Perform 2 ranks, Canny Defense (Ex) When wearing light or no armor and not using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level as a dodge bonus to her Armor Class while wielding a melee weapon. The duelist does not need a free hand to use this feat. I think you should consider leaving Dexterity at marginal values (e.g. don't dump it, but don't pump it either), and focus on Strength for attack and damage. Let's discuss all things Duelist. Page 2 Duelists represent the pinnacle of elegant swordplay. It doesn't work very well, it certainly keeps up with neither a real charger nor the shapeshifting builds of other answers. Down to a -4 penalty now, which is bad, but you need the attacks. Just a good class in general. Alignment is awkward here: you'd really rather start as a barbarian to maximize the d12 HD over the monk's d8, but you can't be Lawful while retaining rage (and thus whirling frenzy). This ability functions for a duelist only when she is wearing light or no armor and not using a shield. Psychic Warrior 4+ Psychic warrior gets you bonus feats, which are useful, and also gets you psionic powers, which are more useful. The duelist also takes a -4 penalty when attempting to parry an attack made against an adjacent ally. At any time before her next turn, she can attempt to parry an attack against her or an adjacent ally as an immediate action. Concept: Extra Attacks without TWF We want to get more attacks to apply Precise Strike, pitiful as it is, more often. Duelists are proficient with light armor but not with shields. These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check. Tome of Battle, sublime maneuvers—Great improvement over regular attacks, can greatly mitigate the deficiencies of an einhandler style. You could go for slayer or war mind, to get full-BAB manifesting, but the missed level or restarting your progression doesn't seem worth it. For each size category that the attacking creature is larger than the duelist, the duelist takes a -4 penalty on her attack roll. You also get Wisdom to AC when unarmored. But it does seem like it is just about the best way to do the einhandler thing. But at higher levels a +2 or +4 enhancement bonus to each is much cheaper than a +4 to one and actually attainable, unlike +9 to one, so that's something. When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. Crippling Critical (Ex) When you confirm a critical hit using a light or one-handed piercing weapon, you can apply one of the following penalties in addition to the damage dealt: reduce all of the target's speeds by 10 feet (minimum 5 feet), 1d4 points of Strength or Dexterity damage, -4 penalty on all saving throws, -4 penalty to Armor Class, or 2d6 points of bleed damage. The problem for the duelist is this: the einhandler style it is based around is awful. Conclusion This produces a weird einhandler charger. You only get one of those per day; unfortunately, getting one more use per day for every four levels of barbarian is really slow going. You can stop being Lawful and keep flurry of blows, however. Not worth any more levels than that, but it hits two high points for you. Cannot be done einhandler (the only one-handed reach weapon is the whip, which does not threaten). When you charge, you can make a full attack in the same round." RAW, that would be permanent. Cannot be done einhandler. The warblade class also puts Intelligence to moderate use, which is nice. Improved Reaction (Ex) At 2nd level, a duelist gains a +2 bonus on initiative checks. They are often found in those regions that possess elaborate rules and etiquette for battle. The Cobra Strike fighting style gives Dodge and Mobility as bonus feats, which you need way more than anything else monk could give you. Acrobatic Charge (Ex) At 6th level, a duelist gains the ability to charge in situations where others cannot. RAW, its instantaneous duration means that its effect is to change reality in some real way, and then the power ends. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Combat Reflexes At 4th level, a duelist gains the benefit of the Combat Reflexes feat when using a light or one-handed piercing weapon. Precise Strike (Ex) A duelist gains the ability to strike precisely with a light or one-handed piercing weapon, adding her duelist level to her damage roll. Like other answers, pounce is really important here. This is ultimately not actually that hard to justify: a barbarian savage for whatever reason (probably cuz he got beat in combat) joins a monastery, tries to be Lawful and learn their ways. Skill Ranks at Each Level: 4 + Int modifier. She may charge over difficult terrain that normally slows movement. The effect, in the case of psionic lion's charge, is "You gain the powerful charging ability of a lion. Or you can try the trick of using natural weapons, arguing that they aren't a "weapon in her other hand" as Precise Strike words the limitation. Ah, the Duelist. Certainly druid and lycanthrope are fairly effective. They may wear armor, but generally eschew such bulky protection as their grace allows them to dodge their opponents with ease. You want gloves of dexterity, headband of intelligence, and periapt of wisdom. Is there any reason to take it when you could just be a Swashbuckler instead? What classes lead into it best? In short, the einhandler fighting style is a massive drawback, and nothing the duelist gains comes even remotely close to justifying it. Feats: Dodge, Mobility, Weapon Finesse. Complete Champion, Lion Spiritual Totem—Trade your fast movement for pounce. The build can look much like the swashbuckler build, but with factotum instead of swashbuckler. Class Skills The duelist's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), and Sense Motive (Wis). Agreed on all points, with the exception of "bit" - the duelist is one of the weakest options in core. Alignment: Duelists can be of any alignment, although since most hail from backgrounds as rogues or bards, they tend to eschew lawful behavior. While others flounder on treacherous terrain, duelists charge nimbly across the battlefield, leaping and tumbling into the fray. Elaborate Defense (Ex) At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for every 3 levels of duelist she has attained. The duelist must declare the use of this ability after the attack is announced, but before the roll is made. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus. For items, your weapon has to be a siangham; it's the only monk weapon that works with duelist. Duelists fight in the forefront alongside fighters, barbarians, and other melee combatants, deftly avoiding the blades of their opponents while expertly targeting their vulnerabilities. Riposte (Ex) Starting at 5th level, a duelist can make an attack of opportunity against any creature whose attack she successfully parries, so long as the creature she is attacking is within reach. Role: The abilities of duelists complement those rogues or bards who wish to accentuate their fighting prowess but, because of their lack of heavy armor, are afraid to leap into combat. The Augmentation is also problematic: it says "For every additional power point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent." The problem here is that it says that each point gives a bonus equal to the number of points, so that the total bonus is equal to the number of points squared. Weapon and Armor Proficiency The duelist is proficient with all simple and martial weapons. There are basically three approaches to core melee: Damage multipliers from two-handing. Whenever the duelist takes a full attack action with a light or one-handed piercing weapon, she can elect not to take one of her attacks. Once favored by rapier-wielding fighters, rogues, and bards, who now often will simply go for the Swashbuckler class instead. What can still be done with the Duelist? Normally, that's overpowered, but here, well, the duelist needs all the help it can get; I'd allow it, anyway. Class Features All of the following are class features of the duelist prestige class. Sneak Attack and others apply a damage bonus on each attack, so they work best when you hhave lots of attacks: that basically means Two-Weapon Fighting (or Rapid Shot). Getting +2 to each one costs 12,000 gp, less than +4 to any one of them would cost.

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