

# Duelist

In Honor and Memory of Weasel San Doppler

**LIVES:** 4

**WEAPONS:** Any one handed sword, or dagger, or combination of swords and dagger

**SHIELD:** May use a buckler (small shield)

**ARMOR:** None

**GARB:** Purple sash or belt is required. Renaissance-style garb is encouraged.

**1<sup>ST</sup> LEVEL:** 1 Luck Point per Life, All thrusts do 2 points of damage vs armor

**2<sup>ND</sup> LEVEL:** 1 additional life (5 total)

**3<sup>RD</sup> LEVEL:** May use throwing daggers (maximum of 3)

**4<sup>TH</sup> LEVEL:** May block arrows with weapons (as per Monk), Disarm once per life.

**5<sup>TH</sup> LEVEL:** Armor Piercing Thrust once per Life

**6<sup>TH</sup> LEVEL:** Additional Luck Point per Life (total of 2 per Life)

**LUCK POINT:** Duelist says “Luck Point”, “Ha, that missed,” “It’s only a flesh wound” or some other nonsense. This allows the duelist to ignore the first previous hit – Luck Point **MUST** be announced **IMMEDIATELY** following the hit to be ignored. Works against weapon and spell ball hits.

**DISARM:** Duelist indicates a weapon (of his own) and yells “Disarm!” The first weapon he touches with this weapon must be dropped immediately. Doesn’t work vs. 2-handed weapons. Dropped weapons may be picked up as soon as is possible.

**ARMOR PIERCING THRUST:** Duelist calls “Armor Piercing Thrust,” “Piercing Thrust,” or “A.P. Thrust” immediately **PRECEDING** a thrust. That thrust ignore any armor points and harms target. **DOES NOT** discharge if the called blow misses or is blocked. (This attack does not do any damage to the armor itself, just ignores it for the purposes of the specific attack).