



DUELIST

RAPIER



Blade

⚡: Pierce 2





DUELIST

STILETTO



Blade

If the target has suffered
at least 1 ♥ this weapon
deals +2 ♥.





DUELIST

DUELING GAUNTLET



Trinket

Exhaust this card to challenge an enemy within 3 spaces of you. The enemy is forced to attack you. If you move more than 3 spaces he can ignore you.





DUELIST

CLOAK AND DAGGER

DUELIST

While you are dueling an enemy, you might use surges from all your equipped items regardless the one you are using. Enemies that aren't dueling you must spend a surge to attack you.



DUELIST

PRECISE STRIKE

DUELIST

1

➔ Perform a melee attack while holding one-handed weapon(s) and no shield. If you roll a X choose the result of that die instead.

1



DUELIST

PARRY

DUELIST

1

Exhaust this card when attacked by your dueler. If you have two one-handed weapons equipped, add a gray die to your defense pool.

1



DUELIST

ENHANCED MOBILITY

DUELIST

1

Each time an enemy that is not your current dueler enters a space adjacent to you, you can move to an empty space adjacent to your dueler ignoring obstacles and figures. If there is no available space you can't use this ability.

1



DUELIST

COMBAT REFLEXES

DUELIST

2

While in a duel, enemies must spend 2 surges to attack you.

Don't apply this to your current dueler.



DUELIST

RIPOSTE

DUELIST

2

Exhaust this card after you block an attack from an enemy adjacent to you. Perform a melee attack to that enemy.

2



DUELIST

GRACE

DUELIST

2

➔ Exhaust this card to move up to your speed and challenge an enemy (if you don't have a dueler) and perform a melee attack with one of your equipped weapons.

Even if this card is exhausted your speed increases by 2.

2



DUELIST

ELABORATE DEFENSE

DUELIST

3

➔ Exhaust this card to add a black die to your defense pool for each weapon equipped. While this card is exhausted, *Parry*, doesn't cost fatigue.

3



DUELIST

DEFLECT ARROWS

DUELIST

3

You can't be the target of an attack made with a ranged weapon.