

Arcane Duelist

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The Arcane Duelist is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the Arcane Duelist unlocks powerful forms of arcana that allow him to merge his talents further, and at the pinnacle of his art, the Arcane Duelist becomes a blur of steel and magic, a force that few foes would dare to stand against.

Role: Magi spend much of their time traveling the world, learning whatever martial or arcane secrets they can find. They might spend months learning a new sword-fighting style from a master warrior, while simultaneously moonlighting in the local library, poring through tomes of ancient lore. Most who take this path dabble in all sorts of lore, picking up anything that might aid them in their search for perfection.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class skills

The Arcane Duelist's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: $2 + \text{Int modifier}$.

Class Features

The following are the class features of the Arcane Duelist.

Weapon and Armor Proficiency

A Arcane Duelist is proficient with all simple and martial weapons. A Arcane Duelist is also proficient with light armor. He can cast Arcane Duelist spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a Arcane Duelist wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Arcane Duelist still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Table: Arcane Duelist

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Arcane pool, cantrips, deeds, spell combat	2	0	—	—	—	—	—
2nd	+1	+3	+0	+3	Duelist finesse, spellstrike	3	1	—	—	—	—	—
3rd	+2	+3	+1	+3	Arcane Duelist arcana, deeds	3	2	—	—	—	—	—
4th	+3	+4	+1	+4	Spell recall	3	2	0	—	—	—	—
5th	+3	+4	+1	+4	Bonus feat	3	3	1	—	—	—	—
6th	+4	+5	+2	+5	Arcane Duelist arcana	3	3	2	—	—	—	—
7th	+5	+5	+2	+5	Deeds, Knowledge pool	4	3	2	0	—	—	—
8th	+6/+1	+6	+2	+6	Improved spell combat	4	3	3	1	—	—	—
9th	+6/+1	+6	+3	+6	Arcane Duelist arcana	4	4	3	2	—	—	—
10th	+7/+2	+7	+3	+7	Fighter training	4	4	3	2	0	—	—
11th	+8/+3	+7	+3	+7	Bonus feat, deeds, improved spell recall	4	4	3	3	1	—	—
12th	+9/+4	+8	+4	+8	Arcane Duelist arcana	4	4	4	3	2	—	—
13th	+9/+4	+8	+4	+8		4	4	4	3	2	0	—
14th	+10/+5	+9	+4	+9	Greater spell combat	4	4	4	3	3	1	—
15th	+11/+6/+1	+9	+5	+9	Arcane Duelist arcana, deeds,	4	4	4	4	3	2	—
16th	+12/+7/+2	+10	+5	+10	Counterstrike	4	4	4	4	3	2	0
17th	+12/+7/+2	+10	+5	+10	Bonus feat	4	4	4	4	3	3	1
18th	+13/+8/+3	+11	+6	+11	Arcane Duelist arcana	4	4	4	4	4	3	2
19th	+14/+9/+4	+11	+6	+11	Deeds, greater spell access	4	4	4	4	4	4	3
20th	+15/+10/+5	+12	+6	+12	True Arcane Duelist	4	4	4	4	4	4	4

Spells

A Arcane Duelist casts arcane spells drawn from the Arcane Duelist spell list. A Arcane Duelist must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the Arcane Duelist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Arcane Duelist's spell is 10 + the spell level + the Arcane Duelist's Intelligence modifier.

A Arcane Duelist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Arcane Duelist. In addition, he receives bonus spells per day if he has a high Intelligence score.

A Arcane Duelist may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the Arcane Duelist decides which spells to prepare.

Cantrips: A Arcane Duelist can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Arcane Duelist under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spellbooks: A Arcane Duelist must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for read magic, which all magi can prepare from memory. A Arcane Duelist begins play with a spellbook containing all 0-level Arcane Duelist spells plus three 1st-level Arcane Duelist spells of his choice. The Arcane Duelist also selects a number of additional 1st-level Arcane Duelist spells equal to his Intelligence modifier to add to his spellbook. At each new Arcane Duelist level, he gains two new Arcane Duelist spells of any spell level or levels that he can cast (based on his new Arcane Duelist level) for his spellbook. At any time, a Arcane Duelist can also add spells found in other spellbooks to his own.

A Arcane Duelist can learn spells from a wizard's spellbook, just as a wizard can from a Arcane Duelist's spellbook. The spells learned must be on the Arcane Duelist spell list, as normal. An alchemist can learn formulae from a Arcane Duelist's spellbook, if the spells are also on the alchemist spell list. A Arcane Duelist cannot learn spells from an alchemist.

Arcane Pool (Su)

At 1st level, the Arcane Duelist gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his Arcane Duelist level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the Arcane Duelist prepares his spells.

At 1st level, a Arcane Duelist can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added.

These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the Arcane Duelist uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the Arcane Duelist.

An Arcane Duelist can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

At 1st level, a Arcane Duelist learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the Arcane Duelist must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a –2 penalty and can also cast any spell from the Arcane Duelist spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A Arcane Duelist can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

Deeds

Arcane Duelists spend arcane pool points to accomplish deeds. Most deeds grant the Arcane Duelist a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the Arcane Duelist has at least 1 arcane pool point, but do not require expending arcane pool to be maintained. A Arcane Duelist can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the Arcane Duelist has or spends the required number of arcane pool points to perform the deed.

Derring-Do (Ex): At 1st level, a Arcane Duelist can spend 1 arcane pool point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Dexterity modifier (minimum 1).

Dodging Arcane pool (Ex): At 1st level, when an opponent attempts a melee attack against the Arcane Duelist, the Arcane Duelist can as an immediate action spend 1 arcane pool point to move 5 feet; doing so grants the Arcane Duelist a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the Arcane Duelist had not moved from the original square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. The Arcane Duelist can only perform this deed while wearing light or no armor, and while carrying no heavier than a light load.

Opportune Parry and Riposte (Ex): At 1st level, when an opponent makes a melee attack against the Arcane Duelist, she can spend 1 arcane pool point and expend a use of an attack of opportunity to attempt to parry that attack. The Arcane Duelist makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the Arcane Duelist, the Arcane

Duelist takes a –2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The Arcane Duelist must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry and if she has at least 1 arcane pool point, the Arcane Duelist can as an immediate action make an attack against the creature whose attack she parried, provided that creature is within her reach. This deed's cost cannot be reduced by any ability or effect that reduces the number of arcane pool points a deed costs.

Kip-Up (Ex): At 3rd level, while the Arcane Duelist has at least 1 arcane pool point, she can kip-up from prone as a move action without provoking an attack of opportunity. She can kip-up as a swift action instead by spending 1 arcane pool point.

Menacing Swordplay (Ex): At 3rd level, while she has at least 1 arcane pool point, when a Arcane Duelist hits an opponent with a light or one-handed piercing melee weapon, she can choose to use Intimidate to demoralize that opponent as a swift action instead of a standard action.

Precise Strike (Ex): At 3rd level, while she has at least 1 arcane pool point, a Arcane Duelist gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not natural weapon attacks), adding her Arcane Duelist level to the damage dealt. To use this deed, a Arcane Duelist cannot attack with a weapon in her other hand or use a shield other than a buckler. She can even use this ability with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a critical hit. As a swift action, a Arcane Duelist can spend 1 arcane pool point to double her precise strike's damage bonus on the next attack. This benefit must be used before the end of her turn, or it is lost. This deed's cost cannot be reduced by any ability or effect that reduces the amount of arcane pool points a deed costs (such as the Signature Deed feat).

Arcane Duelist Initiative (Ex): At 3rd level, while the Arcane Duelist has at least 1 arcane pool point, she gains a +2 bonus on initiative checks. In addition, if she has the Quick Draw feat, her hands are free and unrestrained, and she has any single light or one-handed piercing melee weapon that isn't hidden, she can draw that weapon as part of the initiative check.

Arcane Duelist's Grace (Ex): At 7th level, while the Arcane Duelist has at least 1 arcane pool point, she takes no penalty for moving at full speed when she uses Acrobatics to attempt to move through a threatened area or an enemy's space.

Superior Feint (Ex): At 7th level, a Arcane Duelist with at least 1 arcane pool point can, as a standard action, purposefully miss a creature she could make a melee attack against with a wielded light or one-handed piercing weapon. When she does, the creature is denied its Dexterity bonus to AC until the start of the Arcane Duelist's next turn.

Targeted Strike (Ex): At 7th level, as a full-round action the Arcane Duelist can spend 1 arcane pool point to make an attack with a single light or one-handed piercing melee weapon that cripples part of a foe's body. The Arcane Duelist chooses a part of the body to target. If the attack succeeds, in addition to the attack's normal damage, the target suffers one of the following effects based on the part of the body

targeted. If a creature doesn't have one of the listed body locations, that body part cannot be targeted. Creatures that are immune to sneak attacks are also immune to targeted strikes. Items or abilities that protect a creature from critical hits also protect a creature from targeted strikes.

- *Arms*: The target takes no damage from the attack, but it drops one carried item of the Arcane Duelist's choice, even if the item is wielded with two hands. Items held in a locked gauntlet cannot be chosen.
- *Head*: The target is confused for 1 round. This is a mind-affecting effect.
- *Legs*: The target is knocked prone. Creatures with four or more legs or that are immune to trip attacks are immune to this effect.
- *Torso or Wings*: The target is staggered for 1 round.

Bleeding Wound (Ex): At 11th level, when the Arcane Duelist hits a living creature with a light or one-handed piercing melee weapon attack, as a free action she can spend 1 arcane pool point to have that attack deal additional bleed damage. The amount of bleed damage dealt is equal to the Arcane Duelist's Dexterity modifier (minimum 1). Alternatively, the Arcane Duelist can spend 2 arcane pool points to deal 1 point of Strength, Dexterity, or Constitution bleed damage instead (Arcane Duelist's choice). Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Evasive (Ex): At 11th level, while a Arcane Duelist has at least 1 arcane pool point, she gains the benefits of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. She uses her Arcane Duelist level as her rogue level for improved uncanny dodge.

Subtle Blade (Ex): At 11th level, while a Arcane Duelist has at least 1 arcane pool point, she is immune to disarm, steal, and sunder combat maneuvers made against a light or one-handed piercing melee weapon she is wielding.

Dizzying Defense (Ex): At 15th level, while wielding a light or one-handed piercing melee weapon in one hand, the Arcane Duelist can spend 1 arcane pool point to take the fighting defensively action as a swift action instead of a standard action. When fighting defensively in this manner, the dodge bonus to AC gained from that action increases to +4, and the penalty to attack rolls is reduced to -2.

Perfect Thrust (Ex): At 15th level, while the Arcane Duelist has at least 1 arcane pool point, she can as a full-round action make a perfect thrust, pooling all of her attack potential into a single melee attack made with a light or one-handed piercing melee weapon. When she does, she makes the attack against the target's touch AC, and ignores all damage reduction.

Arcane Duelist's Edge (Ex): At 15th level, while the Arcane Duelist has at least 1 arcane pool point, she can take 10 on any Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check, even while distracted or in immediate danger. She can use this ability in conjunction with the derring-do deed.

Cheat Death (Ex): At 19th level, whenever the Arcane Duelist is reduced to 0 hit points or fewer, she can spend all of her remaining arcane pool to instead be reduced to 1 hit point. She must have at least 1 arcane pool point to spend. Effects that kill the Arcane Duelist outright without dealing hit point damage are not affected by this ability.

Deadly Stab (Ex): At 19th level, when the Arcane Duelist confirms a critical hit with a light or one-handed piercing melee weapon, in addition to the normal damage, she can spend 1 arcane pool point to inflict a deadly stab. The target must succeed at a Fortitude saving throw or die. The DC of this save is $10 + 1/2$ the Arcane Duelist's level + the Arcane Duelist's Dexterity modifier. This is a death attack. Performing this deed does not grant the Arcane Duelist a arcane pool point.

Stunning Stab (Ex): At 19th level, when a Arcane Duelist hits a creature with a light or one-handed piercing melee weapon, she can spend 2 arcane pool points to stun the creature for 1 round. The creature must succeed at a Fortitude saving throw (DC = $10 + 1/2$ the Arcane Duelist's level + the Arcane Duelist's Dexterity modifier) or be stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Duelist Finesse (Ex)

At 3rd level, a Arcane Duelist gains the benefits of the [Weapon Finesse](#) feat with light or one-handed piercing melee weapons, and she can use her [Charisma](#) score in place of [Intelligence](#) as a prerequisite for [combat feats](#). This ability counts as having the [Weapon Finesse](#) feat for purposes of meeting feat prerequisites.

Spellstrike (Su)

At 2nd level, whenever a Arcane Duelist casts a spell with a range of “touch” from the Arcane Duelist spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a Arcane Duelist can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the Arcane Duelist makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Arcane Duelist Arcana

As he gains levels, an Arcane Duelist learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a Arcane Duelist gains one Arcane Duelist arcana. He gains an additional Arcane Duelist arcana for every three levels of Arcane Duelist attained after 3rd level. Unless specifically noted in a Arcane Duelist arcana's description, a Arcane Duelist cannot select a particular Arcane Duelist arcana more than once. Arcane Duelist arcana that affect spells can only be used to modify spells from the Arcane Duelist spell list unless otherwise noted.

Spell Recall (Su)

At 4th level, the Arcane Duelist learns to use his arcane pool to recall spells he has already cast. With a swift action he can recall any single Arcane Duelist spell that he has already prepared and cast that day by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Bonus Feats

At 5th level, and every six levels thereafter, a Arcane Duelist gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

Knowledge Pool (Su)

At 7th level, when an Arcane Duelist prepares his Arcane Duelist spells, he can decide to expend 1 or more points from his arcane pool, up to his Intelligence bonus. For each point he expends, he can treat any one spell from the Arcane Duelist spell list as if it were in his spellbook and can prepare that spell as normal that day. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. He can also cast spells added in this way using his spell recall ability, but only until he prepares spells again.

Improved Spell Combat (Ex)

At 8th level, the Arcane Duelist's ability to cast spells and make melee attacks improves. When using the spell combat ability, the Arcane Duelist receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

Fighter Training (Ex)

Starting at 10th level, a Arcane Duelist counts 1/2 his total Arcane Duelist level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Improved Spell Recall (Su)

At 11th level, the Arcane Duelist's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with spell recall, he expends a number of points from his arcane pool equal to 1/2 the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action the Arcane Duelist can prepare a spell of the same level that he has in his spellbook. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The Arcane Duelist cannot apply metamagic feats to a spell prepared in this way. The Arcane Duelist does not need to reference his spellbook to prepare a spell in this way.

Greater Spell Combat (Ex)

At 14th level, the Arcane Duelist gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

Counterstrike (Ex)

At 16th level, whenever an enemy within reach of the Arcane Duelist successfully casts a spell defensively, that enemy provokes an attack of opportunity from the Arcane Duelist after the spell is complete. This attack of opportunity cannot disrupt the spell.

Greater Spell Access (Su)

At 19th level, the Arcane Duelist gains access to an expanded spell list. He learns and places 14 spells from the wizard's spell list into his spellbook as Arcane Duelist spells of their wizard level. He gains two of each of the following wizard spells not on the Arcane Duelist spell list:

0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level.

He can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

True Arcane Duelist (Su)

At 20th level, the Arcane Duelist becomes a master of spells and combat. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the Arcane Duelist uses spell combat and his spell targets the same creature as his melee attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.