

DUELIST (LEGACY ARCHETYPE)

You have focused your skills on mastery of the blade. Where most Rogues strike from the shadows, you prefer to face your enemies head-on. Your skill in battle resembles an elegant performance that relies on your speed, grace, and skill.

DUELIST EXPLOITS

3rd-level Duelist feature

You learn certain Martial Exploits from the [Alternate Fighter](#) at the Rogue levels noted in the table below. They don't count against your total number of Exploits Known. Each time you gain a level, you can replace one of the Exploits you learned from this feature with a Martial Exploit of your choice.

If a Martial Exploit has a certain Fighter level prerequisite, you can learn it if your Rogue level meets that prerequisite.

Rogue Level	Exploit
3rd	<i>lightstep, parry</i>
5th	<i>defensive stance, warrior's challenge</i>
9th	<i>heroic focus</i>

CLASSICAL TRAINING

3rd-level Duelist feature

You have been trained in the classical skills of warfare. You gain proficiency with medium armor and with all martial weapons that lack the heavy or two-handed properties.

You also gain a Fighting Style of your choice, choosing from the options below. You cannot learn a Fighting Style more than once, even if you gain this feature again.

CLASSICAL SWORDPLAY

While wielding a finesse weapon and no other weapons, you gain a +1 bonus to both your attack rolls and to your Armor Class so long as you are not using heavy armor or a shield.

DUELIST & THE ALTERNATE FIGHTER

Duelists gain access to certain Fighting Styles from the Alternate Fighter. At the discretion of the DM, more Fighting Styles can be made available to a Duelist if they are appropriate to their training.

DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

FEATHERWEIGHT FIGHTING

While you are wielding only light weapons, and nothing else your speed increases by 10 feet. You also gain a +1 bonus to damage rolls with light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

EXTRA ATTACK

7th-level Duelist feature

Your combat skills surpass those of other Rogues and rival those of true martial warriors. You can attack twice, rather than once, whenever you take the Attack action on your turn.

SHARP REFLEXES

13th-level Duelist feature

You have honed your reflexes so as to never be caught off guard in battle. You gain a bonus to your initiative rolls equal to your Exploit Die. Moreover, when a creature that you can see hits you with a melee attack, you can use your reaction to make a single melee weapon attack against it. This special reaction attack qualifies for your Sneak Attack bonus, even if you don't meet the normal conditions, as long as you don't have disadvantage on the attack roll.

MASTER DUELIST

17th-level Duelist feature

Your mastery and dedication to the art of single combat lets you draw failure from success. Once per turn when you miss with a melee weapon attack against a target that you can see, you can instantly repeat the same melee weapon attack with advantage against it.

Finally, if you roll initiative with no Exploit Dice remaining, you immediately regain one of your expended Exploit Dice.

