

FENCER



“No quarter asked, none given.”

CLASS TRAITS

Role: Hybrid (Defender / Striker). You concentrate on the art of fencing, a melee style focusing on either blade and buckler or two blades. You rely on speed, mobility, accuracy and your skill and toughness to contain enemies in melee.

Power Source: Martial. You have become a master of combat through endless hours of training, practice and determination.

Key Abilities: Dexterity, Strength, Charisma, Constitution

Armor Proficiencies: Cloth, Leather, Light Shield

Weapon Proficiencies: Dagger, Sickle, Handaxe, Katar, Longsword, Rapier, Scimitar, Short sword

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 15 + Constitution Score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier

Trained Skills: From the class skill list below, choose four trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Perception (Wis), Streetwise (Cha)

Build Options: Swashbuckler, Duelist

Class Features: Combat Challenge, Fencer Combat Talent, Fencer Fighting Style, Hybrid

A supple flick of the young duelist Diego's wrist sent his unfortunate opponent's sword skittering across the cobbled streets of the Magistrates' Square. Fear in his eyes, the man staggered back, clutching his injured hand. Diego's lips parted in a thin smile as he backed his opponent (what was his name ... not that it mattered) into a corner. He raised his weapon at the cowering nobleman.

"You know the rules," Diego smirked. "A fight to the death means no quarter expected or given."

He put the point of his ornate, yet deadly sword over the man's heart, and listened to man's pleas and bribes and utterly un-honorable babbling for a few seconds. Then, in a lightning fast motion, he ran him through, removed his sword, and passed it to Bron, his appointed "second." The man cleaned the blade, granting the customary

compliments on Diego's fine performance, and giving condolences to the dead man's second. Diego held the sword aloft to salute his victory to the man's second before sheathing it, basking in the grudging applause from the small crowd that followed them to the square from the local tavern where the duel had been offered by the pompous nobleman. Many walked away in disgust at Diego's blatant egotism, yet they could not deny that he was easily one of the best Duelists in the city. At the sound of a few tentative boos from the back of the audience, Diego called out and began taunting.

"It's easy for you pathetic slobs to heckle me from the safety of the crowd, but are any of you man enough to challenge me one on one?" He surveyed the now silent crowd. Nobody met his eye. He smirked. "I thought not," he snorted, and began to walk away.

Then a quiet but deep voice spoke out. "I think I can take you down a notch or several. Arrogant children need humility occasionally." it said. Diego whirled round. His eyes, blazing with ire, almost immediately settling on a large, graying and greatly expanding man in a subtle and common doublet and hose under a common cloak. The stranger met his harsh gaze calmly.

"Oh, do you now?" boasted Diego. "Then come into the circle and prove it, old man."

"As you wish," the man replied, entering the designated dueling circle. Inwardly, Diego was surprised that the man had accepted his challenge, but was still supremely confident in his fighting ability.

"Old men should stay at home – but maybe this is your way of deciding you're too old and fat to continue life so you are committing suicide? So be it." He then smiled smugly. His would-be opponent remained expressionless however. The Magistrate stepped between them addressing Diego.

"Sir, it is not allowed for you to challenge an opponent without a charge," he stated.

"He slandered me," Diego replied, not taking his eyes off the other man. The official frowned. "I didn't hear any slander." he began.

The stranger spoke up. "He is a whore's son, born of an Orc loving street wench. Will that suffice?" The magistrate began to protest but with a side-long glance from the old man, the magistrate sighed and said, "So be it, the Charge is Slander and a Duel is offered and accepted."

"What Terms?" the old man asked simply. "Enough guts to go to the death old man?" replied Diego. The man nodded almost imperceptibly, and shrugged off his cloak and doublet, revealing a tattered fencing vest underneath. Across his back hung a simple long sword, quite unlike Diego's elegant rapier. If drawn, the sword appeared as if the man's beefy hands might engulf the entire pommel. Diego took up a fighting stance, laughing slightly.

"A Duel to the death requires a tenday and a set date and time." began the Magistrate but at another glance from the old man the magistrate hastily continued with "A

Duel to the death declared and agreed upon by both parties. So it is said, so it is written." reluctantly said the Magistrate.

"Put on a little extra weight since last you fought old man? What name would you like them to put on your stone, my soon-to-be-dead friend?" he inquired.

"They call me the Old-Wolf, that is all you need know," was the reply. Diego nodded, and glanced at the magistrate. "You may begin," he said.

Diego grinned suddenly, stepping forward while sweeping his rapier in a swift arc from its sheath. He intended to give his opponent a shallow but painful cut across the chest, however, the old man was no longer there. He had impossibly quickly, and smoothly, drawn his sword and stepped to his right, and begun swinging his blade at Diego's neck with alarming ease. It was all the young Duelist could do to avoid the blow and attempt to deflect it with his rapier. As it was, he suffered a painful wound to the shoulder.

He jumped back, his confidence suddenly gone. The old man simply grinned a wolfish grin and stepped forward, and the duel began in earnest. Diego was staggered at how quickly the man moved and swung his cumbersome weight and weapon, after all the man was old and fat, and Diego was lean and young. The old man always seemed to second guess any strike, and was ready to counter. In desperation, Diego attempted a lunge forward. It proved a mistake. The old man stepped aside, at the same time raising his sword for a killing overhead strike. Diego began to swing his sword back to hold off the blow, while stepping back. The point of the old man's weapon fell past his face, and briefly he thought he had warded off the fatal wound. He was wrong.

With incredible speed, the old man changed the direction of his strike, thrusting the sword forward as it reached Diego's chest. Off balance and off guard, the young duelist was unable to prevent himself being run through. He slumped to the ground, staring at the old man in utter shock. His opponent quickly wiped his sword on Diego's silk shirt, shocking those watching by what they had just witnessed.

The old man gently whispered into Diego's ear "One thing you didn't learn sonny boy... Old Duelists get to BE old because they are very good at what they do. You would be wise to remember that."

As he walked away, he called to the Magistrate "Call a Cleric and heal this fool with one of your healing potions before he bleeds to death – put the charge on my tab."

"As you command, Mirt." was the Magistrate's only reply as he went off to do as Mirt, also known as Mirt the Moneylender and Mirt the Old Wolf had bade him do.

Fencers are highly skilled combat adepts trained to both protect as well as to slay. They are not as heavily armored as fighters, relying more on agility and mobility to control the battlefield. They are also more skilled at striking foes down than taking physical abuse. They are cunning adversaries excelling in hit and run harrying tactics, often quickly slaying their foes, believing the best defense is a good offense.

As a fencer you posses great skill with a blade and have trained hard to get where you are. However, your own motivations determine who you choose to defend and who you choose to slay. Many fencers are champions of a cause, others no more than a paid assassins, and yet other perfections of the craft seeing each battle as just another exercise.

With gleaming blades readied you stride forth to challenge the world around you. What challengers will the world offer you today?

CREATING A FENCER

The swashbuckler and the duelist are the two fencer builds, one relying on weapon and shield as a defensive guardian fighter, the other relying on two-weapon fighting. All fencers rely on Dexterity and Strength. Fencers also need Constitution for their combat endurance and Charisma helps with many of their powers.

FENCER OVERVIEW

Characteristics: You combine fast, skillful melee attacks with fair defensive ability. You can shift easily from foe to foe. You are tough and thus quite resilient in battle, but are not as heavily armored as a true defender. You prefer hit-and-run attacks to prolonged toe-to-slug-fests. Hit with precision and get out; that's the fencer's way.

Religion: Fencers naturally favor deities of combat, adventure, valor, skill at-arms, civilization and luck. Many fencers favor Avandra, Bahamut, Erathis. Some unaligned and evil fencers pay homage to Kord or even Asmodeus, Bane or Tiamat.

Races: Fencers are much rarer than fighters, requiring a different level and style of training. Humans are the most common fencers, with eladrin, elves, and halflings being the next most common.

SWASHBUCKLER

You believe in fencing as a defensive art form, willing to trade offense for a superior defense and better ability to control the battlefield around you. You fight with a good blade in one hand and a light shield in the other. Dexterity is your highest ability score for both its effect on attacks and on defense. A good Constitution is the next most important ability score for its bonuses to your combat endurance. After that you will likely concentrate on Charisma for the boost to Will defense as well as certain skills and powers.

Suggested Feat: Weapon Focus (Human: Shield Push)

Suggested Skills: Athletics, Endurance, Heal, Perception

Suggested At-Will Powers: *pressing lunge, riposte*

Suggested Encounter Power: *slowing strike*

Suggested Daily Power: *bolstering strike*

DUELIST

You like to get up close and personal and have mastered the two-weapon fencing style concentrating more on damage and striking multiple foes than on defense. Dexterity is your highest ability score followed closely by Charisma as many of your power trigger off it. A good Constitution will also add to your combat endurance and a good Strength improves your basic attacks. Choose powers that reflect your preference for fighting with two melee weapons.

Suggested Feat: Two-Weapon Fighting (Human: Two-Weapon Defense)

Suggested Skills: Acrobatics, Heal, Intimidate, Streetwise

Suggested At-Will Powers: *double strike, fleche strike*

Suggested Encounter Power: *sweeping strike*

Suggested Daily Power: *opening feint*

FENCER CLASS FEATURES

Some of your most important characteristics are the ability to excel in wearing light armor, your exceptional hit point total, and your mastery of your weapons. In addition, you have four unique class features.

COMBAT CHALLENGE

In combat, it's dangerous to ignore a fencer. Every time you target an attack at an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

FENCER COMBAT TALENT

When using a light blade, you gain a +1 bonus to attack rolls. Additionally, you gain a +2 bonus to AC when wearing no armor, cloth armor or leather armor.

FENCER FIGHTING STYLE

Choose one of the following fighting styles and gain its benefit.

Weapon and Shield Style: Because of your focus on defense, you gain a +1 class bonus to AC and Reflex while holding a weapon in one hand and shield in the other. In addition, you gain Defensive Mobility as a bonus feat.

Two-Blade Fighting Style: Because of your focus on two-weapon melee attacks, you can wield a one-handed weapon in your off hand as if it were an off-hand weapon. (Make sure to designate on your character sheet which weapon is main and which is offhand.) In addition, you gain Toughness as a bonus feat.

FENCER WEAPON GROUP

The fencer considers the following weapons a part of the Fencer Weapon group: Dagger, Katar, Longsword, Rapier, Scimitar, and Short sword.

HYBRID

You can take feats that have Fighter as a prerequisite or of the type [Fighter] so long as you meet all other prerequisites.

FENCER POWERS

Your powers are called exploits. Some work better for weapon and shield style and some work better for two-weapon style, but you can choose any power you like when you reach a level that allows you to choose a new power.

LEVEL 1 AT-WILL EXPLOITS

Double Strike Fencer Attack 1

You strike swiftly with two blades.

At-Will ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons

Target: One or two creatures

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] damage per attack.

Increase damage to 2[W] at 21st level.

Fleche Strike Fencer Attack 1

You suddenly lunge at your foe, using the momentum of the strike to carry you past them to a more advantageous position.

At-Will ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Special: You can shift 1 square before and after the attack

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage per attack.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Pressing Lunge Fencer Attack 1

You press the advantage on an opponent forcing them back.

At-Will ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Riposte Fencer Attack 1

You are skilled at quick defensive counter-attacks.

At-Will ♦ **Martial, Weapon**

Immediate Reaction Melee weapon

Requirement: You must be wielding a fencer weapon.

Trigger: You are hit by a melee attack

Target: The attacking creature

Attack: Dexterity vs. AC

Hit: 1[W] damage.

Increase damage to 2[W] at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

Feinting Lunge Fencer Attack 1

You confuse foes by suddenly lunging around the battlefield as you strike.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Special: You can shift a number of squares equal to your Charisma modifier either before or after the attack.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Passing Fleche Fencer Attack 1

You use a lunging attack to strike a foe and let the momentum carry you through to attack a second foe.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Primary Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target.

Secondary Attack: Dexterity +2 vs. AC

Hit: 1[W] + Dexterity modifier damage.

Slowing Strike Fencer Attack 1

You strike at your opponent's knees or feet to slow them down.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is slowed and cannot shift until the end of your next turn.

Sweeping Strike

Fencer Attack 1

You use your skill with dual blades to go into a spinning, sweeping attack, striking all foes nearby.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage

LEVEL 1 DAILY EXPLOITS

Bolstering Strike

Fencer Attack 1

A successful strike encourages and invigorates your resolve.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you can spend a healing surge.

Binding Strike

Fencer Attack 1

A well-placed strike that binds the enemy's movement as well as wounding them.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is slowed and takes ongoing 5 damage (save ends both).

Miss: Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

Opening Feint

Fencer Attack 1

You use feints and parries to hedge your foe into exposing a weak spot.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

Menacing Taunt

Fencer Attack 1

You focus on your foe, hounding them using a combination of skilled parries, strikes and verbal jibes.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

LEVEL 2 UTILITY EXPLOITS

No Opening (PHB p.78)

Tumble (PHB p.119)

Unbalancing Parry (PHB p.106)

Unstoppable (PHB p.78)

Yield Ground (PHB p.106)

LEVEL 3 ENCOUNTER EXPLOITS

Chink in the Armor

Fencer Attack 3

You drive your weapon through a weak point in your foe's armor.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. Reflex

Weapon: if you are wielding a heavy blade, you gain a bonus to the attack roll equal to your Strength modifier.

Hit: 1[W] + Dexterity modifier damage per attack.

Weapon: if you are wielding a heavy blade, you gain a bonus to the damage roll equal to your Strength modifier.

Cutting Feint

Fencer Attack 3

You make twin cutting maneuvers while maneuvering yourself into a position of advantage.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Charisma modifier.

Hit: 1[W] + Strength modifier damage per attack.

Precision Strike

Fencer Attack 3

You trade damage for accuracy.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity +4 vs. AC

Hit: 1[W] + Dexterity modifier damage.

Pushing Strike

Fencer Attack 3

You attack and force your foes to lose footing.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Dexterity modifier damage per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Strength modifier.

LEVEL 5 DAILY EXPLOITS

Fleche Skirmish Fencer Attack 5

You lunge in and unleash a flurry of attacks on your off-balance foes, staggering them with the speed and accuracy of the attack.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Special: Before or after these attacks, you can move your speed without provoking opportunity attacks.

Hit: 1[W] + Dexterity modifier damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn.

Feinting Pounce Fencer Attack 5

You set up one foe with a sudden strike then weave to the side to strike another.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Special: You can shift 2 squares before making this attack.

Primary Target: One creature

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Dexterity modifier damage (main weapon) and 1[W] + Dexterity modifier damage (off-hand weapon).

Effect: After making the primary attack, you can shift 2 squares and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity vs. AC (off-hand weapon)

Hit: 2[W] damage (off-hand weapon).

Offensive Riposte Fencer Attack 5

You follow a strike with a flurry of ripostes against your foe's attacks.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, the target takes damage equal to your Dexterity modifier each time it attacks you, and you can shift as an immediate reaction after such an attack.

Rain of Steel (PHB p.79)

Stopping Blow Fencer Attack 5

A swift attack that stuns the opponent.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is immobilized (save ends).

LEVEL 6 UTILITY EXPLOITS

Battle Awareness (PHB p.80)

Defensive Training (PHB p.80)

Ignoble Escape (PHB p.120)

Weave through the Fray (PHB p.108)

LEVEL 7 ENCOUNTER EXPLOITS

Baiting Taunt Fencer Attack 7

You call out your foes and taunt them into coming close enough to strike.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 3

Target: Each enemy in burst you can see

Effect: Each target must shift 2 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (close burst 1).

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Shielding Bulwark Fencer Attack 7

You use your weapon or shield to parry one blow after another.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a shield or two melee weapons.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You gain a +1 power bonus to AC (or +2 bonus if you're using a shield) until the end of your next turn.

Surging Lunge Fencer Attack 7

You throw your weight and strength into a lunging strike, using the force to carry you through the lunge.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Move a number of squares equal to your Strength modifier (minimum 1).

Sweeping Strikes Fencer Attack 7

You attack surrounding foes to place them off balance with thrust and leg sweeps.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you push the target a number of squares equal to your Strength modifier and it is knocked prone.

Taunting Cuts

Fencer Attack 7

You taunt your foes with effective parries and deep cutting wounds.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Dexterity modifier damage (main weapon) and 1[W] + Dexterity modifier damage (off-hand weapon).

LEVEL 9 DAILY EXPLOITS

Hold Them Off

Fencer Attack 9

You blockade and slow your foes' movement.

Daily ♦ Martial, Reliable, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a shield or two melee weapons.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is slowed (save ends).

Fencer's Footing

Fencer Attack 9

You gracefully outmaneuver your foe, pushing and maneuvering them with every stride and strike.

Daily ♦ Martial, Weapon

Standard Action Melee 1

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: You slide the target to any other square adjacent to you, and then make a Dexterity vs. AC attack.

Hit: 3[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, as long as you are adjacent to the target, you slide the target 1 square before making a melee attack against it.

Strike on the Run

Fencer Attack 9

You make twin strafing strikes against a foe or foes.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One or two creatures

Attack: You can move your speed. At any point during your move, you can make two Dexterity vs. AC attacks.

Hit: 3[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

Triumphant Surge

Fencer Attack 9

Your successful strike encourages you and bolsters your morale.

Daily ♦ Healing, Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you regain hit points as if you had spent a healing surge.

LEVEL 10 UTILITY EXPLOITS

Into the Fray (PHB p.81)

Expeditious Stride (PHB p.108)

Last Ditch Evasion (PHB p.81)

Stalwart Guard (PHB p.81)

LEVEL 13 ENCOUNTER EXPLOITS

Blade Defense

Fencer Attack 13

You rely on your skill with dual blades to add to your parrying defense.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Dexterity modifier damage per attack. If you hit with either attack, you gain a power bonus to AC equal to 2 + your Charisma modifier until the end of your next turn.

Pinning Attack

Fencer Attack 13

With a precise attack you can pin a foe to an object.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Dexterity modifier damage per attack. The target is immobilized until the start of your next turn.

Sweeping Press

Fencer Attack 13

You press your foe causing them to lose footing while gaining more advantageous footing for yourself.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One or two creatures

Attack: Dexterity vs. AC, one attack per target

Hit: 2[W] + Dexterity modifier damage, and you push the target 1 square.

Weapon: If you are wielding a heavy blade, you push the target a number of squares equal to your Strength modifier.

Effect: You shift can shift a number of squares equal to your Charisma modifier

Taunting Riposte

Fencer Attack 13

You bait your foe into attacking and then turn their attack back against them.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. Will

Hit: The target takes damage as if it were hit by its own melee basic attack. If you have combat advantage against the target, you can add damage equal to your Dexterity modifier.

LEVEL 15 DAILY EXPLOITS

Cascade of Steel Fencer Attack 15

You fall into a vicious series of strikes that continue to be effective until your foe regains their defenses.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or more creatures

Attack: Dexterity vs. AC. Alternate main and off-hand weapon attacks until you miss. As soon as an attack misses this attack ends.

Hit: 2[W] + Dexterity modifier damage per attack.

Defensive Charge Fencer Attack 15

You charge across the battlefield, parrying and striking as you go.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Effect: You can move your speed. Every enemy that can make an opportunity attack against you as a result of this movement attacks itself with its opportunity attack, rather than you. Any enemy that can make an opportunity attack against you during this movement must do so. It cannot refrain from making the attack to avoid harming itself.

Refreshing Kata Fencer Attack 15

You twirl your weapon about you in precise parrying patterns, focusing yourself into a more finely honed combat awareness.

Daily ♦ **Healing, Martial, Stance, Weapon**

Minor Action Personal

Effect: You gain regeneration equal to your Constitution modifier, a +1 power bonus to AC, and a +1 power bonus to saving throws. Any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, as long as you are able to make opportunity attacks.

Stunning Blow Fencer Attack 15

You deal a series of blows that leaves your foe reeling and unable to react.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Dexterity vs. Fortitude (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Dexterity modifier damage per attack. If one attack hits, the target is stunned (save ends). If both attacks hit, the target is stunned and immobilized (save ends both).

Miss: Half damage per attack, and the target is not stunned or immobilized.

Tripping Fleche Fencer Attack 15

You gracefully maneuver around the battlefield, striking quickly to sweep the feet from under your foes.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone if is your size or smaller.

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can shift and repeat the attack up to three times against different targets.

LEVEL 16 UTILITY EXPLOITS

Evade the Blow (PHB p.110)

Interposing Shield (PHB p.82)

Iron Warrior (PHB p.82)

Leaping Dodge (PHB p.124)

Surprise Step (PHB p.82)

LEVEL 17 ENCOUNTER EXPLOITS

Eviscerate Fencer Attack 17

You swing your blades in a great crossing arc, striking foe with deadly accuracy.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Dexterity modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is weakened until the end of your next turn.

Flawless Strike Fencer Attack 17

You trade damage for greater accuracy.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity +6 vs. AC

Hit: 2[W] + Dexterity modifier damage.

Harrying Fleche Fencer Attack 17

You harry your enemy, landing blows and then dancing out of reach.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: After the attack, you can move a number of squares equal to your Dexterity modifier and make a melee basic attack after your move.

Sweeping Hamstring

Fencer Attack 17

You whirl around, striking at your foes legs.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is immobilized and knocked prone until the end of your next turn.

Fencer's Challenge

Fencer Attack 17

Your stunning and quick attacks cause your foe to stagger back and your taunting challenge effects all who see it.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you push the target 2 squares.

Special: all of your enemies within 2 squares of the target are marked until the end of your next turn.

LEVEL 19 DAILY EXPLOITS

Dance of Steel

Fencer Attack 19

You move gracefully around and through your enemies delivering vicious strikes with each step.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One, two or three creatures

Attack: Dexterity +2 vs. AC, three attacks

Hit: 2[W] + Dexterity modifier damage (first attack; main), 2[W] + Dexterity modifier (second attack; off-hand), and 1[W] + Dexterity modifier (third attack; main). A target hit once is dazed until the end of your next turn. A target hit twice is stunned until the end of your next turn. A target hit three times is weakened and stunned until the end of your next turn.

Miss: Half damage per attack, and the target is not dazed, stunned or weakened.

Effect: After the first attack and after the second attack, you can shift 1 square.

Fencer's Gambit

Fencer Attack 19

You use a series of feints and parries to throw your foes off balance.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. Will

Hit: 5[W] + Dexterity modifier damage.

Effect: Until the end of your next turn, all of the target's defenses against your attacks take a penalty equal to your Charisma modifier.

Sustain Minor: Sustain the penalty for another round.

Flensing Whirlwind

Fencer Attack 19

You attack in a graceful whirlwind of steel, flensing all nearby foes.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC (main weapon and off-hand weapon), two attacks per target

Hit: 1[W] + Dexterity modifier damage per attack. If you hit a target with one weapon, it takes ongoing 5 damage (save ends). If you hit a target with both weapons, it takes ongoing 10 damage (save ends).

Miss: Half damage per attack, and no ongoing damage.

Reaping Strike

Fencer Attack 19

You use an array of strikes to reap foes until none are left standing.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a fencer weapon.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the start of your next turn, adjacent enemies are subject to a secondary attack.

Secondary Target: Any enemy that moves adjacent to you or starts its turn adjacent to you

Secondary Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Swashing the Buckle

Fencer Attack 19

After landing a successful attack, you harry the enemy and make them think twice about turning their back on you.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, you can make a melee basic attack against the target as a free action if you are adjacent to it and it either shifts or attacks one of your allies.

LEVEL 22 UTILITY EXPLOITS

Act of Desperation (PHB p.84)

Dazzling Acrobatics (PHB p.125)

Evasive Dodge

Fencer Utility 22

You tumble a safe distance to dodge an attack and spring back to your feet.

Daily ♦ Martial

Immediate Interrupt Personal

Trigger: You are hit by an area attack or a close attack

Effect: Shift a number of squares equal to your Dexterity modifier.

Quick Step

Fencer Utility 22

You maneuver deftly around the battlefield.

Encounter ♦ Martial

Move Action Personal

Effect: Shift a number of squares equal to your Dexterity modifier.

LEVEL 23 ENCOUNTER EXPLOITS

Cleaving Lunge Fencer Attack 23

You lunge forward to strike one enemy, then spin to strike another.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Primary Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier + Strength modifier damage.

Secondary Target: One creature adjacent to the primary target with your melee reach

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier + Strength modifier damage.

Riposte Thrust Fencer Attack 23

You use one blade to parry a foe's attack while attacking with the second blade.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: A creature makes a melee attack against you

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Until the end of your next turn, the target's attack rolls against you take a penalty equal to your Charisma modifier.

Stopping Thrust Fencer Attack 23

With a precise sharp thrust, you leave an enemy immobilized in pain for a short period.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Weapon: If you're wielding a light blade, you can score a critical hit on a roll of 18-20.

Hit: 3[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Whirlwind Counter Fencer Attack 23

You form a spinning counter against those that come close to you.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Dexterity vs. AC (main hand and off-hand weapon), two attacks

Hit: 2[W] + Dexterity modifier damage per attack. If one attack hits, the target takes a -2 penalty to attack rolls until the end of your next turn. If both attacks hit the same target, this penalty worsens to -4.

Effect: If any adjacent creature makes an attack against you and misses before the start of your next turn, make a melee basic attack against it with your main weapon and your off-hand weapon as an immediate reaction.

LEVEL 25 DAILY EXPLOITS

Fencer's Stance Fencer Attack 25

All foes within reach are victim's of your accuracy and precision.

Daily ♦ **Martial, Stance, Weapon**

Minor Action Personal

Effect: Whenever you use a fencer power, you can score a critical hit on a roll of 19–20, and you gain a power bonus to damage rolls equal to your Strength modifier. Any enemy that starts its turn adjacent to you takes 1[W] damage and ongoing 10 damage (save ends), as long as you are able to make opportunity attacks.

Supremacy Strike Fencer Attack 25

Under your masterful assault of your attacks, your enemy can do little more than defend itself.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage, and until the end of your next turn the only attacks the target can make are basic attacks.

Thrusting Flurry Fencer Attack 25

You attack with a flurry of deadly blows.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Dexterity vs. AC (main hand and off-hand weapon), two attacks

Hit: 2[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

Effect: After making these attacks, you can shift a number of squares equal to your Charisma modifier.

Tiger's Reflex (PHB p.112)

LEVEL 27 ENCOUNTER EXPLOITS

Deadly Rend Fencer Attack 27

You stria with both blades and tear them viciously from your foe.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Dexterity vs. AC (main hand and off-hand weapon), two attacks

Hit: 2[W] + Dexterity modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is stunned until the end of your next turn.

Master Swashbuckler

Fencer Attack 27

Your buckler is your strongest defense.

Encounter ◆ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be using a shield.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and you take half damage from the target's attacks until the end of your next turn.

Effect: You gain a +2 power bonus to AC until the end of your next turn.

Master's Challenge

Fencer Attack 27

You use your impressive blade-work on one unfortunate for to challenge the rest.

Encounter ◆ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: All of your enemies within 10 squares of you are marked until the end of your next turn.

Tornado Strike

Fencer Attack 27

You dance and spin around the battlefield, striking enemies in all directions.

Encounter ◆ **Martial, Weapon**

Standard Action **Close burst 1**

Requirement: You must be wielding a fencer weapon.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: You can shift a number of squares equal to 1 + your Charisma modifier, and make another close burst 1 attack (as above).

LEVEL 29 DAILY EXPLOITS

Killing Blow

Fencer Attack 29

You strike your foe with the most potent strike in your arsenal.

Daily ◆ **Martial, Reliable, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a fencer weapon.

Target: One creature

Attack: Dexterity vs. AC

Hit: 7[W] + Dexterity modifier damage.

Master's Stance

Fencer Attack 29

With the merest flick of your weapon and a minimal movement, you turn your enemies' thoughts from victory to survival.

Daily ◆ **Martial, Stance, Weapon**

Minor Action **Personal**

Effect: You deal an extra 1[W] damage with your at-will and encounter fencer powers. If an enemy starts its turn adjacent to you, you can use an at-will fencer power against it as a free action at the start of its turn, as long as you are able to make opportunity attacks.

Wall of Steel

Fencer Attack 29

Crossing your blades, you form a defense as solid as a shield, but unlike a shield, you are ready to strike with a riposte as well.

Daily ◆ **Martial, Weapon**

Immediate Interrupt **Melee weapon**

Trigger: An enemy hits you with a melee attack.

Requirement: You must be wielding two melee weapons.

Target: The triggering enemy

Attack: Dexterity vs. AC (main hand and off-hand weapon), two attacks

Hit: 3[W] + Dexterity modifier damage (main weapon) and 1[W] + Dexterity modifier damage (off-hand weapon). If both attacks hit, the target's attack misses.

Miss: Half damage with your main weapon, and no damage with your off-hand weapon.



PARAGON PATHS

BLADE BRAVO

"Is it better to be feared or respected? I say, is it too much to ask for both?"

Prerequisites: Fencer class

You possess a true talent for fencing and have developed a love of the blade and for battle. You have become addicted to the rush of combat and devote yourself to the obsession. However, there is more to the art than physical skill, but also understanding the psychology of your foe. You have learned to be as quick and dangerous with your verbal repartee as with your blade.



BLADE BRAVO PATH FEATURES

Goading Jibe (11th level): Enemies currently marked by you that attack your allies without attacking you take a -2 penalty to all defenses until they are no longer marked by you.

Taunting Action (11th level): When you spend an action point to take an extra action, each enemy adjacent to you is weakened until the end of its next turn.

Bravado (16th level): You and allies adjacent to you are immune to fear and charm effects, and receive a +1 bonus to saving throws.

BLADE BRAVO EXPLOITS

Emboldening Bravado Fencer Attack 11

You attack every enemy close to you, spouting jibes and taunts emboldening your allies with your bravado.

Encounter ♦ **Healing, Martial, Weapon**

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: You and each bloodied ally within 10 squares of you can spend a healing surge.

Call Out Challenge Fencer Utility 12

You choose to make an attack on a foe as a challenge to another foe on the field.

Encounter ♦ **Martial**

Minor Action Range 5

Requirement: You make a successful melee attack with a light blade or heavy blade (not polearm)

Target: One enemy other than the one you just hit

Effect: The target is marked until the end of your next turn.

Refreshing Riposte Fencer Attack 20

You become centered, focusing attacks on all enemies around you, emboldening yourself when striking.

Daily ♦ **Martial, Weapon**

Immediate Reaction Close burst 1

Trigger: You are hit by a melee attack

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: If you hit at least one of your enemies, you regain one daily power you have already used. If you miss all enemies, you regain one encounter power you have already used.

BLADEMASTER

"My blade is but the brush with which I make my art."

Prerequisites: Fencer class

You are a master of the sword and other blades of the fencer. You achieve a technical skill and combat endurance that no other fencer achieves. You believe in the use of your skills as a defensive weapon and you focus on being one with your art.

BLADEMASTER PATH FEATURES

Blademaster Grace (11th level): As long as you are armed with a melee weapon and are capable of making an opportunity attack, one adjacent enemy (your choice) takes damage equal to your Dexterity modifier at the end of your turn.

Defensive Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to all defenses until the start of your next turn.

Blademaster Endurance (16th level): When you score a critical hit with a light blade or a heavy blade, you regain the use of a fencer encounter power you've already used in the encounter.



BLADEMASTER EXPLOITS

Double Attack

Fencer Attack 11

When you successfully bypass a foe's defenses you can strike again quickly before they recover.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. Make a secondary attack against the same target.

Secondary Attack: Dexterity +2 vs. AC

Hit: 1d6 + Dexterity modifier damage, and the target is dazed until the end of your next turn.

Pushing Footwork

Fencer Utility 12

You use masterful footwork to move a foe and follow.

Encounter ♦ Martial

Move Action Personal

Effect: Shift into any adjacent square occupied by a creature and push that creature 1 square.

Indomitable Endurance

Fencer Attack 20

You force a foe away giving you time to compose and reset your own defenses.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and you push the target 1 square and it is knocked prone. In addition, the target is dazed until the end of your next turn.

Miss: Half damage.

Effect: You can spend a healing surge.

DERVISH

"There is no such thing as a fair fight to the death!"

Prerequisites: Fencer class, two-blade fighting style

Wild, dangerous and exotic, you epitomize speed, agility and an abandon for the art of swordplay as can be seen in your deadly dance; and in fact you are often referred to as a blade dancer. You are a master of combining melee martial skill with the perfect dancing form of fluid combat motion. These techniques turn you into a living whirlwind of destruction and your blades can rain death upon your foes.

DERVISH PATH FEATURES

Dervish Dance (11th level): You have learned to make the most of movement in combat. You gain a +1 bonus to AC whenever you are not immobilized.

Dancing Action (11th level): When you spend an action point to take an extra action, you can shift 3 squares either before or after you use the extra action.

Dance of Death (16th level): Using the agility and speed of the dervish style, you have learned how to add an extra level of pain to every hit you deliver. Increase the damage you deal when using a weapon by a number equal to your Dexterity modifier (minimum +1).

DERVISH EXPLOITS

Slashing Blades

Fencer Attack 11

You dance and spin, sweeping your blades in mighty arcs, cutting foes and forcing them back from you.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you push the target 1 square.

Dervish Reflexes

Fencer Utility 12

You epitomize the dervish style reacting in lightning fast reaction to an enemy's attack.

Daily ♦ Martial

Immediate Reaction Personal

Trigger: You take damage from a melee attack

Effect: You gain an action point that you must spend before the end of your next turn.

A Thousand Cuts

Fencer Attack 20

You rush into the midst of your foes and attack with a flurry of deadly blows.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Special: Before you attack, shift a number of squares equal to your Charisma modifier.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC (main hand and off-hand weapon), two attacks per target

Hit: 1[W] + Dexterity modifier damage per attack.

Effect: You regain your second wind if you have already used it during this encounter.



FENCER FEATS

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Graceful Dodger	Dex 15, Fencer	
Leading Striker	Cha 15, Fencer, Combat Challenge class feature	Allies gain +1 attack against target hit by a critical hit

MULTICLASS FEATS

Name	Prerequisites	Benefit
Student of the Circle	Dex 13	Fencer: skill training; weapon style and mark 1/encounter

HEROIC TIER FENCER FEATS

These feats are available to any fencer character who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

GRACEFUL DODGER [FENCER]

Prerequisites: Dex 15, Fencer

Benefit: You gain a +1 bonus to AC when you are adjacent to at least two enemies.

LEADING STRIKER [FENCER]

Prerequisites: Cha 15, Fencer, Combat Challenge class feature

Benefit: When you score a critical hit against a target that is marked by your Combat Challenge with a melee attack, your allies gain a +1 bonus to attack rolls against that target until the start of your next turn.

FENCER MULTICLASS FEATS

STUDENT OF THE CIRCLE [MULTICLASS FENCER]

Prerequisites: Dex 13

Benefit: You gain training in one skill from the fencer's class skill list. Choose either the weapon and shield or two-handed melee weapon style.

Weapon and Shield Style: Once per encounter as a free action, you can add a +1 bonus to your AC and Reflex defenses. The next attack you make, whether it hits or misses, marks the target until the end of your next turn.

Two-Weapon Style: Once per encounter as a free action, you can add a +1 bonus to the next attack roll you make. Whether the attack hits or misses, you mark the target until the end of your next turn.

