

Dancer



Bardic music. The waving of the hips. Methods of calming peacefulness. An entire choreographed set piece. To the layperson, there appears to be no visible difference between a man of Bardic talents and a Lady of the Dance. However, while bards focus on their instruments, songs and chords, the trade of the Dancer takes a more feminine approach. With a shake of her hips, a Dancer of the church of Calistria can create exquisite displays of magical performance that make even the most experienced fighters blush.

Dancers can come from any walk of life, but many are humans. A surprising number of Dancers are also part-time paladins, their natural charisma meshing well with the dancer's powers to infiltrate, seduce, and inspire.

Role: Dancers are a support bunch. Hailing from bardic tradition, a dancer uses her magic and dances to both inspire and help out up front, and rain arrows down from afar.

Alignment: Any

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

A Dancers class skills are: Acrobatics (Dex) Bluff (Cha) Craft (Int) Diplomacy (Cha) Heal (Wis) Knowledge: Local (Int) Perception (Wis) Perform (Cha) Profession (Wis) Sense Motive (Wis) Spellcraft (Int) Stealth (Dex) Use Magical Device (Cha)

Skill ranks per level 6+Intelligence Modifier:

Table: The Dancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells /day	Spells /day	Spells /day	Spells /day	Spells /day	Spells /day
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+0	First Aid, Spellcasting, Dance	1	-	-	-	-	-
2nd	+1	+0	+3	+0	Double Strafing	2	-	-	-	-	-
3rd	+2	+1	+3	+1	Pinpoint Accuracy, Dance	3	-	-	-	-	-
4th	+3	+1	+4	+1	At Attention! (1/day)	3	1	-	-	-	-

5th	+3	+1	+4	+1	Master Dancer, Dance	4	2	-	-	-	-
6th	+4	+2	+5	+2	Whip Mastery	4	3	-	-	-	-
7th	+5	+2	+5	+2	Dance	4	3	1	-	-	-
8th	+6/+1	+2	+6	+2	At Attention! (2/day)	4	4	2	-	-	-
9th	+6/+1	+3	+6	+3	Dance	5	4	3	-	-	-
10th	+7/+2	+3	+7	+3	Kiss Goodnight	5	4	3	1	-	-
11th	+8/+3	+3	+7	+3	Dance	5	4	4	2	-	-
12th	+9/+4	+4	+8	+4	At Attention! (3/day)	5	5	4	3	-	-
13th	+9/+4	+4	+8	+4	Dance	5	5	4	3	1	-
14th	+10/+5	+4	+9	+4	Improved Whip Mastery	5	5	4	4	2	-
15th	+11/+6/+1	+5	+9	+5	Dance	5	5	5	4	3	-
16th	+12/+7/+2	+15	+10	+5	At Attention! (Always Active)	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+5	Dance	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+6	Pinpoint Accuracy (Any Range)	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+6	Dance	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+6	Duel Dance	5	5	5	5	5	5

Class Features:

The following are class features of the Dancer

Weapon and Armor Proficiency

Dancers are proficient with all simple weapons, the shortbow, the whip, light armor and shields. A Dancer can cast Dancer spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a Dancer wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Dancer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting

A Dancer casts arcane spells drawn from the Bard spell list. She can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a Dancer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a Dancer's spell is 10 + the spell level + the Dancer's Charisma modifier.

Like other spellcasters, a Dancer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Bard. In addition, she receives bonus spells per day if he has a high Charisma score.

The Dancer's selection of spells is extremely limited. A Dancer begins play knowing four 0-level spells and two 1st-level spells of the Dancer's choice. At each new Dancer level, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a Dancer knows is not affected by his Charisma score (See Table: Ability Modifiers and Bonus Spells).

Upon reaching 5th level, and at every third Dancer level after that (8th, 11th, and so on), a Dancer can choose to learn a new spell in place of one he already knows. In effect, the Dancer "loses" the old spell in exchange for the new one. The new spell's level must be the same as

that of the spell being exchanged, and it must be at least one level lower than the highest-level Dancer spell the Dancer can cast. A Dancer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A Dancer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level

Class Feature

Table: Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	5	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-

16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

First Aid (Su)

The path of the adventurer is fraught with danger, and as a result, the church of Calistria outfits their warriors with a bit of medical knowledge as part of their training.

At 1st level ,you can focus your inner magic as a Standard action to heal yourself 1d6, plus an additional 1d6 every 4 levels. .This ability can be used a number of times per day equal to your Charisma mod . In addition, you are always considered to have a Healer's Kit when performing Heal checks, granting you a +2 bonus on said checks.

Dance (Su)

At level 1, and every odd level, a dancer learns a new Dance from the below list. Dances are, Visual, morale, mind-affecting, Enchantment effects. In order to use a Dance, the Dancer must be able to stand up straight, and be free of any movement-impairing effects, (Such as entanglement and grapples.) With a few exceptions, the dancer's dances only affect allies within line of sight who are close enough to notice the intricate dances she performs, and thus the effective range of Dancing is about 30 feet in clear weather, reduced by visibility conditions. A dancer is not affected by her own dance unless otherwise noted. In addition, at each level, the Dancer may exchange one of her current known dances for another dance from this list.

There are Two types of Dances, Poses, and Active Dances.

Poses are the more passive of the two. Poses can be a literal pose, a state of mind, a few inspiring words here and there,or a more heroic mindset. Poses are not entirely passive, but they require no action to activate, and otherwise have an unlimited duration. A Dancer cannot have more than one Pose active at a time, and can swap between them as a move action. A

Dancer may always choose to not activate a pose if they do not desire to, and Poses can be active alongside a Dance.

Active Dances are much more involved, and look much more like what a layperson might consider dancing. They involve twirling, the shaking of the hips bobbing and weaving, and other movement. A Dancer can use an Active Dance for a number of rounds equal to 4+Dancer level. Starting a Dance is a move action. Dancing is much more intensive than simple poses, as a result, a dancer must spend a move action every round maintaining the dance. A dancer may not maintain more than one dance at a time (But see Duel Dance, below) Active Dancing otherwise follows all the rules for Bardic Performance. All bonuses granted by Active Dancing or Posies are considered to be Dance bonuses.

Some Dances offer a saving throw. If the effect is ongoing, the creature must roll a saving throw for each round they remain within the effect. When a Dance offers a save, the DC is 10+half dancer level+Dancers Cha mod.

A list of Dances and Posies can be found at the bottom of this document.

Double Strafing (Ex)

At 2nd level, A Dancer gains the feat Rapid Shot, even if they do not meet the prerequisites. If you already have this feat, you instead gain any other feat whose prerequisites you do meet.

Pinpoint Accuracy (Ex)

At level 3, a dancer's senses begin to heighten, both in terms of accuracy, and perceptive scenes. The dancer's ears begin to elongate like that of an elf, granting her a +2 enhancement bonus on perception checks .

In addition, the dancer's eyesight improves, improving the effective range of her ranged abilities. All ranged weapons used by a Dancer have there range increment increased by 20 ft. This allows her to throw weapons further, but does not apply to melee or Reach weapons.

At Attention! (Su)

At level 4, once per day, a Dancer can focus her mind into brief, but powerful moments of clarity (and perhaps paranoia) When a Dancer activates this ability, she gains a +2 morale Bonus to Dex , the Skill Focus (Perception) feat, and rolls all perception checks twice, taking the higher result. In addition, when activated, this ability functions as a Dispel effect for any magically invisible creatures within 15 feet (This functions as a standard dispel check, using the Dancer level in place of Caster level.)

This ability can be activated as a swift action, and its benefits last a number of rounds equal to the Dancers level. A Dancer can use At Attention twice per day at 8th level, and three times per day at 12th level. Finally, at level 16, the effects of At Attention! are always active, though the Dancer can still choose to activate it in order to benefit from the dispel.

Master Dancer (Ex)

At 5th level, a Dancer completes her training, and becomes a full-fledged Master. She gains Weapon Focus: Whip as a bonus feat if she does not already possess it, as well as a Enhancement bonus on Perform: Dance checks equal to her class level.

Whip Mastery (Ex)

At 6th level, the Dancer receives the Whip Mastery feat for free, even if she does not meet the prerequisites. If you already have this feat, you instead gain any other feat whose prerequisites you do meet.

Kiss Goodnight (Ex)

At 10th level, once per day, if the Dancer spends at least 1 hour engaged in acts of physical pleasure with a willing partner to gain a pool of morale points equal to her Charisma bonus or her partner's Charisma bonus, whichever is higher. For the next 24 hours, the Dancer can spend a morale point as an immediate action to roll a Charisma-based skill check or a Will saving throw again after rolling the die but before learning the consequences; she must take the second result even if it is lower.

Improved Whip Mastery (Ex)

At 14th level, the Dancer gains Improved Whip Mastery as a bonus feat, even if she does not meet the prerequisites. If you already have this feat, you instead gain any other feat whose prerequisites you do meet.

Duel Dance (Ex)

At 20th level, a dancer's mastery of dancing allows her to do the near-impossible, maintain two completely different dances at the same time. Both dances require the Dancer to upkeep with two different move actions, and both consume rounds of her Dance. Both dances otherwise function as normal.

Poises:

Humming Echos:

While you maintain this pose, the area around you is abuzz with a low, droning hum that improves your concentration.

After you assume this pose, the next spell you cast before the end of your next turn that requires concentration to maintain is maintained for you until you assume a different pose. This effect allows you to cast other spells, even another spell that also requires concentration. The sound created by the spell is relatively loud (DC 5 Perception check to notice). If you take damage, you must still make a Concentration check to maintain the spell. In addition, assuming a new pose automatically ends your concentration.

Echoing of Battles to Come:

Allies within the area of the poise (including the dancer herself) gain a +1 Dodge bonus to AC for the duration of the Poise. You must be a 5th level Dancer to select this poise.

Lasting Insight:

Allies within the area of this poise benefit from a lesser version of At Attention: gaining +2 to perception checks.

Do you Love me?

While you maintain this pose, any enemy attacking you before you have attacked them first must make a Will save or be unable to attack, as per the sanctuary spell. Once a creature succeeds, they are immune for 24 hours against this dancer. You must be a 5th level Dancer to select this poise.

A Long Way to the Top:

Allies within the area of this pose gain the benefit of a single Teamwork feat you possess for the duration that you maintain this pose.

Regrettable Tears:

All dying creatures within the area of the poise are stabilized, as the spell. In addition, all Stabilized creatures within the area gain a +5 bonus on their check to become conscious and disabled, and are allowed to make a check once per min, as opposed to once per hour.

Black Angels Embrace/Golden Angels Embrace:

All allies within the area of the poise gain either a +2 circumstance bonus on intimidate checks, or a +2 circumstance bonus on Diplomacy checks, chosen when you assume this poise. You must be a 5th level Dancer to select this poise.

Quick Distraction

So long as you maintain this poise, If a nearby ally fails a Bluff, Disguise, Perform, or Stealth check, you may spend 1 round of Dance to perform a distraction, immediately allowing said ally to reroll said skill check. The exact nature of your distraction varies, such as screaming loudly to distract from a failed stealth check, or a rude interruption to momentarily interrupt someone's train of thought. This ability only functions to distract a particular target once per day. (though you can continue to cover for the same ally multiple times, should they continue to fail.) You must be a 5th level Dancer to select this poise.

Teacher's Form:

All targets within the area of the poise gain a bonus on Perform: Dance checks equal to your Dancer level.

Expandio:

This poise does nothing on its' own, but when used in conjunction with an Active Dance, expands the area of that dance to be 40ft, as opposed to 30ft, so long as you maintain this pose

Walk in the Dark:

All allies within this Poise (Including the Dancer herself) gain low light vision, and 60 ft darkvision. If they already have darkvision, the size of their darkvision doubles (60 ft-->120 ft) up to a maximum of 120ft darkvision.

Razor Wings:

All allies within the area of your Poise gain the ability to Whirlwind Attack (as the feat) as a full Round action so long as you maintain this Poise. You must be a 10th level Dancer to select this poise.

Active Dances:

Dance of Encouragement:

Your rhythm inspires courage and focus. All allies affected by your dance gain a +1 morale bonus on attack rolls and saves against fear. This bonus increases to 2 at level 8, and +3 at level 15.

Dance of Ballence:

Your steps guide your allies to steady footing.

All allies affected gain +2 to acrobatics checks, and no longer provoke attacks of opportunity from standing up from prone.

Disco Inferno:

All creatures not already on fire within the area of your dance must succeed on a Reflex save at the start of their turn, or instantly catch fire. This fire acts as non magical fire, dealing 1d6 fire damage per round, until put out by water, stop drop and roll, or another method. You must be a 5th level Dancer to select this poise.

Spell Vulnerability: (Ongoing)

All creatures within the area must make a Fortitude save, or else their Spell Resistance is reduced by 1 point, per two Dancer levels, so long as they remain within the area of the Dance. A target that successfully saves against this effect is immune to it for 24 hours.

Stop! In the name of love!

A single target within the area of your dance must make a Will save or become unable to leave their square voluntarily. They may be moved by others, but they become unable to take 5 foot steps, or use move action to move. An affected target receives a Will save at the end of each of their turns to end the effect, and once a creature makes their save, they are immune for 24 hours. Only one target at a time may be affected.

In addition, unlike all other dances, this dance can be activated as an immediate action, not on your turn. You may activate this dance in response to someone within the area of effect using a move action to move, or taking a 5 foot step. If the target fails their save, they become unable to continue moving, and you must spend a move action at the start of your next turn to maintain the dance.

Lullaby: (Ongoing)

Enemies within the area of the Dance must make a Will save, or fall asleep, as per the Sleep spell. This effect has a maximum daily HD limit of twice your Dancer level per day, and creatures who make their save are immune for 24 hours. You must be a 5th level Dancer to select this poise.

Dissonance: (Ongoing)

Enemies within the area of the dance are subject to 1d6 sonic damage per three Dancer levels, per round. (Fort save halves)

Perfect Tablature:

While you maintain this dance, you and your allies strike in perfect rhythm. Each round, the first time an ally rolls initiative, an attack roll, or a reflex save, they may roll twice and take the highest result. You must be a 5th level Dancer to select this poise.

Fighters Rift:

This hauntingly calm spinning motion grants the effects of the Haste spell to all allies who remain within its area. You must be at least a 9th level Dancer to select this Dance.

Magic Strings of the High Wizard:

Your magical dancing speeds up spellcasting. While you maintain this dance, allies within range may cast spells with a casting time of 1 standard action as 1 move action instead. This effect does not allow a creature to cast more than one spell per round unless they already have the power to do so (such as Quicken Spell) Spells with a casting time longer than 1 standard action are unaffected. You must be at least 12th level to select this dance.

Dance of the Apple:

All allies within the area of the Dance are subject to a mild healing, gaining Fast Healing 2, and any dying ally who enters the area of your dance automatically stabilizes. You must be a 9th level Dancer before you select this Dance.

Heartbreaker: (Ongoing)

All enemy spellcasters within the area of the dance must make a Will save once per round or have their lowest level currently prepared spell/highest level spell slot expended, with no effect. An individual spellcaster cannot have more than 4 of their spell slots stolen in this manner more than once every 24 hours no matter how much dancing is used. You must be a 5th level Dancer to select this Dance.

Dance of Resistance:

Allies within the area of your Dancing gain 10 points of Resistance to an element of your choice, chosen from the following list when you begin your dance: Acid, Cold, Electrical, Fire, Sonic. The value of the energy resistance granted increases to 20 points at 10th level and to a maximum of 30 points at 15th level. This Dance protects the recipient's equipment as well.

Dance of Fortune:

While you maintain this dance, every ally that starts their turn within 30 feet of you gains a floating point of fortune. An ally can spend this point of fortune to reroll any d20 roll, taking the second result, even if it's worse. An individual creature can only benefit from this effect once per day, no matter how many times this dance is performed.

Slow Dance: (Ongoing)

All enemies within the area of the dance must make a Fort save or be Slowed, as per the spell, so long as they remain within. You must be a 5th level Dancer to select this Dance.

“Nerd’s Beach Melons/Sea Cucumber”

This dance, ahem, “reinvigorates” the energy of nearby friendly spellcasters. While you dance, an ally that begins their turn within the area regains their ability to cast a single spell they have already expended today of 3rd level or lower. An individual spellcaster cannot have more than one of their spell slots regained in this manner more than once every 24 hours no matter how much...dancing....is used. You must be a 5th level Dancer to select this Dance.

Saturday Night Fever

This dance forces all targets to make a Will save as it whips everyone within the area into a chaotic frenzy. All targets within the area are affected by a Confusion spell. At the targets discretion, they may also enjoy all of the benefits and drawbacks of Barbarian Rage for as long as they remain Confused. This effect does not stack with actual Barbarian Rage. You must be a 9th level Dancer to select this Dance .

Changelog:

V. 1.0 Original idea

V 1.1 Added feedback from Grant

V 1.2 Added new formatting.

V 1.3: Added Archetypes

V. 1.4 Removed AC bonus, added new dances, updated the wording on Dance itself.

V: 1.5 changed proficiencies. Added Free Weapon Focus

V 1.6: Reworded a number of abilities, added new dances, dancer can now dance from level 1 by default.

(Old) Dance Archetypes:

(old) Warrior of the Dance Floor:

<https://docs.google.com/document/d/1WjLdhFCESGo52pqmb3UOVRChKnXlqfQwpp-HbOoU4o/edit?usp=sharing>