

The War Dancer



The War Dancer

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Ohna-Kun knelt, laid his sword down, and lit the third candle. He breathed in the fumes, and listened, listened to the spirits of the orcish people. Listened to the spirits beyond listening.

When the first spear crashed through the door, he was already on his feet. When the second came, he had his sword in his hand and split the shaft in the air. Ohna-Kun stepped through the broken door, and before the squad that was waiting outside.

“Orc!” one of the soldiers called, his spear and shield shaking in his hands. “By order of the highest Parliament, you are ordered to stand down and surrender yourself to his Majesty’s court!”

Ohna-Kun counted the men. Twenty-three soldiers, spears and shields. Not a dancer among them.

This was going to be fun.

There are those for whom mysticism offers greater combat prowess than rage or technical training. Men and women who study signs and omens along with their weapons, who learn to feel an opponent’s energy, and who can read a battlefield as easily as a seer can read the stars. These warriors learn to flow back and forth with the energies of combat, elevating warfare to an artform. To a dance. For a war dancer, victory comes from being two, three, or four steps ahead of their enemies, never letting them know that they’re being manipulated until it’s too late.

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Role: A war dancer combines martial power and mystical insights, funneling them into maneuvers that look, and indeed are, similar to a dance. A war dancer defeats his enemies by controlling them, reading the flows and ebbs of their movements and turning them into partners in his dance, subtly pushing them to step, swing, or fall where he wants. By controlling the flow of combat, a war dancer can control the battlefield itself, pushing and pulling his enemies into position for his own or his allies’ next attacks.

Alignment: Any.

Hit Die: d10.

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

Class Skills

The Wardancer’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
						1	2	3	4
1st	+1	+2	+2	+0	Style specialization, dance, AC bonus	-	-	-	-
2nd	+2	+3	+3	+0	Guided strike 1/day	-	-	-	-
3rd	+3	+3	+3	+1	Flow of combat, +1 AC bonus	-	-	-	-
4th	+4	+4	+4	+1	Dance, uncanny dodge	1	-	-	-
5th	+5	+4	+4	+1	Advanced step	2	-	-	-
6th	+6/+1	+5	+5	+2	Guided strike 2/day	2	-	-	-
7th	+7/+2	+5	+5	+2	+2 AC bonus	2	1	-	-
8th	+8/+3	+6	+6	+2	Dance, improved uncanny dodge	2	2	-	-
9th	+9/+4	+6	+6	+3	Combine dances (two)	3	2	-	-
10th	+10/+5	+7	+7	+3	Guided strike 3/day	3	2	1	-
11th	+11/+6/+1	+7	+7	+3	+3 AC bonus	3	2	2	-
12th	+12/+7/+2	+8	+8	+4	Dance	3	3	2	-
13th	+13/+8/+3	+8	+8	+4	Expert step	4	3	2	1
14th	+14/+9/+4	+9	+9	+4	Guided strike 4/day	4	3	2	2
15th	+15/+10/+5	+9	+9	+5	+4 AC bonus	4	3	3	2
16th	+16/+11/+6/+1	+10	+10	+5	Dance	4	4	3	2
17th	+17/+12/+7/+2	+10	+10	+5	Combine dances (three)	5	4	3	2
18th	+18/+13/+8/+3	+11	+11	+6	Guided strike 5/day	5	4	3	3
19th	+19/+14/+9/+4	+11	+11	+6	+5 AC bonus	5	4	4	3
20th	+20/+15/+10/+5	+12	+12	+6	Dance, masterful dance	5	5	4	4

Class Features

All of the following are class features of the war dancer.

Weapon and Armor Proficiency: A wardancer is proficient with all simple and martial weapons and shields (except tower shields.) He is not proficient with any armor. When wearing armor, a war dancer loses his bonus to AC, and cannot use his dance class feature.

AC Bonus: When unarmored and unencumbered, the war dancer adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a war dancer gains a +1 bonus to AC and CMD at 3rd level. This bonus increases by 1 for every four war dancer levels thereafter, up to a maximum of +5 at 20th level. If the war dancer gains a similar bonus from another class

(such as from monk,) these levels stack when determining his total AC bonus.

This bonus to AC apply even against touch attacks or when the war dancer is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Style Specialization: At 1st level, a war dancer must choose a style specialization, which represents the style of movement he uses when manipulating the battlefield. Select either bludgeoning, piercing, or slashing damage. The war dancer gains proficiency with all melee exotic weapons that deal this damage type. In addition, many dances provide different benefits depending on the war dancer's style specialization.

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Dance: Starting at 1st level, a war dancer may dance for a number of rounds per day equal to 4 + his Wisdom modifier. At each level after 1st, he may dance for 2 additional rounds. A war dancer may start dancing as a swift action, gaining the benefit of the basic step of one dance he knows. As a war dancer levels, he gains the ability to activate the advanced and expert steps of his dances, or even have multiple dances active at once. Activating a higher level step of a dance or starting an additional dance is a swift action, while stopping a dance is a free action. A war dancer must always activate the steps of a dance in order: basic, advanced, then expert. A war dancer may only activate one dance, or advance a step in a dance, once per round.

At 1st level, a war dancer can only use the basic step of a dance. At 5th level, a war dancer may also activate and gain the benefits of the advanced step of his dances. At 9th level, the war dancer may have 2 dances active at once. At 13th level, the war dancer may activate the expert step of his dances, and at 17th level, he may have 3 dances active at once.

Example: Loji the 10th level war dancer begins dancing as a swift action, activating the basic step of Unbreakable. The next round, he spends another swift action to begin the advanced step of Unbreakable, adding its benefits to those he already gains from the basic step. The next round, he spends another swift action to begin the basic step of Disruption, adding its benefits to those gained from Unbreakable. The next round he begins the basic step of Redirection, but since at 10th level he may only have two dances active at once, he chooses to first stop Unbreakable: now he only possesses the benefits of the basic steps of Redirection and Disruption.

A war dancer chooses a dance to learn at 1st level, and gains knowledge of an additional dance at 4th level and every 4 levels thereafter, to a maximum of 6 at 20th level.

Dance of Earth-Breaking (Su): The war dancer taps into the power of earth, manipulating it with his movements.

Basic Step: Your melee attacks deal an extra 1d6 acid damage.

Advanced Step: As a standard action, you may send localized tremors through the ground to knock down a creature up to 60 ft away. If that creature fails a Reflex save (DC 10 + half your war dancer level + your Wisdom modifier,) it falls prone, and you may move it 5 feet in any direction.

Expert Step: You may manipulate the earth itself. As a standard action, you may make any of the following happen, or an effect of your choice of similar power. If a save is called for, the DC is equal to 10+ half your war dancer level + your Wisdom modifier.

Pit: You may open a 10 ft by 10 ft by 10 ft hole in the ground. Anyone over the pit must pass a Reflex save or fall into the pit. If the creature is already in a pit that is being made deeper, they do not get to make this save.

Wall: You may grow a wall out of the ground. The wall may be up to 10 ft wide and 10 ft tall. If cre-

ated from stone, the wall may have up to 1 inch of thickness per 5 war dancer levels you possess, and possesses a hardness of 8, with 15 hp per inch of thickness. If created from dirt, the wall has 10 hp per inch of thickness per 4 war dancer levels, and possesses a hardness of 6 and 10 hp per foot of thickness.

Dome: You may create a dome that covers a 10 by 10 ft square or smaller. Those inside may make a Reflex save to escape. This dome possesses the same thickness, hp and hardness as the wall above.

Shape: You may shape the earth or stone, as if using a stoneshape spell.

Move earth: You may pick up and move the ground itself. You may move a block up to 10 ft wide, 10 ft long and 5 ft deep, either across the ground, up a cliff, or in some other fashion that keeps it in contact with the earth. The block has a movement speed of 30 ft, and safely transports whatever is on top of the block.



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Dance of Flames (Su): You tap into the elemental power of fire, summoning it forth against your enemies.

Basic Step: Your melee attacks deal an extra 1d6 fire damage.

Advanced Step: As a standard action, you may exude a wave of flame from your body. This wave deals fire damage equal to 1d6 + half your war dancer level to all targets within 15 feet. This ability can ignite flammable substances. Targets are allowed a Reflex save (DC 10 + half your war dancer level + your Wisdom modifier) for half damage.

Expert Step: As a standard action, you may summon forth a 5-foot wide, 30-foot tall swirling column of fire in any square within 100 ft. This column deals 1d6 fire damage for every 2 war dancer levels you possess, and causes targets caught in the column to catch on fire. A successful Reflex save (DC 10 + half your war dancer level + your Wisdom modifier) reduces this damage by half and the target does not catch on fire. This ignites flammable substances.

Dance of Flowing Water (Su): Your movements call and command the power of water.

Basic Step: Your melee attacks deal an extra 1d6 frost damage.

Advanced Step: As a standard action, you may summon and send forth a jet of water to make a bullrush combat maneuver against a target within 60 ft. This bullrush attempt uses your BAB + your Wisdom modifier, does not provoke an attack of opportunity, and may be made against targets of any size. This jet may come from anywhere, and so may attempt to push the target in any direction. Against an immovable target, this functions as a strength check to break the object, using the same bonus as above.

Expert Step: As a standard action, you may create a swirl of cold air and ice shards, firing it out in a 20 ft. cone. This attack deals 1d6 cold damage for every 2 war dancer levels you possess. A successful Reflex save (DC 10 + half your war dancer level + your Wisdom modifier) halves this damage.

Dance of Storm-Riding (Su): Your movements summon forth storms of wind and lightning.

Basic Step: Your melee attacks deal an extra 1d6 electricity damage.

Advanced Step: You may summon bursts of electricity from your weapons. In place of a melee attack, you may instead fire a bolt of electricity at a target within 30 ft. This is a touch attack, using the BAB of the melee attack used, plus your Wisdom modifier. Penalties for two-weapon fighting apply to this ranged attack. If successful, the attack deals 1d6+1 electricity damage. This damage increases to 1d8+1 if coming from a two-handed weapon, and decreases to 1d4+1 if coming from an off-hand weapon.

Expert Step: As a standard action, you may command the winds to do your bidding. This functions as the spell control winds, using your class level as your caster level, except the duration only lasts as long as you continue to dance, and the Fortitude save to negate the effects of the winds is equal to 10 + half your war dancer level + your Wisdom modifier. Changing the type, direction, and/or severity of the winds is another standard action.

Disruption (Ex): You disrupt the rhythm of enemies around you, stopping their effectiveness in combat.

Basic Step: Any opponent you threaten suffers a -2 penalty to their attack rolls. This penalty increases by 1 for every 5 war dancer levels you possess.

Advanced Step: Any attempt to move into or through the area you threaten costs twice as much movement as normal. Enemies cannot voluntarily take 5-foot steps into or through the area you threaten, although they may still take a 5-foot step to leave the area you threaten.

Expert Step: Any opponent you threaten suffers a -1 penalty to saving throws and AC. This penalty increases by 1 for every 5 war dancer levels you possess.

Duelist (Ex): You consume an enemy's attention, forcing it to fight you or suffer the consequences.

Basic Step: You may select an opponent to duel as a free action, and may change the subject of your duel as a free action once per round. You gain a +2 morale bonus to your attack rolls against the subject of your duel, but suffer a -2 penalty to AC against attacks made by anyone other than the subject of your duel. As long as you are threatening the subject of your duel, it suffers a -2 penalty to attack rolls made against anyone but you. These bonuses and penalties increase by 1 for every 5 war dancer levels you possess.

Advanced Step: If the subject of your duel tries to leave your threatened area, even by a 5-foot step, it provokes an attack of opportunity from you.

Expert Step: The bonuses and penalties granted by the basic step of this dance increase by 1 for every 3 war dancer levels you possess, rather than 1 for every 5 war dancer levels.

Force Blades (Su): Your weapons extend beyond themselves, allowing you to attack distant enemies, or even multiple enemies at once.

Basic Step: Increase the reach of any weapon you wield by 5 feet.

Advanced Step: You gain one of the following benefits, depending on your weapon specialization:

Piercing Specialization: Increase the reach of your piercing weapons by 5 feet. This stacks with the benefit conveyed by the basic step of this dance.

Bludgeoning Specialization: Whenever you make an attack with a bludgeoning weapon, your attack everyone also applied to every creature within 5 feet of

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that target (except for yourself.) If your attack roll is enough to overcome the AC of any of these adjacent creatures, they suffer bludgeoning damage equal to your Strength modifier plus any additional damage from the Power Attack feat. This damage is increased if wielding the weapon in both hands, or decreased if coming from an off-hand weapon, as normal.

Slashing Specialization: Once per round, when you successfully hit a creature with a slashing weapon, you may make an additional attack as a free action against a different opponent within reach, using the same attack bonus.

Expert Step: You gain one of the following benefits, depending on your style specialization:

Piercing Specialization: When wielding a piercing weapon you may choose to have your weapon attacks affect every creature in a line. This line begins at the first square you threaten, and extends out to the end of your reach. Roll each attack or damage roll once and apply it to every applicable enemy in the line.

Bludgeoning Specialization: The benefit gained from the advanced step of this dance now affects every creature within 10 ft of the targeted creature (except for you) rather than only those within 5 ft.

Slashing Specialization: You may use the benefit of the advanced step of this dance twice per round instead of once.

Forceful Dance(Ex): You use your enemy's force against him, making your strikes more potent.

Basic Step: All your weapon damage rolls made with melee weapons gain a +2 bonus. This bonus increases by +1 for every 5 levels you possess.

Advanced Step: You gain one of the following benefits, as determined by your style specialization:

Piercing Specialization: When attacking an enemy who is flat-footed, denied its Dexterity bonus to AC, or that you are flanking, any damage rolls made with piercing melee weapons deal +2d6 sneak attack damage. This stacks with any sneak attack damage gained from another class.

Bludgeoning Specialization: When wielding a bludgeoning weapon, treat your weapon damage rolls as if you had rolled the maximum amount possible.

Slashing Specialization: When wielding a slashing weapon, increase the critical hit multiplier by 1, and double the critical threat range. This stacks with other benefits that increase your weapon's threat range, by increasing the threat range multiplier by 1. Example: a greatsword has a threat range of 19-20. Combined with this dance, the threat range would be 17-20. As a keen greatsword already has a threat range of 17-20, it would have a threat range of 15-20 when combined with this dance.

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Expert Step: You gain one of the following benefits, as determined by his style specialization:

Piercing Specialization: Increase the sneak attack damage you gained from the advanced step of this dance from +2d6 to +4d6.

Bludgeoning Specialization: Increase the damage of your bludgeoning weapons by 1 die size.

Slashing Specialization: All critical threats you make with your slashing weapons are automatically confirmed.

Harrowing (Ex): You turn your opponents expectations on their heads, using your movements to throw them off-balance.

Basic Step: When you successfully deal damage to a creature with a melee weapon, you may forgo dealing that damage to instead cause that creature to become flat-footed against one target of your choosing until the beginning of your next turn.

Advanced Step: When you successfully attack a creature with a melee weapon, you may forgo dealing damage to instead make the target sickened, deafened, or blinded for 1 round.

Expert Step: When a creature attacks you in melee and misses, you may redirect his attack against another target within that creature's reach. If the attack roll would have been enough to overcome that target's AC, the attack deals damage as normal to its new target.

Magic Splitting (Ex): You carefully shatter the concentration and magical energies of your enemies.

Basic Step: You gain the effects of the Disruptive feat.

Advanced Step: You gain the effects of the Spellbreaker feat.

Expert Step: You gain the effects of the Teleport Tactician feat.

Redirection (Ex): You subtly maneuver your opponents to the place you want them.

Basic Step: Once per round, when a creature makes a melee attack against you and misses, you may force that creature to take a 5-foot step, even if it has already moved this round. This step does not provoke an attack of opportunity, and must place the creature in a safe space it can stand in.

Advanced Step: Once per round, when you succeed at an attack roll against a target, you may make a reposition combat maneuver check as a free action. This combat

maneuver does not provoke an attack of opportunity.

Expert Step: You may use the abilities granted by the basic and advanced steps of this dance as many times per round as you choose, but no more than once per opponent per round.

Unhindered Movement (Su): You flow through your enemies with inhuman speed, almost as if you were ethereal.

Basic Step: Your base move speed increases by 20 ft.

Advanced Step: Increase your base move speed by an additional 10 ft. You may also move through squares occupied by enemies without needing to succeed at an Acrobatics check, although you still provoke an attack of opportunity for moving through a threatened area.

If you attempt to move through an opponent's square with Acrobatics and fail, you provoke an attack of opportunity as normal, but still move through the enemy's square.

Expert Step: As a move action, you may slip between places as if using the spell dimension door, up to a distance equal to your move speed. You cannot take other creatures with you when using this ability.

Unbreakable (Ex): Through a combination of defensive techniques and trance-like focus, you turn yourself into an impenetrable fortress.

Basic Step: You gain a +2 Dodge bonus to your AC. This bonus increases by 1 for every 5 war dancer levels you possess.

Advanced Step: You gain the benefits of the evasion rogue class feature, as well as a +1 morale bonus to all saving throws for every 5 war dancer levels you possess.

Expert Step: You gain the benefit of the Improved evasion rogue talent. In addition, the dodge bonus gained from the basic step of this dance, and the morale bonus to saving throws gained from the advanced step of this dance, increase by +1 for every 3 war dancer levels instead of +1 for every 5 war dancer levels.

Guided Strike (Su): At 2nd level, a war dancer may read the flows and omens of combat, granting himself insight into



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an opponent's movements. As an immediate action, the war dancer grants himself a +20 insight bonus on one attack, as the *true strike* spell. He may use this ability once per day at 2nd level, plus an additional time per day for every 4 levels thereafter, to a maximum of 5 times per day at level 18.

Flow of Combat: At 3rd level, a war dancer may anticipate and manipulate his enemy's attacks. As an immediate action, whenever the war dancer is targeted by a melee or ranged attack, he may make a Sense Motive check and use the results as his AC or touch AC against that attack. The war dancer must be aware of the attack and not flat-footed to use this ability.

Spells: At 4th level, a war dancer's mysticism grants him a limited ability to cast spells, which are drawn from the war dancer spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a war dancer must have a Wisdom score equal to at least 10 + the spell level. The DC for a saving throw against a war dancer's spell is 10 + the spell level + the war dancer's Wisdom modifier.

Like other spellcasters, a war dancer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: War Dancer**.

A war dancer's selection of spells is extremely limited. At 4th level, a war dancer learns two 1st level spells of his choice. As the war dancer gains levels, he gains new spells, as indicated on **Table: War Dancer Spells Known**. (Unlike spells per day, the number of spells a war dancer knows is not affected by his Wisdom score; the numbers on **Table: War Dancer Spells Known** are fixed.) These new spells can be common spells chosen from the war dancer spell list, or they can be unusual spells that the war dancer has gained some understanding of through study.

Upon reaching 6th level, and at every even-numbered war dancer level after that (6th, 8th, and so on), a war dancer can choose to learn a new spell in place of one he already knows. In effect, the war 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. A war 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.

Unlike a ranger or paladin, a war 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 spells per day for that spell level.

Through 3rd level, a war dancer has no caster level. At 4th level and higher, his caster level is equal to his ranger level – 3.

Table: War Dancer Spells Known

Level	Spells Known			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2	—	—	—
5th	2	—	—	—
6th	3	—	—	—
7th	3	2	—	—
8th	3	2	—	—
9th	4	3	—	—
10th	4	3	2	—
11th	4	3	2	—
12th	4	4	3	—
13th	5	4	3	2
14th	5	4	3	2
15th	5	4	4	3
16th	5	5	4	3
17th	6	5	4	3
18th	6	5	4	4
19th	6	5	5	4
20th	6	6	5	5

Uncanny Dodge (Ex): At 4th level, a war dancer gains the ability to react to danger before his senses would normally allow him to do so. he cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to Armor Class if immobilized. A war dancer with this ability can still lose his Dexterity bonus to Armor Class if an opponent successfully uses the feint action against him.

If a war dancer already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): At 8th level and higher, a war dancer can no longer be flanked. This defense denies a rogue the ability to sneak attack the war dancer by flanking him, unless the attacker has at least four more rogue levels than the target has war dancer levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Masterful Dance: At 20th level, Whenever the war dancer first begins dancing, he begins both the basic and advanced steps of a dance.

War Dancer Spell List

1: Air bubble, ant haul, anticipate peril, bowstaff, cause fear, compel hostility, detect charm, detect poison, endure elements, faerie fire, feather fall, feather step, grace, gravity bow, jump, keen senses, knight's calling, know the enemy, lead blades, liberating command, lock gaze, longshot, longstrider, magic weapon, message, mount, moment of greatness, partner, read magic, remove fear, resist energy, sun metal, tap inner beauty, true strike, tactical acumen, tireless pursuit, unbreakable heart, wartrain mount, wrath.

2: Acute senses, animal aspect, brow gasher, bull's strength, cat's grace, communal ant haul, communal endure elements, communal mount, cure light wounds, darkness, glide, guide other, perceive cues, protection from energy, shield other, silence, owl's wisdom, unerring weapon, vanish, versatile weapon, weapon of awe, whispering wind.

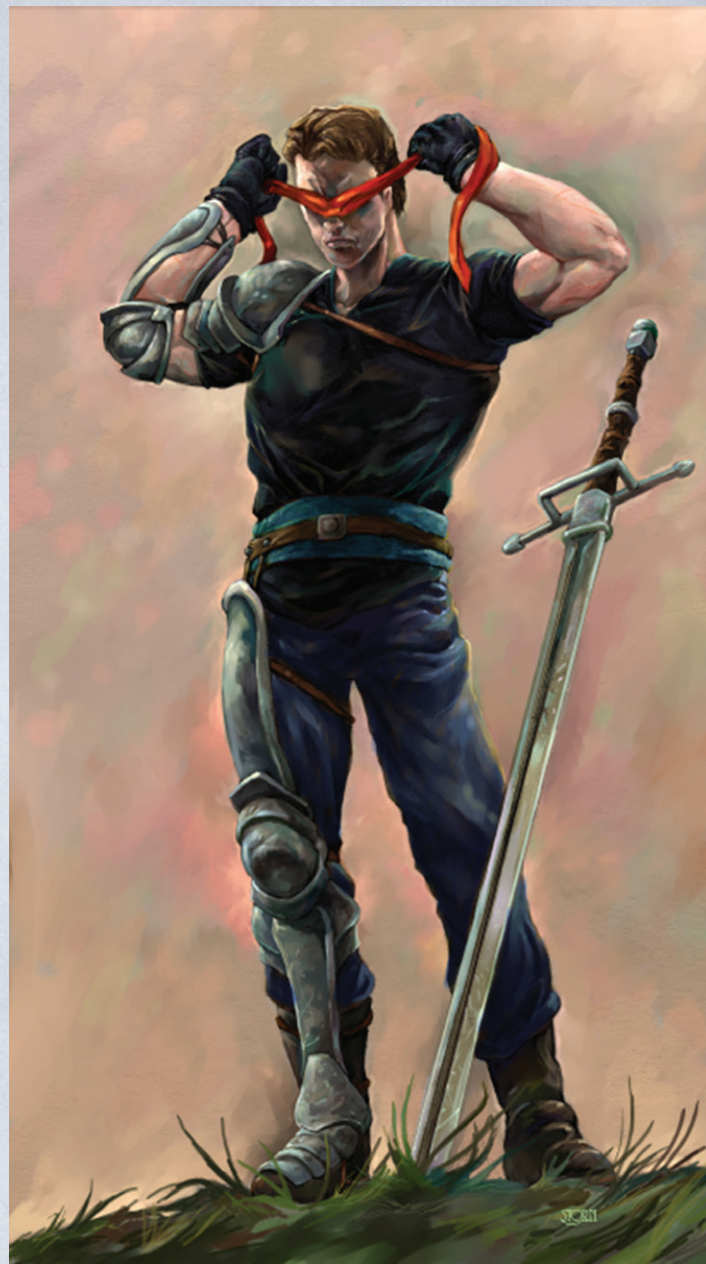
3: Archon's aura, airwalk, burst of speed, communal resist energy, coordinated effort, cure moderate wounds, darkvision, daylight, dispel magic, greater animal aspect, greater magic weapon, invisibility, keen edge, locate weakness, nondetection, phantom steed, wrathful mantle.

4: Communal airwalk, communal darkvision, communal phantom steed, communal protection from energy, cure serious wounds, dimension door, fear, freedom of movement, ghost wolf, greater darkvision, heroism, king's castle, shadow step, telepathic bond.

War Dancers in the World

If the barbarian could be considered the fighter of a primal society, then the war dancer is its paladin. War dancers come from a martial tradition that combines a very particular fighting style with a particular level of mysticism that is rarely seen in civilized societies. These warriors read the battlefield and manipulate it in ways that are often too subtle to see, and war dancers have been known to turn the tides of large-scale battles without the enemy even realizing what they're doing. Because of this, small societies of war dancers have sprung up the world over, as those who understand the power of war dancing seek to unlock its secrets. Thus, while usually tied to primitive, mystical societies, war dancers can be found in civilized lands as well, working as mercenaries, royal guards, or guardians of important or sacred places. Cunning and resourceful rulers will sprinkle war dancers throughout their armies along with their spellcasters, to manipulate the battlefield in their favor.

While war dancers are not a fraternity in and of themselves, there is a level of respect naturally afforded from one war dancer to another, as someone who has walked the same paths, learned the same secrets, and possibly even learned from the same masters. This is similar to the respect given



by one wizard to another; even bitter enemies respect each other's power. It is not uncommon for war dancers found on opposite sides of a conflict to step away from the larger battle to duel each other, with only the winner returning.

Becoming a war dancer takes as much study and dedication as it does to become a monk or a wizard, and like monks and wizards this means there are many different traditions and styles to be found the world over. From the elemental dancers of the wastelands, to the civilized war dancers of the southland, to the arcane dancers of the north, there are as many different styles of war dancing as there are locations it is practiced.

New Feats

Extra Dance

Prerequisite: Dance class feature.

Benefit: Select a dance you don't already know. You learn this dance.

Special: You may gain Extra Dance multiple times. Each time it is gained, learn an additional dance.

Extra Guided Strike

Prerequisite: Guided strike class feature.

Benefit: You may use your guided strike class feature 1 additional time per day.

Special: You may gain Extra Guided Strike multiple times. The effects stack.

Extra Style Specialization

Prerequisite: Style Specialization class feature.

Benefit: Choose a style specialization you do not possess. You are treated as having this style specialization when determining the benefits you gain from your dances. This does not confer proficiency with any exotic weapons, and you may only have one style specialization active at one time. Switching between style specializations is a free action.

Special: You may gain this feat twice. Each time it is gained, learn a different style specialization.

Example: If performing the advanced step of the Force Blades dance and wielding a halberd (piercing and slashing,) a war dancer with both piercing and slashing style specialization could, as a free action, gain either the additional 5 ft of reach for an attack, or gain the ability to make an additional attack if the first attack is successful, but not both at once.

Fast Dancing

Prerequisite: Dance class feature.

Benefit: When you begin dancing, advance through the steps of a dance, or begin multiple dances, you spend a free action instead of a swift action. This does not give the war dancer the ability to activate multiple dances or steps of a dance in the same round.

Longer Dancing

Prerequisite: Dance class feature.

Benefit: You may dance for 6 additional rounds per day.

Special: You may gain Longer Dancing multiple times. The effects stack.

New Spells

Partner

School Enchantment; Level war dancer 1

Casting Time 1 standard action

Components V, S

Range touch

Target 1 creature

Duration 1 round/level

Saving Throw Will negates (harmless), Spell Resistance Yes (harmless)

Description: Choose a dance you know. So long as you have this dance active and the target of this spell is within 10 ft of you, they gain the benefits of the basic step of this dance, as if they were performing it at well.

Guide Other

School Divination; Level war dancer 2

Casting Time 1 standard action

Components V

Range touch

Target 1 creature

Duration 1 round

Saving Throw Will negates (harmless), Spell Resistance Yes (harmless)

Description: You grant a creature touched insight into the near future, granting them a +20 insight bonus to their next attack, made before the end of the next round. In addition, they are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Archetypes

Arcane War Dancer

In the northern islands where students learn to mix magic and warfare, there are those among the magus who study the art of war dancing, substituting arcane study for mysticism. These arcane war dancers lack the spellcasting power of their mystical brethren, but find their own unique strength from blending war dancing with a magus's arcane abilities.

Armor Proficiency: An arcane war dancer gains proficiency with light and medium armor.

This replaces the war dancer's AC bonus.

Dance: An arcane war dancer may dance, even while wearing armor. He uses his Intelligence modifier instead of his Wisdom modifier when determining the number of rounds he may dance per day, as well as the DCs of any dances he performs.

Arcane Pool: At 3rd level, an arcane war dancer gains an arcane pool, as the magus class feature. This pool is equal to half his war dancer level plus his Intelligence modifier (minimum: 1). This arcane pool is in all ways similar to that of the magus, except it grants a +1 enhancement bonus at 3rd level, which increases by +1 for every 4 levels beyond 3rd the war dancer possesses, to a maximum of +5 at 19th level. If the war dancer possesses magus levels, these levels stack with his arcane war dancer levels when determining the size and abilities of his arcane pool, and he can take the better progression.

This replaces flow of combat.

Magus Arcana: An arcane war dancer gains a magus arcana at 4th level, plus another every 3 levels thereafter. An arcane war dancer treats his arcane war dancer levels as magus levels when meeting the prerequisites or determining the effects of his magus arcana.

This replaces spells.

Southern War Dancer

In the civilized lands, mercenary war dancers often traveled with bards, finding a great camaraderie with those who also understood the power of movement. The blending of these two disciplines gave rise to southern style war dancing, which mixes war dancing and bardic performance to great effect.

Skills: A southern war dancer gains the following skills as class skills: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), and Use Magic Device (Cha). He also gains 6 + his Intelligence modifier skill points per level instead of 4 + his Intelligence modifier skill points per level.

Armor Proficiency: A southern war dancer gains proficiency with light armor. He may dance in light armor, and may cast spells in light armor without a chance of spell failure. When wearing armor heavier than light he cannot dance, and also suffers the usual chance of spell failure for an arcane spell-

caster.

This replaces AC bonus.

Dancing: A southern war dancer uses his Charisma modifier instead of his Wisdom modifier when determining the number of rounds he may dance in a day, as well as any DCs for his dances.

Spells: A southern war dancer is considered an arcane spellcaster instead of a divine spellcaster, and uses Charisma instead of Wisdom as his prime spellcasting attribute.

Versatile Performance: At 2nd level, the war dancer gains versatile performance, as the bardic class feature. He gains this ability again at 10th, and 18th level.

This replaces the guided strike class feature.

Bardic Performance: At 3rd level, a southern war dancer gains access to Countersong, Distraction, and Fascinate bardic performances. Using one of these bardic performances counts as a dance: the southern war dancer must spend a round of his dance ability for every round he uses a bardic performance, and combining bardic performances and dances follows the same rules as combining dances.

This replaces the flow of combat class feature.

Bolster: The southern war dancer gains the following dance at 1st level. This replaces the dance he might otherwise choose at 1st level.

Bolster (Su): You fill the area with supernatural energy, bolstering and inspiring your allies.

Basic Step:

You and all allies within 30 ft. gain fast healing 1. This fast healing increases by 1 for every 5 war dancer levels you possess.

Advanced Step: You and all allies within 30 ft. gain a +1 dodge bonus to AC for every 5 war dancer levels you possess.

Expert Step: You and all allies within 30 ft. gain a +1 morale bonus to saving throws for every 5 war dancer levels you possess.

