

Bladedancer

Swift and fearless on the battlefield, bladedancers are an exceptional kind of sword saint that forgo the safety of armor in order to instead be more mobile as they hit their targets with lightning fast speed.

The bladedancer is an archetype of the sword saint class.

Armor Proficiency: A bladedancer loses all proficiency with light, medium, and heavy armor as well as all shields.

This ability replaces the sword saint's standard armor proficiencies.

AC Bonus (Ex): When unarmored and unencumbered, the bladedancer adds her Charisma bonus (if any) to her AC. She uses her fearless attitude and martial skill in battle to evade her foes' attacks. In addition, a bladedancer gains a +1 dodge bonus to AC and CMD at 5th level. This bonus increases by 1 for every five sword saint levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). This bonus reflects the bladedancer's intense training and martial skill they've developed upon the field of battle. These bonuses to AC and CMD apply even against touch attacks or when the bladedancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears armor, when she carries a shield, or when she carries a medium or heavy load.

This ability replaces defensive focus.

Threatening Offensive (Ex): Starting at 1st level, a bladedancer can force herself to enter an extremely offensive stance that allows her to go beyond her normal limits briefly in order to overwhelm her enemies. A bladedancer can maintain this stance for a number of rounds equal to 4 + her Charisma modifier per day, with an additional 2 rounds for every level after 1st. Temporary bonuses to Charisma do not increase the total rounds per day that a bladedancer can maintain this stance. The bladedancer can enter this stance as a free action; though she will be fatigued for twice the number of rounds that she remained in the stance upon leaving it. If the bladedancer were to enter threatening offensive while she is fatigued then she will be under the effects of exhaustion until she is next able to rest. A bladedancer may not enter threatening offensive while she is exhausted. The total number of rounds of threatening offensive per day is renewed after resting for 8 hours. If a bladedancer were to somehow become immune to fatigue or exhaustion then the bladedancer may no longer use this ability.

While in this stance, the bladedancer gains a +10 morale bonus to her movement speed, increasing by +5 at 5th level and every five sword saint levels thereafter. In addition, the bladedancer gains half her sword saint level to her melee damage rolls. She also takes half her sword saint level as a penalty to her melee attack rolls while maintaining this stance.

While maintaining this stance as a free action once per round, a bladedancer may taunt a single enemy that she has hit with a melee attack this turn. The bladedancer makes an Intimidate skill check (DC 15 + the CR of the creature) to antagonize. On a success, the creature is inflicted with the Antagonized status effect until the start of the bladedancer's next turn.

The bladedancer may, instead, as a swift action, end this stance in order to unleash a battle cry that taunts all enemies within 30 feet of the bladedancer. The bladedancer makes an Intimidate skill check to taunt against all available targets, for every target that is a success, they suffer the effects of Antagonized for the next 3 rounds.

This ability replaces aegis.

Rain of Blows (Ex): At 7th level, while in the threatening offensive stance, a bladedancer can push herself even further while attacking. When making a full attack action, she may make one extra attack with a sword, as though under the effects of a haste spell. She also gains a +1 bonus on attack rolls and a +1 dodge bonus to AC

and on Reflex saves. At 9th level, and every three sword saint levels thereafter, these bonuses increase by +1, to a maximum of +5 at 18th level. These bonuses do not stack with the haste spell.

This ability replaces armor training.

Triumphant Roar (Ex): At 14th level, while in the threatening offensive stance, a bladedancer can feel the rush of battle with every foe she slays. Upon reducing any foe to 0 hit points or less during her turn while in the threatening offensive stance, as a swift action, the bladedancer gains temporary hit points equal to her Charisma modifier + her sword saint level. The bladedancer may instead decide to end her stance early, as a swift action, to give all allies within 30 feet temporary hit points equal to her Charisma modifier + her sword saint level. These temporary hit points lasts for a minute or until lost. In addition, the penalty to hit that the threatening offensive stance's taunt ability gives now increases to -6 to hit anyone but the bladedancer.

This ability replaces bait the dragon.

Press the Attack (Ex): At 15th level, a bladedancer can attack more than once as she moves while in the threatening offensive stance. She can combine a full-attack action with a single move, taking the attacks at any point during her movement, but must move at least 5 feet between each attack. This movement provokes attacks of opportunity as normal.

This ability replaces steel defense.

Lead the Attack (Ex): At 18th level, a bladedancer can motivate her allies to follow her into the heat of battle. Once per round, as a swift action, when the bladedancer successfully completes a charge attack against an enemy while in the threatening offensive stance, she may give an ally within 30 feet an immediate action to take a move action to move closer towards an enemy. The bladedancer may instead end her stance early, as a free action, to give all allies within 30 feet an immediate action to take a move action to move closer towards an enemy. In addition, the penalty to hit that the threatening offensive stance's taunt ability gives now increases to -8 to hit anyone but the bladedancer.

This ability replaces unstoppable strike.

Charge (Ex): At 19th level, a bladedancer can motivate her allies to follow her into the very depths of the nine hells. Once per round, as a swift action, when the bladedancer reduces an enemy to 0 hit points or less while in the threatening offensive stance, she may give an ally within 30 feet an immediate action to make an attack or charge attack. The bladedancer may instead end her stance early, as a free action, to give all allies within 30 feet an immediate action to make an attack or charge attack.

This ability replaces deathless defenses.