

Coryphee

Coryphees are a unique group, able to feel the ticking beat of time, the legato motions of space, the chaotic melodies of souls; in short, the music of the universe, deep in their bones. A coryphee's unusual understanding of this rhythm allows them to dance directly with it, bending space and time as they do.

The coryphee is an archetype of the dancer class.

Limit Break (Su): At 1st level, a coryphee receives the Limit Break (Don't Stop Me Now).

Don't Stop Me Now (Su): This Limit Break allows the coryphee to subtly tap into the essence of the universe to fuel her dances. For a duration of 1 round + 1 round for every four dancer levels after 1st, the coryphee may maintain a rhythm without spending any of her per-encounter rounds, and enhance her talents without actual expenditure of beats (though she may still only apply augmentation as she normally could for her level, as though she was actually spending beats, though the beats themselves are not expended).

This ability replaces the Limit Break (Trance).

Rhythm (Ex): From the very start of her career, a coryphee's style of fighting focuses on turning the fluid motions of dance into shifting poises and weaponized momentum. Beginning of 1st level, for a number of rounds per encounter equal to half her dancer level plus her Charisma modifier, she may begin a rhythmic flow of movement as a swift action to bring her performance in combat to its full potential. At 1st level, while in a rhythm, the coryphee adds a +1 bonus to either her attack rolls, AC, or skill checks for each round that she remains in a rhythm, chosen at the beginning of each round. These bonuses increase to +2 and +3 at 8th and 15th level respectively. This ability may only be used in combat, and this ability's benefits only apply when unarmored (dancing scarves are exempt from this). A rhythm may be maintained as a free action each round, and may also be ended as a free action. The quicksilver coryphee's rhythm is ended if she is killed, stunned, paralyzed, knocked unconscious, or otherwise prevented from taking a free action each round. Class features that require usage of the battle dance ability function as normal when in a rhythm as though coryphee was using the dancer's battle dance ability.

This ability replaces battle dance.

Beat (Su): By harnessing the song of her soul, the coryphee can tap into its power and channel it into her limbs, enhancing the potency of her dance-fighting. At 2nd level, upon the start of her first turn in combat, a coryphee is given a pool of beat points equal to 1 + her Charisma modifier, and increases by 1 point every round. At the end of every round, she is given another point for every round she spends in a rhythm. This energy can be used to great effect in strengthening her talents, as well as fueling other abilities.

At 2nd level, the coryphee may only spend 1 beat on the use of her talents. At 6th level and every four levels afterward, the coryphee may spend an additional beat on her talents, up to a maximum of 5 beats at 18th level.

This ability replaces a mystic dance gained at 2nd level.

Stamina Pool (Ex): At 2nd level, a coryphee gains a reservoir of stamina that she can draw upon to fuel her talents that she gains below. This stamina pool has a number of points equal to 5 x her Constitution modifier and this pool increases by 5 + her Constitution modifier per level. The pool refreshes once per day when the coryphee rests for a full 8 hours. Sustained modes take up a static amount of stamina points from the coryphee's current and maximum stamina pool and most sustained modes stack. If she already has a stamina pool from another class, she only increases her pool by 5 + her Constitution modifier per level instead.

Some talents are activated as a sustained mode. When activated, these talents both consume stamina and reduce the user's maximum stamina by the listed amount. While active, they provide their listed bonuses until the user

deactivates them as a free action, falls unconscious, or dies, at which point the reduction to the user's maximum stamina is removed. Multiple sustained mode talents may be used at the same time as long as the user has enough stamina, though some talents may specify others that they cannot be used with.

By spending 5 stamina points, the coryphee can do one of the following:

- Increase her speed by 10 feet for 1 round
- Delay and suppress her fatigue or exhaustion for 1 round
- Increase one saving throw by +1 for 1 round

Each of these powers is activated as a swift action.

This ability replaces versatile dance.

Coryphee Talents (Su): As a coryphee gains experience, she learns a number of talents that aid her and her allies. Starting at 2nd level, a coryphee gains one coryphee talent from any talent tree. She gains an additional coryphee talent for every two dancer levels attained after 2nd level. A coryphee cannot select an individual talent more than once. The coryphee may pick up Extra Ki Power feats to select these talents.

These abilities replace ki powers.

Calypso Specialization Talent Tree

The history of calypso, both as a dance and a musical genre, is one of defiance and unity. Just as the coryphee follows the steps of the universe, so to do the coryphee's allies follow her steps, and by keeping up with her dances, they may all be blessed by her while bringing ruin to her enemies.

- *Applause:* By spending 10 stamina points as an immediate action, when an ally of the coryphee within 30 feet brings an opponent to 0 hit points or lower, the coryphee can grant the ally a number of temporary hit points equal to 2d4 x her Charisma modifier. These temporary hit points last for 1 hour or until depleted, whichever comes first. While in a rhythm, the coryphee may spend 1 beat to heal damage instead of granting temporary hit points, or spend 2 beats to grant temporary hit points to all allies within a 30 ft. radius.
- *Beat of a Different Drum:* By spending 5 stamina points as a swift action, the coryphee grants all of her allies within 30 feet a free 5-ft.-step they can take immediately after she activates this talent that does not interfere with their movement options on their own turn, nor does it provoke attacks of opportunity. While in a rhythm, the coryphee may spend 1 beat and an additional 5 stamina points to grant her allies a second free 5 ft. step that follows the same rules as the first.
- *Dancing in the Dark:* As a swift action, the coryphee may activate this talent as a sustained mode. The coryphee inflicts herself with the Blind status, ignoring any immunities, and all allies within 30 feet gain a +4 morale bonus to saving throws against the Blind status. Whenever an affected ally makes a successful attack on an enemy, the enemy must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or be inflicted with the Blind status for a number of rounds equal to the coryphee's Charisma modifier. While in a rhythm when this mode is active, the coryphee may spend 1 beat to increase the DC of the ability by 2 for 1 round. She may spend no more than three beats per round in this manner. This mode uses up 20 points of the coryphee's current and maximum stamina pool. **Prerequisite:** The coryphee must be at least 8th level to select this talent.
- *Feeling This:* This talent increases the temporary hit points granted by Applause to 2d8 x the coryphee's Charisma modifier. This talent can only be used a number of times per day equal to half of the coryphee's dancer level. **Prerequisite:** The coryphee must have the applause talent to select this talent.
- *Power of Voodoo:* By spending 15 stamina points as a swift action, the coryphee inflicts the Curse status upon all allies and enemies within 30 feet for 1d4 rounds (no save). When a Cursed ally is damaged by a

Cursed enemy, the enemy who damaged the coryphee's ally takes half of the damage dealt, no save. When a Cursed enemy is healed, the coryphee may choose one ally who is Cursed to be healed half as many hit points. **Prerequisite:** The coryphee must be at least 6th level to select this talent.

- *Pump It Up:* By spending 20 stamina points as a swift action, the coryphee grants all allies within 30 feet a morale bonus to their next attack roll equal to her Charisma modifier. Any successful attacks that receive this bonus allow the attacker to make a free bull rush combat maneuver that does not provoke attacks of opportunity, adding the coryphee's Charisma modifier to their CMB.
- *Rhythm of the Rage:* By spending 20 stamina points as a standard action, a single ally within 15 feet of the coryphee can make a charge, even if it is not their turn. This charge uses up the ally's next turn, and otherwise follows all the rules of a charge. While in a rhythm, the coryphee may spend 2 beats and an additional 10 stamina points to let the ally still keep their next turn after the charge. **Prerequisites:** The coryphee must be at least 10th level and have the beat of a different drum talent to select this talent.
- *Safety Dance:* As a swift action, the coryphee may activate this talent as a sustained mode. The coryphee and all allies within 30 feet gain a +4 morale bonus to AC and DR/magic equal to the coryphee's Charisma modifier, but have their movement speed reduced by 10 feet (to a maximum of 5 feet). While in a rhythm, the coryphee may spend 1 beat to instead increase her allies' movement speed by 10 feet for 1 round, or spend 2 beats to change the damage reduction to DR/magic and one alignment of choice (chaotic, evil, good, or lawful) for 1 round; the alignment chosen must match that of the coryphee. This mode uses up 15 points of the coryphee's current and maximum stamina pool.
- *Sway:* By spending 10 points of stamina as an immediate action, the coryphee may move an ally who is adjacent to her into any other unoccupied adjacent space. This movement does not provoke attacks of opportunity. While in a rhythm, the coryphee may spend 1 beat and an additional 5 stamina points to move any ally within 15 feet of her to an unoccupied space adjacent to her.
- *Whip It:* By spending 10 stamina points as a standard action, the coryphee grants a single ally within 15 feet a free attack upon any single adjacent enemy, albeit at a -2 penalty. While in a rhythm, the coryphee may spend 1 beat to allow another ally to make a free attack, spending 1 point per additional ally. No ally may be given more than one extra attack per round by this talent.

Hustle Specialization Talent Tree

In battle, adaptability is key; if one is caught in a situation where they cannot respond properly, it will surely mean their death. On the dancefloor, flexibility in one's style keeps the beat and keeps it strong. The coryphee takes these philosophies to make a defensive multitool of their own devising, turning themselves into virtually untouchable opponents.

- *A Little Respect:* As a swift action, the coryphee may activate this talent as a sustained mode. When making a successful attack, the coryphee gains a +2 competence bonus to her AC and CMD. For every successful attack beyond that, the bonus increases by 2, up to a maximum of +10. This bonus disappears at the beginning of her next turn, but can be accrued once again. While in a rhythm, the coryphee may spend 1 beat to make the bonus last for an additional round, and continue to build with each hit, up to its normal maximum. This mode uses up 15 points of the coryphee's current and maximum stamina pool.
- *All You Gotta Do is Dance:* By spending 10 stamina points as an immediate action, the coryphee may replace a Reflex save with a Perform (dance) check. If successful, the effect is negated. While in a rhythm, the coryphee may spend 1 beat to move 10 feet in any direction if her check succeeds.
- *Back It Up:* By spending 10 stamina points as an immediate action, the coryphee is allowed to reroll a single saving throw she has just made; she must take the second result, even if it is worse. While in a rhythm, the coryphee may spend 1 beat to add a +2 insight bonus to her saving throw; no more than three beats may be spent on this talent.
- *Can't Touch This:* By spending 5 stamina points as an immediate action, the coryphee may take a free 5-ft.-step. While in a rhythm, the coryphee may spend 1 beat to take another free 5-ft.-step with the same immediate action, and in doing so, she gains a +4 dodge bonus to her AC for 1 round.

- *Dancing With Myself*: As a swift action, the coryphee may activate this talent as a sustained mode. For every enemy within 30 feet, the coryphee gains a +1 morale bonus to her saving throws. For every ally within 15 feet, she takes a -1 penalty to her saving throws. While in a rhythm, the coryphee may spend 1 beat to ignore the penalties accrued by this talent for 1 round, or 2 beats to double the morale bonus to her saving throws for 1 round. This mode uses up 20 points of the coryphee's current and maximum stamina pool.
- *Don't Stop Dancing*: By spending 30 stamina points as an immediate action, when the coryphee takes enough damage to bring her to 0 hit points or lower, or suffers an effect that would kill her, she can roll a Fortitude save (DC 10 + half enemy's HD + enemy's Charisma modifier). If successful, the coryphee survives the damage with 1 hit point remaining. While in a rhythm, the coryphee may spend 1 beat to instead survive with a number of hit points equal to her dancer level, plus her Constitution modifier. **Prerequisite:** The coryphee must be at least 10th level to select this talent.
- *Foxtrot*: By spending 15 stamina points as an immediate action, when an ally adjacent to the coryphee is being targeted by an enemy attack or ability, the coryphee may move the ally to any other unoccupied space adjacent to her, and then occupy the space her ally previously occupied. While in a rhythm, the coryphee may spend 1 beat to move her ally to any square within 10 feet of her instead, or spend 2 beats to move to any space adjacent to her ally, rather than take their original place. **Prerequisite:** The coryphee must be at least 6th level to select this talent.
- *Hammertime*: When using the Can't Touch This talent, the coryphee may spend an additional 5 stamina points to make a melee attack upon the enemy who attacked her, so long as her steps do not take her out of the enemy's reach and the enemy remains in her reach. While in a rhythm, the coryphee may spend 1 beat to gain an insight bonus on the attack roll equal to her Charisma modifier. **Prerequisite:** The coryphee must have the can't touch this talent to select this talent.
- *Now I'm Here*: By spending 10 stamina points as a swift action, the coryphee gains the benefits of the *blur* spell for three rounds, so long as she moves at least 10 feet per round. Failure to move at least 10 feet ends this talent's effects at the end of the coryphee's turn. While in a rhythm, the coryphee may spend 1 beat and an additional 5 points of stamina to gain the effects of the *displacement* spell instead for the allotted time.
- *Ridin' Dirty*: By spending 10 stamina points, the coryphee may use her dirty dancing ability without using an immediate action. While in a rhythm, the coryphee may spend 1 beat to move up to 10 feet when using this talent without consuming any of her movement on her next turn if the Perform (dance) check is successful. This movement does not provoke attacks of opportunity. **Prerequisite:** The coryphee must be at least 8th level to select this talent.

Voglia di Dance All Night (Ex): At 6th level, a coryphee has learned to let the energy of her soul and the movements of the universe do her bidding, letting her continue to move herself even when her body would otherwise object. When activating talents that cost stamina to use while in a rhythm, the coryphee may replace some or all of the cost with beats instead, at a rate of 5 points of stamina for 1 beat. This does not allow her to utilize beats to use any of the functions of the stamina pool aside from the activation of talents, e.g. she may not spend 1 beat as a swift action to increase her speed by 10 feet for 1 round. She is also barred from spending beats to pay for sustained modes outside of battle; when in combat, she may activate sustained modes with beats, but as soon as 1 minute has passed after combat has ceased, the sustained modes fueled by beats end, and she is fatigued for 1 hour. At 10th level, her beat pool at the start of battle is increased to 2 + her Charisma modifier, and at 14th level, her beat pool at the start of battle is increased to 3 + her Charisma modifier.

This ability replaces dancer's strike.

Dirty Dancing (Ex): At 7th level, a coryphee has learned to make the beat of her own drum ineffable to others while staying perfectly in tune with the universe and herself. When targeted by an attack roll or combat maneuver while in a rhythm, she may make a Perform (dance) check as an immediate action, and replace her AC that is being targeted or CMD with the result. If the enemy's roll does not meet or exceed the result, it

misses. If the enemy misses, the coryphee can expend 1 beat to attempt a combat maneuver of her choice on the one who targeted her, replacing her CMB with her Perform (dance) bonus, so long as the opponent is within range. Making a combat maneuver in this manner does not provoke an attack of opportunity.

This ability replaces contradance.