

Dance Performer

From the Near Eastern nation of Thavnair comes a troupe of bewitchingly graceful performers. Though certainly elegant and beautiful, their movements also speak of martial discipline—of a pulsing, persistent energy whose rhythm can inspire souls and soothe troubled hearts. Inured to the hardships of the road, these dancers have learned to land throwing weapons with the same exacting precision as their footfalls, removing any who would obstruct the endless beat of the dance.

The dance performer is an archetype of the dancer class.

Weapon Proficiency: A dance performer is proficient with the chakram.

Returning Chakram (Ex): At 1st level, a dance performer can throw a chakram so it ricochets off her target (and possibly other solid objects) to return to her at the end of her turn. This ability functions whether or not the dance performer hits her opponent or moves on her turn. The chakram deals no damage to targets it bounces off other than the original target of the dance performer's attack. Other circumstances can prevent the chakram from returning to the dance performer, such as an opponent using a readied action to catch the chakram, or the chakram sticking to a mimic's adhesive. The dance performer can opt to not have a thrown chakram return to her, in which case it falls to the ground as it normally would. If the chakram has the *returning weapon* special ability, she can use either that or this ability.

If a dance performer has additional attacks from a high base attack bonus, these additional attacks can be ricochets off an earlier target. The distance to each additional target adds to the total range of the chakram, and range penalties apply, but there are no additional penalties for attacking in this manner. Because ricocheting attacks are treated as separate attacks, effects and modifiers that only apply to one attack roll (such as *true strike*) only apply to the first attack and not to the others. A dance performer can throw a chakram for any dancer class feature utilizes unarmed strikes instead.

At 7th level, a dance performer can use her unarmed strike damage when dealing damage with a chakram (whether in melee or thrown) or the chakram's damage, whichever is greater. At 11th level, by ricocheting her chakram off a nearby surface before hitting her intended target, she can treat that surface as the origin square of the attack to determine whether the target is flanked and whether the target gains a cover bonus to its AC. She can use this ability to attack a creature with total concealment from her if she knows what square it occupies, but the attack still has a 50% miss chance.

This ability replaces fleet, wearying dance, and frightful dance.

Dancing Blades (Ex): At 2nd level, a dance performer treats chakrams as light weapons for the purpose of two-weapon fighting.

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

Dance Steps (Ex): At 2nd level, a dance performer can utilize these steps to perform dance finishers. Dance steps are special ranged chakram attacks which can be used in place of an attack during an attack action, full-attack action, or charge action.

- *Emboite (Ex):* A dance performer who uses this dance step suffers a –2 penalty to this Attack roll but deals normal chakram damage + 1 and has a chance to stagger a foe hit with this for 1 round unless they make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier).
- *Entrechat (Ex):* A dance performer who uses this dance step suffers a –2 penalty to this Attack roll but deals normal chakram damage + 1 and has a chance to knock a foe prone. The dance performer can at-

tempt to trip her opponent as a free action without provoking an attack of opportunity if she hits with this dance step. If the attempt fails, the dance performer is not tripped in return.

- *Jete (Ex)*: A dance performer who uses this dance step deals normal chakram damage.
- *Pirouette (Ex)*: A dance performer who uses this dance step suffers a -2 penalty to this Attack roll but deals normal chakram damage + 1 and has a chance to daze a foe hit with this for 1 round unless they make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier).

This ability replaces versatile dance.

Dance Finishers (Ex): Starting at 2nd level and every two dancer levels thereafter, a dance performer can either gain a ki power or a dance finisher that allows her to put the dance steps into good use by starting and finishing dances. Each dance finisher requires a certain amount of dance steps in order that must hit and be completed before the end of her next turn or the last successive hit or the dance performer must start over. Any dance steps used in part to fulfill a dance finisher may be used on any number of creatures. In addition, once the dance performer is able to use a dance finisher, she must activate it before the end of her next turn or its lost. All dance finishers are swift actions and replace a ranged attack when used, unless indicated on the ability. At 6th level, a dance performer can substitute, as a free action, any dance step by spending 1 ki point per dance step substituted. Any dance finisher that adds extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Bladeshower (Ex): (Requires Jete → Jete → Emoite) This dance finisher allows the dance performer to spin and twirl her chakram around her in a 15-ft.-radius deadly bladestorm. Enemies within the area of effect take double chakram damage + 1d6 points of wind damage + an additional 1d6 wind damage per three dancer levels after 4th, a successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage.

Bloodshower (Ex): (Requires Jete → Jete → Emoite → Emoite → Entrechat) This dance finisher allows the dance performer to throw her chakram in a deadly spin, thrusting out in a 30-ft.-cone. Enemies within the area of effect take triple chakram damage + 1d6 points of wind damage + an additional 1d6 wind damage per three dancer levels after 4th, a successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage. In addition, those failing the save are also knocked prone.

Cascade (Ex): (Requires Emoite → Jete) This dance finisher allows the dance performer to send multiple chakram at a target, rending unseen cuts onto them. The dance performer makes a single ranged chakram attack as part of this dance finisher. If this attack hits, the dance performer deals triple chakram damage.

Fountain (Ex): (Requires Pirouette → Entrechat) This dance finisher allows the dance performer to push back an opponent with a decisive slash of wind. The dance performer makes a single ranged chakram attack as part of this dance finisher. If this attack hits, the dance performer deals normal chakram damage $- 2$ as wind damage and she can make a free bull rush attempt without provoking attacks of opportunity.

Fountainfall (Ex): (Requires Pirouette → Entrechat → Pirouette → Entrechat) This dance finisher allows the dance performer to blast her enemy off their feet. The dance performer makes a single ranged chakram attack as part of this dance finisher. If this attack hits, the dance performer deals double chakram damage and causes the creature to fall prone unless a successful Acrobatics skill check is made, the DC is equal to the damage dealt.

Reverse Cascade (Ex): (Requires Emoite → Jete → Emoite → Jete) This dance finisher allows the dance performer to send forward, waves of slashing force with her chakram. The dance performer makes a ranged touch attack at an enemy within 30-feet, and if successful, he deals triple weapon damage as non-elemental damage.

Rising Windmill (Ex): (Requires Entrechat → Jete → Entrechat → Jete) This dance finisher allows the dance performer to send forth a roaring wave of wind by twirling her chakram in a fast but deadly spin. She sends a piercing wave of wind in a line before her in a 60-ft.-line. All enemies within the area of effect take double chakram damage + 1d6 points of wind damage + an additional 1d6 points of wind damage per three dancer levels after 4th. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage. Those who fail the save are also knocked prone from the blast.

Standard Finisher (Ex): (Requires up to any 2 different dance steps) This dance finisher allows the dance performer to send a blast of wind at a target within 30 feet and those adjacently. The dance performer makes a ranged chakram attack as part of this dance finisher. If she hits, she deals double chakram damage plus 2d6 points of wind damage per different dance step (up to 2) used. Enemies adjacent to the target also take this damage but can reduce the damage by half with a successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier). The dance performer can activate this dance finisher at any time after hitting with at least 1 dance step.

Technical Finisher (Ex): (Requires up to any 4 different dance steps) This dance finisher allows the dance performer to send a blast of wind at a target within 60 feet and enemies nearby. The dance performer makes a ranged chakram attack as part of this dance finisher. If she hits, she deals triple chakram damage plus 2d6 points of wind damage per different dance step (up to 4) used. Enemies within 15 feet of the target also take this damage but can reduce the damage by half with a successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier). The dance performer can activate this dance finisher at any time after hitting with at least 1 dance step. **Prerequisite:** The dance performer must be at least 10th level to select this dance finisher.

Windmill (Ex): (Requires Entrechat → Jete) This dance finisher allows the dance performer to send forth a burst of wind. She sends a piercing wave of wind in a line before her in a 30-ft.-line. All enemies within the area of effect take normal chakram damage + 1d6 points of wind damage + an additional 1d6 points of wind damage per three dancer levels after 4th. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage.

These abilities may replace ki powers.

Chakram Training (Ex): At 4th level, a dance performer gains a +1 bonus to attack and damage rolls with chakrams. This bonus increases by +1 at 8th level and every four dancer levels thereafter.

This ability replaces a mystic dance gained at 4th level.

En Avant (Ex): At 5th level, while performing a battle dance, as a swift action, the dance performer can dash forward 5 feet. At 10th level and every five dancer levels thereafter, this movement increases by 5 feet.

This ability replaces dance of the vexing snake.

Safe Throw (Ex): At 7th level, a dance performer's ranged attacks with chakrams do not provoke attacks of opportunity.

This ability replaces contradance.

Twin Blade Throw (Ex): At 9th level, as a standard action, a dance performer can throw a chakram from each hand, taking the usual two-weapon fighting penalties.

This ability replaces dance of the floating step.

Dashing Flurry (Ex): At 10th level, a dance performer can move up to her speed and make a full attack with chakrams. She takes a -2 penalty on her attack rolls when using this ability, and her movement still provokes attacks of opportunity as normal.

This ability replaces defensive roll.

Shielding Samba (Su): At 13th level, the dance performer is able to provide protection to herself and allies nearby. While performing a battle dance, the dance performer and adjacent allies gain a deflection bonus to AC equal to her Charisma modifier. At 17th level, this protection extends out to 30 feet.

This ability replaces dance of the crushing python and dance of the soaring eagle.

Devilment (Ex): At 15th level, the dance performer's aim becomes a precise deadliness. The critical threat range of chakrams in the hands of the dance performer is increased by 1. At 19th level, this increases by 1 again. This increase stacks with Improved Critical or Keen effects but applies after.

This ability replaces dance of the springing tiger.

Chakram Mastery (Ex): At 20th level, a dance performer automatically confirms any critical threats she makes with chakrams, and increases the chakram's critical hit damage modifier by 1 (from x2 to x3). In addition, she cannot be disarmed while wielding chakrams.

This ability replaces battle fury.