

Geodancer

The ancient geodances first discovered by Mog have been passed down through the generations and spread far and wide, mixing the forces of the earth with the graceful movements of the body to generate amazing magic.

The geodancer is an archetype of the dancer class, available only to moogles dancers.

Class Skills: The geodancer adds Survival (Wis) to her class skills. The geodancer loses Appraisal as a class skill.

Weapon Proficiency: A geodancer is proficient with all spears, lances, and polearms.

This ability replaces the dancer's standard weapon proficiencies.

Graceful Polearms (Ex): At 1st level, when wielding a spear, lance, or polearm, a geodancer can use her Dexterity modifier instead of her Strength modifier on melee attack and damage rolls. In addition, any ability that uses unarmed strikes instead works with spears, lances and polearms.

This ability replaces unarmed strike.

Favored Terrain (Ex): Starting at 2nd level, a geodancer gains the geomancer's favored terrain ability. She gains her first favored terrain at 2nd level and a new favored terrain every four dancer levels thereafter. In addition, at each such interval, the bonuses on initiative checks and skill checks in one favored terrain (including the one just selected, if so desired) increase by 2. Starting at 6th level, a geodancer adds half her favored terrain bonus on damage rolls while in her favored terrain and fighting a creature native to that terrain.

This ability replaces ki powers gained at 2nd, 6th, 12th, and 18th levels.

Geodances (Su): At 2nd level and every two dancer levels thereafter, a geodancer learns a new geodance. All geodances have a favored terrain prerequisites. Performing a geodance requires a standard action that provokes attacks of opportunity while in the correct terrain type for the dance and costs one ki point to activate. A geodancer can take the Extra Mystic Dance feat for Geodances. If the geodancer has a planes favored terrain, she can treat it as a single terrain of her choice for the purpose of geodances only, this choice cannot be changed once it has been chosen.

Antlion (Su): The geodancer summons an antlion that lies in wait, underground, stalking a target of her choice within 30 feet. The target must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or inflicted with the doom status effect for 2d4 rounds. **Prerequisite:** Desert Favored Terrain

Apparition (Su): The geodancer manifests an apparition near an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of shadow damage plus an additional 1d6 shadow damage for every two dancer levels after 2nd and inflicted with the confused status effect for 1d4 rounds. A successful Will save (DC 10 + half of the dancer's level + her Charisma modifier) negates the confused status effect. **Prerequisite:** Urban Favored Terrain

Arctic Hare (Su): The geodancer summons an arctic hare from the ground, healing allies within 30 feet for 1d6 points of damage plus an additional 1d6 for every two dancer levels after 2nd. **Prerequisite:** Cold Favored Terrain

Avalanche (Su): The geodancer manifests a deluge of snow above a location within 30 feet, hitting everyone in a 20-ft.-radius. Those within the area of effect take 1d6 points of ice damage plus an additional 1d6 ice damage for every two dancer levels after 2nd and leaves the affected area covered in snow making it

difficult terrain for 1d4 rounds. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage. **Prerequisite:** Cold Favored Terrain

Boar Bigade (Su): The geodancer summons a herd of boars that charge into everyone in a, 10-ft.-wide, 30-ft.-line. Everyone within the area of effect take 1d6 points of bludgeoning damage plus an additional 1d6 bludgeoning damage for every two dancer levels after 2nd and becomes knocked prone. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage and negates being knocked prone. **Prerequisite:** Plains Favored Terrain

Cave In (Su): The geodancer manifests a large amount of rocks and stones above a location within 30 feet, hitting everyone in a 20-ft.-radius. Those within the area of effect take 1d6 points of earth damage plus an additional 1d6 earth damage for every two dancer levels after 2nd and leaves the affected area covered in rocks making it difficult terrain for 1d4 rounds. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage. **Prerequisite:** Underground Favored Terrain

Cockatrice (Su): The geodancer summons a cockatrice that gazes at a single enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of non-elemental damage plus an additional 1d6 non-elemental damage for every two dancer levels after 2nd and inflicted with the petrify status effect for 1d4 rounds. A successful Will save (DC 10 + half of the dancer's level + her Charisma modifier) negates the petrify status effect. **Prerequisite:** Mountains Favored Terrain

Dolphin (Su): The geodancer summons a dolphin to help all allies within 30 feet. All allies in the area gain water breathing and a 60 foot swim speed for a number of rounds equal to the geodancer's Charisma modifier. **Prerequisite:** Water/Swamp Favored Terrain

El Nino (Su): The geodancer manifests a swirl of water on a location within 30 feet, hitting everyone in a 20-ft.-radius. Those within the area of effect take 1d6 points of water damage plus an additional 1d6 water damage for every two dancer levels after 2nd and inflicted with the drenched status effect for 1d4 rounds. A successful Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage and negates the drenched status effect. **Prerequisite:** Water/Swamp Favored Terrain

Forest Healing (Su): The geodancer manifests the forces of the forest to heal status effects on all allies within 30 feet. Each ally in the area removes 1 random negative status effect. **Prerequisite:** Forest/Jungle Favored Terrain

Leaf Swirl (Su): The geodancer manifests a swirling mass of leaves on a location within 30 feet, hitting everyone in a 20-ft.-radius. Those within the area of effect take 1d6 points of wind damage plus an additional 1d6 wind damage for every two dancer levels after 2nd and blocks line of sight through the affected area for 1d4 rounds. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage. **Prerequisite:** Forest/Jungle Favored Terrain

Meerkat (Su): The geodancer summons a meerkat to quicken her allies within 30 feet. Affected allies gain haste for 1d4 rounds. **Prerequisite:** Desert Favored Terrain

Plasma (Su): The geodancer manifests a lightning bolt on an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of lightning damage plus an additional 1d6 lightning damage for every two dancer levels after 2nd and inflicted with the static status effect for 1d4 rounds. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) negates the static status effect. **Prerequisite:** Water/Swamp Favored Terrain

Poisonous Frog (Su): The geodancer summons a poisonous frog on an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of non-

elemental damage plus an additional 1d6 non-elemental damage for every two dancer levels after 2nd and is inflicted with the poisoned and sickened status effects for 1d4 rounds. A successful Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) negates the poison and sickened status effects. **Prerequisite:** Underground Favored Terrain

Raccoon (Su): The geodancer summons a raccoon to heal status effects on all allies within 30 feet. Each ally in the area removes all negative status effects. **Prerequisite:** Urban Favored Terrain

Rock Slide (Su): The geodancer manifests several rocks and drops it on an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of earth damage plus an additional 1d6 earth damage for every two dancer levels after 2nd and is inflicted with the weighted status effect for 1d4 rounds. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) negates the weighted status effect. **Prerequisite:** Plains Favored Terrain

Sandstorm (Su): The geodancer manifests a blast of hot sand emanating from herself, hitting everyone within a 30-ft.-radius. Those within the area of effect take 1d6 points of earth damage plus an additional 1d6 earth damage for every two dancer levels after 2nd. In addition, those in the area of effect also gain the blind status effect for 1d4 rounds. A successful Reflex save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage and negates the blind effect. **Prerequisite:** Desert Favored Terrain

Snare (Su): The geodancer manifests several tendrils of rock around an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of earth damage plus an additional 1d6 earth damage for every two dancer levels after 2nd and is inflicted with the immobilized status effect for 1d4 rounds. A successful Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) negates the immobilized status effect. **Prerequisite:** Underground Favored Terrain

Snowball (Su): The geodancer manifests a ball of snow and launches it towards an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of ice damage plus an additional 1d6 ice damage for every two dancer levels after 2nd and is inflicted with the frozen status effect for 1d4 rounds. A successful Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) negates the frozen status effect. **Prerequisite:** Cold Favored Terrain

Sonic Boom (Su): The geodancer manifests a mighty clap of sound at an enemy within 30 feet. The target must make a Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) or lose 1 quarter of their current hit points. **Prerequisite:** Plains Favored Terrain

Sunbath (Su): The geodancer manifests a searing heat on a location within 30 feet, hitting everyone in a 20-ft.-radius. Those within the area of effect take 1d6 points of fire damage plus an additional 1d6 fire damage for every two dancer levels after 2nd and is inflicted with the dazzled status effect for 1d4 rounds. A successful Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) halves the damage and negates the dazzled status effect. **Prerequisite:** Mountains Favored Terrain

Will o' the Wisp (Su): The geodancer summons a will o' the wisp and send it towards an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of fire damage plus an additional 1d6 fire damage for every two dancer levels after 2nd and is inflicted with the burning status effect for 1d4 rounds. A successful Fortitude save (DC 10 + half of the dancer's level + her Charisma modifier) negates the burning status effect. **Prerequisite:** Urban Favored Terrain

Wind Slash (Su): The geodancer manifests a sweeping slash of wind, hitting everyone in a 30-ft.-cone. Those within the area of effect take 1d6 points of wind damage plus an additional 1d6 wind damage for every two dancer levels after 2nd and is inflicted with the squalled status effect for 1d4 rounds. A successful Reflex save

(DC 10 + half of the dancer's level + her Charisma modifier) halves the damage and negates the squalled status effect. **Prerequisite:** Mountains Favored Terrain

Wombat (Su): The geodancer summons a wombat that barrels into an enemy within 30 feet. The geodancer makes a ranged touch attack on a target and, if successful, the target takes 1d6 points of bludgeoning damage plus an additional 1d6 bludgeoning damage for every two dancer levels after 2nd. This damage bypasses damage reduction and hardness. **Prerequisite:** Forest/Jungle Favored Terrain

These abilities replace mystic dances.

Ki Powers (Su): Whenever a geodancer could select a new ki power, she may instead select a geomancy trick, treating her dancer level as her geomancer level

This ability modifies ki powers.

Homefield Advantage (Su): At 6th level, a geodancer has learned to access her favored terrain, wherever she may be. Once per day, as a swift action, she may treat the area within a 30-ft radius burst centered on her as one of her favored terrain (chosen upon activation). This ability lasts for 1 round per dancer level. She gains an additional use of this ability at 12th and 18th level.

At 12th level, a geodancer's homefield advantage radius increases by 10-ft.

At 18th level, the homefield advantage's radius increases by another 10-ft. The duration for this ability is now in minutes per dancer level.

This ability replaces dancer's strike.

Terrain Movement (Su): Starting at 7th level, a geodancer can use the following movement powers which allows the geodancer to harness the power of the elements to traverse terrains easily. Each movement power can be used as a swift action, and lasts for a duration of 1 round per dancer level. The geodancer can use this ability a number of times per day equal to 3 + her Charisma's modifier.

- **Burrow:** A geodancer can tunnel through dirt, but not through rock. A geodancer cannot charge or run while burrowing. Geodancers can burrow at a speed of 10 feet + 10 feet per four dancer levels after 4th.
- **Climb:** A geodancer has a +8 racial bonus on all Climb checks. The geodancer must make a Climb check to climb any wall or slope with a DC of more than 0, but he can always choose to take 10, even if rushed or threatened while climbing. The geodancer climbs at the given speed while climbing. If she chooses an accelerated climb, she moves at double the given climb speed and makes a single Climb check at a -5 penalty. A geodancer cannot run while climbing. She retains her Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a geodancer. Geodancers can climb at a speed of 10 feet + 10 feet per four dancer levels after 4th.
- **Float:** A geodancer can traverse any terrain that would normally impede movement (water, lava, ice, etc.) without any problems. A geodancer floats 5 feet off the ground and gently floats downward if off the ground more than 5 feet. Geodancers moves at half her own base land speed while floating.
- **Fly:** A geodancer can move through the air at the indicated speed if carrying no more than a light load. Geodancers has a +8 racial bonus on all Fly checks and can fly (perfect) at a speed of 20 feet + 20 feet per four dancer levels after 4th.
- **Swim:** A geodancer can move through water at her swim speed without making Swim checks. She has a +8 circumstance bonus on any Swim checks to perform some special action or avoid a hazard. The geomancer can always choose to take 10 on a Swim check, even if distracted or endangered. She can

use the run action while swimming, provided she swims in a straight line. Geodancers can swim at a speed of 10 feet + 10 feet per four dancer levels after 4th.

This ability replaces contradance.