

Poledancer

Beauty and grace are not the only assets the poledancer has been graced with. Her years of practicing alluring and exotic dances has given her a keen sense of balance and unmatched flexibility. Despite what many make think of her, she is a master of her craft, wielding spears, lances, and polearms with expertise and deadliness. Nothing is more deadly than she who descends upon her foes.

The poledancer is an archetype of the dancer class.

Weapon and Armor Proficiency: Poledancers gain weapon proficiency with all spears, lances, and polearms as well as light armor.

This ability replaces the dancer's standard weapon and armor proficiencies.

Jump (Ex): At 1st level, a poledancer trains for years in the ability to leap astounding and nearly supernatural distances, using her pole-vaulting technique to the limits. The poledancer adds her dancer levels to all Acrobatic skill checks for jumping. A poledancer's ability to jump with her Acrobatic checks is treated as though she got a running start and has the Run feat, regardless of whether or not she gets a running start. In addition, the poledancer may jump as part of a charge action allowing her to ignore difficult terrain for the distance she jumps. A poledancer's maximum jump distance is 2x her base speed, as if charging, instead of being limited by her normal base speed (30-foot land speed, 60-foot jump maximum).

Beginning at 4th level, the DC multiplier for a high jump is reduced by 1, making it a multiplier of 3 rather than 4. This reduction improves by 1 every seven levels; multiplier of 2 at 11th level, and multiplier of 1 at 18th level. A poledancer using this ability does not provoke an attack of opportunity unless she passes through a square that is threatened by a flying creature that she is not attacking directly or jumping while adjacent to an enemy creature. If a poledancer is hit in this manner, she falls to the ground prone in the square in front of the creature.

This ability replaces AC bonus.

Deadly Lancer (Ex): At 1st level, the poledancer has learned the technique of the falling from the sky upon her opponents to inflict more damage. As a move action before a melee attack with a spear, polearm, or lance or as part of a charge, the poledancer may make an Acrobatics check to jump with a DC equal to her target's CMD. The DC increases by +2 for each size category larger than the poledancer. If the poledancer beats the DC, depending on her Acrobatics roll, she moves forward to make the jump and gains a +1 dodge bonus to AC for one round, a +1 circumstance bonus on that attack roll, and deals an extra 1d6 points of damage. For every ten the poledancer beats the DC, she gains an additional +1 bonus to her AC and the attack roll, and deals an additional 1d6 damage. This bonus and the amount of extra dice cannot exceed beyond the dancer's level. This additional damage is not multiplied on a critical hit or any class feature that multiplies damage.

This ability replaces fleet.

Polearm Familiarity (Ex): When wielding a spear, lance, or polearm, a poledancer can use her Dexterity modifier instead of her Strength modifier on melee attack and damage rolls. She may treat such weapons as a one-handed piercing weapon for all feats and class abilities that require such a weapon. The weapon must be for a creature of the poledancer's size. A poledancer cannot use this ability if she is carrying another weapon or a shield in her off-hand.

This ability replaces unarmed strike.

Alluring Performance (Ex): At 2nd level, a poledancer gains the ability to execute an alluring performance in addition to her battle dance ability. An alluring performance is exactly like a battle dance with the following exceptions.

A poledancer can use an alluring performance to recreate the effects of any of her known battle dances, but she focuses the performance on only a single target within range. While other creatures see and hear a poledancer's alluring performance, only the target of this ability is affected by it. A poledancer cannot have a battle dance and an alluring performance in effect at the same time. Every round spent engaged in an alluring performance counts against the total number of rounds per day she can use her battle dance, and she cannot use this ability if she does not have any more rounds of battle dance left for that day.

Starting an alluring performance is a move action; at 10th level, it becomes a swift action.

When a poledancer uses her alluring performance ability to emulate inspire courage, inspire greatness, or inspire heroics, any bonuses to AC or on ability checks, attack rolls, damage rolls, saving throws, and skill checks increase by +1. For example, a poledancer using inspire heroics as an alluring performance would grant her target a +5 morale bonus on saving throws and a +5 dodge bonus to AC, instead of the usual +4 bonuses.

This ability replaces versatile dance.

Poledancer Stance (Ex): At 2nd level, a poledancer gains a +1 deflection bonus to AC as long as she is wearing no armor or light armor and is wielding a spear, lance, or polearm. This bonus increases by 1 for every four dancer levels after 2nd to a maximum of +5 at 18th level.

This ability replaces evasion.

Working the Poles: Starting at 2nd level and every two dancer levels thereafter, a poledancer takes an acrobatic talent from the dragoon's acrobatic talent list in place of a ki power. At 12th level and every two dancer levels thereafter, a poledancer takes an advanced acrobatic talent instead.

These abilities replace ki powers.

Swinging Pole (Su): At 6th level, a poledancer can use her battle dance to speed up her attacks. When making a full attack action, she may make one extra attack with any spear, lance, or polearm that she is holding, 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 dancer 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 rain of blows.

Polearm Training (Ex): At 6th level a poledancer gains a +1 bonus on attack and damage rolls with spears, lances, and polearms. This bonus increases by +1 for every six levels beyond 6th.

This ability replaces dancer's strike.

Polearm Defense (Ex): At 12th level and higher, if a poledancer chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for every three levels of dancer she has attained.

This ability replaces improved evasion.

Flinging Impact (Su): At 13th level, a poledancer can use her battle dance to improve her spear, lance, and polearm's critical range. All attacks she makes with her spears, lances, and polearms are treated as though she had the Improved Critical feat.

This ability replaces dance of the crushing python.