

Trance Dancer

Not all genomes are alike, despite them being manufactured by their own kind. Some are sent out for a purpose, and then, they obtain a soul. These “awakened” beings are then free to roam the land like any other sentient race, and make something for themselves. Even so, some are designed to dance and be brutally effective in combat. Once they get to dancing, it is like they enter a Trance and get down to business.

The trance dancer is an archetype of the dancer class, available only to genome dancers.

Archetype Main Ability Scores: The trance dancer mainly focuses on Dexterity for martial combat and Charisma for her class features.

Archetype Feature Replacements: 1st – [Unarmed Strike](#). 2nd – [Ki Power](#). 4th – [Ki Power](#). 6th – [Rain of Blows](#), [Dancer's Strike](#). 13th – [Dance of the Crushing Python](#).

Blade Dancer (Ex): At 1st level, the trance dancer gains a +1 bonus on attack and damage rolls when throwing weapons. This bonus increases by +1 for every four dancer levels beyond 1st. Additionally, for the purposes of meeting prerequisites, and while using thrown weapons, she gains the [Quick Draw](#) and [Point-Blank Shot](#) feats.

This ability replaces unarmed strike.

In the Groove (Ex): Starting at 2nd level, the trance dancer may add her Dexterity modifier to her damage rolls with throwing weapons instead of her Strength modifier. If the trance dancer performs a mystic dance, she may make a single attack with a throwing weapon.

This ability replaces ki power gained at 2nd level.

Dextrous Tail (Ex): At 4th level, the trance dancer gains [Rapid Shot](#) as a bonus feat, and is able to now use her tail accurately enough to throw a light throwing weapon.

This ability replaces ki power gained at 4th level.

Acrobatic Assault (Ex): At 6th level, while performing a battle dance, the trance dancer can make a special full-round action with an Acrobatics skill check. If the result is greater than an enemy's CMD, she does not provoke attacks of opportunity. The trance dancer must move at least ten feet but no more than half her base speed and uses the result of the Acrobatics skill to make attacks against the target's AC. She may make as many attacks as a normal full-round attack, but each attack adds a stacking -2 from the result (-2 for 1st attack, -4 for 2nd attack, and so forth).

This ability replaces rain of blows.

Dancer's Strike (Su): At 6th, 12th, and 18th level, this class feature affects throwing weapons rather than unarmed strikes.

This ability modifies dancer's strike.

Flourishing Feint (Ex): At 13th level, while performing an Acrobatic Assault, the trance dancer may use her Acrobatics skill result to make an attempt to feint the target. If successful, the target is only feinted until the end of their turn.

This ability replaces dance of the crushing python.