

## Winddancer

*The winddancer is the wind and the river. He knows how the world flows, and forces his enemies to flow with it. Even the most powerful stone breaks under the graceful and persistent pressure of wind and water.*

The winddancer is an archetype of the dancer class.

**Unbalancing Counter (Ex):** At 1st level, a winddancer's attacks of opportunity render a struck creature flat-footed until the end of the winddancer's next turn, a successful Reflex save (DC 10 + half of the dancer's level + his Charisma modifier) negates being flat-footed.

This ability replaces fleet.

**Redirection (Ex):** At 2nd level, as an immediate action, a winddancer can attempt a reposition or trip combat maneuver against a creature that the winddancer threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level), a successful Reflex save (DC 10 + half of the dancer's level + his Charisma modifier) halves the duration. The dancer gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

At 4th level, a winddancer can use redirection against an opponent that the winddancer threatens and that attacks an ally with a melee attack. At 8th level, a winddancer can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, a winddancer can use redirection against any opponent that attacks him in melee, even if the winddancer is not threatening the opponent who attacks him. A winddancer can use this ability once per day per dancer level, but no more than once per round.

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

**Flowing Dodge (Ex):** Also at 2nd level, a winddancer gains a +1 dodge bonus to AC for each enemy adjacent to him, up to a maximum bonus equal to his Charisma modifier (minimum 1).

This ability replaces versatile dance.

**Maneuver Training (Ex):** At 3rd level, a dancer uses her dancer level in place of her base attack bonus when calculating her Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

This ability replaces beguiling dance.

**Elusive Target (Ex):** At 6th level, as an immediate action, a winddancer may spend 2 points from his ki pool to attempt a Reflex save opposed by an attacker's attack roll to halve damage from that attack. At 12th level and above, the winddancer suffers no damage on a successful save, or half damage on a failed save. If the attacker is flanking the dancer, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creature takes half damage (or full damage if the attack is completely avoided). Any associated effects from the attack (such as bleed, poison, or spell effects) apply fully even if the attack deals only half damage.

This ability replaces rain of blows and dance of fury.

**Volley Spell (Su):** At 15th level, when a targeted spell or spell-like ability targets the winddancer, he may reflect the effect onto its caster as *reflect* by spending a number of points from his ki pool equal to half the spell's level (minimum 1).

This ability replaces saber dance.