

Wardancer Prestige Class

Requirements-

Alignment: Neutral Good or Chaotic Good

Race: Elf

Base Attack Bonus: +5

Feats: Dodge, Two-Weapon Fighting, Still Spell, Weapon Finesse, Weapon Focus (rapier, Elven Thinblade or Elven Lightblade)

Skills: Concentration 5 ranks, Knowledge Religion 5 ranks, Perform Dance 8 ranks, Perform Sing 5 ranks, Tumble 8 ranks

Special: Bardic Music class feature, Ability to cast 1st level arcane spells

Hit Die: d6

Skill Points per Level: 6 + Int Modifier

Class Skills: Balance (dex), Concentration (con), Hide (dex), Jump (str), Knowledge Arcana (int), Knowledge Religion (int), Move Silently (dex), Perform (cha), Spellcraft (int), Tumble (dex)

Weapon and Armor Proficiency: The Wardancer gains proficiency with no weapons nor armors. If the Wardancer wears armor of any kind or uses a shield he loses benefit of all Wardancer class features and abilities.

Spells per Day: At each level after 1st a Wardancer gains spells known and spells per day as if he had advanced in whatever arcane spellcasting class he belonged to before becoming a Wardancer. This advancement applies only to spells known and spells available per day. No other benefits from gaining a level in the other class apply for this purpose. If the Wardancer belonged to two or more arcane spellcasting classes he must choose which one will gain the increase.

Bardic Music: A Wardancer's class levels stack with those of any other class that grants the Bardic Music class feature for determining what abilities are available to the character and number of uses per day. This only grants higher Bardic Music abilities, nothing else that would have been gained by gaining a level in whatever other class granted the character Bardic Music.

Wardance: When wielding two rapiers, thinblades or lightblades the Wardancer gains a dodge bonus to armor class equal to his Intelligence modifier. This bonus to AC cannot exceed one half of the number of ranks the Wardancer has in Perform: Dance.

Dance of Silver Light: When wielding two rapiers, thinblades or lightblades a Wardancer with 11 or more ranks in Perform: Dance may take a full round action while expending a daily use of Bardic Music to perform the unpredictable Dance of Silver Light. The Wardancer opens himself to his patron deity and channels forth some of the divinity's light. During this dance the Wardancer may ask a boon of the deity, but all he is assured of is that his request is heard. At the DM's option,

one or more spells may also manifest during the dance. Regardless of the number of manifesting powers the Dance of Silver Light sheds bright moonlight in a 30 foot radius spread. This light may be continued indefinitely so long as the Wardancer continues dancing, including the use of other Wardancer abilities or conventional dancing.

Examples of manifested spells include, but are not limited to:

Find the Path- The destination revealed will be of the venerated deity's choosing. This is often granted when some task near to the Wardancer holds a challenge that would advance the deity's cause.

True Seeing- The dim, silvery light shed during the dance reveals the true nature of things within the 30 foot radius spread to the Wardancer.

Divination- The information provided is unsolicited and thus, may not be immediately understandable since there is no direct question to reference the answer against.

Mass Cure Light Wounds- All allies within the light shed by the dance are healed as per the spell with a caster level equal to the Wardancer's class level.

Restoration- One or more creatures, as determined by the deity, within the light of the dance receive the effects of a Restoration spell.

Remove Fear- Allies within the light shed by the dance receive the effects of a Remove Fear spell.

It is possible for the Wardancer or one or more of his allies to be punished or chastised by spell-effects during this dance if he or they have displeased his venerated deity.

Dance of Celerity: When wielding two rapiers, thinblades or lightblades and using the full attack action a Wardancer with at least 16 ranks in Perform: Dance can cast one spell of 4th level or lower as a free action by expending a daily use of Bardic Music.

Dance of Fury: When wielding two rapiers, lightblades or thinblades and using the full attack action a Wardancer with 19 or more ranks in Perform: Dance can make one extra attack in a round at his highest base attack bonus. However this extra attack and every other attack made in that round suffers a -2 penalty to hit. This penalty applies for one round so it affects any attacks of opportunity the Wardancer might make before his next action.

Dance of Wonder: When wielding two rapiers, lightblades or thinblades a Wardancer with at least 13 ranks in Perform: Dance can confound his foes with his elegant

but seemingly unpredictable movements. By expending a daily use of Bardic Music during a full attack action the Wardancer renders flat-footed all foes that he threatens for that round.

Shield Dance: When wielding two rapiers, lightblades or thinblades the Wardancer can expend a daily use of Bardic Music as a swift action to grant an adjacent ally a Dodge Bonus to Armor Class equal to one-half his Wardancer level for a number of rounds equal to his Charisma modifier. This bonus is lost if the Wardancer is separated from his ally at any point, but if the ally returns to the Wardancer's side before the duration expires, the remaining duration will take effect.

Dagger Dance: When wielding two rapiers, lightblades or thinblades the Wardancer can expend a daily use of Bardic Music as a swift action to grant himself an additional +2d6 damage on each of his attacks for a number of rounds equal to his Charisma modifier. This bonus damage does not affect creatures that are immune to critical hits.

Bonus Feats: At 3rd level and for every three levels thereafter the Wardancer gains a bonus feat selected from the following list; Arcane Strike, Combat Expertise, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Improved Critical, Mobility, Sand Dancer, Spring Attack, Twin Sword Style, Two-Weapon Defense, Weapon Focus, Whirlwind Attack, Snowflake Wardance

Class Level	Base Attack	Fort	Ref	Will	Special	Spells
1	+1	+0	+2	+2	Wardance Bardic Music	-
2	+2	+0	+3	+3	Dance of Silver Light	+1 Level
3	+3	+1	+3	+3	Bonus Feat	-
4	+4	+1	+4	+4	Dance of Wonder	+1 Level
5	+5	+1	+4	+4	Shield Dance	-
6	+6	+2	+5	+5	Bonus Feat	+1 Level
7	+7	+2	+5	+5	Dance of Celerity	-
8	+8	+2	+6	+6	Dagger Dance	+1 Level
9	+9	+3	+6	+6	Bonus Feat	-
10	+10	+3	+7	+7	Dance of Fury	+1 Level