# DANCER

# ALSO: Acrobat, Jester, Swashbuckler

My story?
Dance with me
and you shall know it.

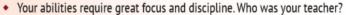
Dancers are those who have trained their bodies to achieve exceptional coordination and flexibility, be it to impress a crowd with their gymnastics or to perform ancient steps meant to keep evil at bay.

The more gifted Dancers may direct the flow of spiritual force through repeated and precise motions, enhancing their physical abilities and manifesting magical effects.

They are surprisingly capable combatants, if sometimes a little... overdramatic.

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- Why do you dance? Is it an art form, a profession, or something else?
- Are you graceful and charming, or roguish and boisterous?
- What do your stunts and performances look like?

### DANCER FREE BENEFITS

Permanently increase your maximum Hit Points or Mind Points by 5 (your choice).

## DANCER SKILLS

DANCE (+10)

Each time you take this Skill, you learn a dance (see next page).

On your turn during a conflict scene, if you have no **martial armor** equipped, you may spend 10 Mind Points to **perform a dance** you have learned. This doesn't require an action, but it can only be done **before or after** an action, and only **once per turn**. If you already performed a **different dance** during your previous turn in this scene, the cost of the new **dance** is reduced to 5 Mind Points.

Some **dances** are **instantaneous** and resolve immediately, while others have effects that last **until the start of your next turn**.

#### **FOLLOW MY LEAD**

When you perform a **dance** with a **duration** of "Until the start of your next turn", you may spend 10 additional Mind Points. If you do, choose one ally you can see towards whom you have a Bond of **affection**: apply the benefits of the **dance** to that ally as well as yourself (the benefits still last until the start of **your** next turn).

FRENETIC FOOTWORK (+2)

After you perform a dance with a duration of "Until the start of your next turn", you gain a bonus equal to [SL × 2] to all Opposed Checks that rely on acrobatics, coordination or speed until the start of your next turn.

#### **QUICK-CHANGE**

After you perform a dance, you may perform the **Equipment** action for free.

WARDANCER (+5)

After you perform a **dance**, your attacks with **brawling**, **dagger**, **flail** and **thrown** weapons deal **[SL]** extra damage until the start of your next turn. If you have an **arcane** weapon equipped, offensive spells (\*) you cast also deal **[SL]** extra damage until the start of your next turn.

CHAPTÉR

PROTAGONISTS

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# **DANCES**

DANCE DURATION

**Angel Dance** 

Until the start of your next turn

Choose one option: you gain Resistance to **light** damage; **or** all damage dealt by your attacks and spells becomes **light**.

**Banshee Dance** 

Instantaneous

Choose another creature that is able to see you. If that creature is already **slow**, they immediately suffer **shaken**.

**Bat Dance** 

Until the start of your next turn

Choose one option: you gain Resistance to **dark** damage; **or** all damage dealt by your attacks and spells becomes **dark**.

**Golem Dance** 

Until the start of your next turn

Choose one option: you gain Resistance to **bolt** damage; **or** all damage dealt by your attacks and spells becomes **bolt**.

**Griffin Dance** 

Until the start of your next turn

Choose one option: you gain Resistance to **air** damage; **or** all damage dealt by your attacks and spells becomes **air**.

**Hydra Dance** 

Until the start of your next turn

After you suffer damage, choose one option: you recover 5 Hit Points, **or** you recover 5 Mind Points.

Kraken Dance

Instantaneous

Choose another creature that is able to see you. If that creature is already **dazed**, they immediately suffer **slow**.

**Lion Dance** 

Instantaneous

You immediately recover from a single status effect of your choice.

**Maenad Dance** 

Instantaneous

Choose another creature that is able to see you. That creature loses an amount of Mind Points equal to your current **Dexterity** die size.

DANCE DURATION

**Myrmidon Dance** 

Until the start of your next turn

Choose one option: you gain Resistance to **earth** damage; **or** all damage dealt by your attacks and spells becomes **earth**.

**Nightmare Dance** 

Instantaneous

Choose another creature that is able to see you. If that creature is already **shaken**, they immediately suffer **weak**.

**Ouroboros Dance** 

Instantaneous

Choose one ally you can see who has yet to take a turn during this round. That ally may take their turn immediately after yours during this round.

**Peacock Dance** 

Instantaneous

Choose another creature that is able to see you. The next time that creature performs an attack or casts an offensive ( ) spell during this scene, that attack or spell must include you among its targets if possible.

**Phoenix Dance** 

Until the start of your next turn

Choose one option: you gain Resistance to **fire** damage; **or** all damage dealt by your attacks and spells becomes **fire**.

Satyr Dance

Instantaneous

Choose another creature that is able to see you. If that creature is already **weak**, they immediately suffer **dazed**.

**Unicorn Dance** 

Instantaneous

Choose an ally that is able to see you and has a Bond towards you: you and that ally both recover an amount of Hit Points equal to your current **Dexterity** die size.

The restored amount increases by 5 Hit Points if you are **level 20 or higher**, or by 10 Hit Points if you are **level 40 or higher**.

Yeti Dance

Until the start of your next turn

Choose one option: you gain Resistance to **ice** damage; **or** all damage dealt by your attacks and spells becomes **ice**.

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