

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.

- ◆ Your abilities require great focus and discipline. Who was your teacher?
- ◆ 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.

CHAPTER 3

PROTAGONISTS

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 .	