

THE DANCER

A MUSICAL SUBCLASS FOR ROGUE



BY KAI LINDER



ROGUSH ARCHETYPE: DANCER

INTRODUCTION

Your focus is on the movement and flexibility of dance, becoming skilled at rhythmic motion and using your momentum to skirt danger and strike faster than any other. Rogues who embrace this archetype are often performers first, using their skill at dance to awe others on and off the battlefield, but spies, bounty hunters, and the occasional noble have been known to take up this archetype as well.

MAY I HAVE THIS DANCE?

When you choose this archetype at 3rd level, you gain proficiency in the Performance skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses that proficiency.

Additionally, you can add a d4 to your Charisma checks made to influence a creature that you are currently dancing with. If you dance with a creature for at least 10 minutes, this bonus lasts for the next hour.

DEADLY MOMENTUM

Starting at 3rd level, you are able to build up and utilise the momentum of your dancing in combat. When you roll initiative, you gain a pool of momentum points. You start with zero momentum points, and can have up to a maximum of eight points at a time. Your move speed is increased by 5 feet for each momentum point you have. You lose all momentum points when you leave initiative.

You gain 1 momentum point at the end of each of your turns, when you move your full move speed on a turn, and whenever you take the Dash action. You lose 1 Momentum point when you end your turn having moved half your move speed or less on that turn. This is applied after any momentum gains from that turn.

You can expend momentum points to fuel the momentum features below.

Dart. When you hit a target with a melee weapon attack, you can expend 1 momentum point to use your Sneak Attack against that target even if you didn't have advantage on the attack roll, but not if you had disadvantage on it. All other Sneak Attack rules apply.

Roll. You can expend 1 momentum point as a reaction to taking damage to instantly move up to 10 feet. If you expend 1 additional momentum point, this movement does not provoke opportunity attacks.

Spin. You can expend 1 momentum point as a bonus action to move a creature within 5 feet of you to another unoccupied space within 5 feet of you. An unwilling creature can make a Strength saving throw (DC8 + your proficiency bonus + your Dexterity modifier), avoiding this movement on a success.

Twist. You can expend 1 momentum point to take the Dodge action as a bonus action.

PRANCER

At 9th level, your elegant movement translate into dazzling leaps. Your jump distance is doubled, and is determined by your Dexterity score instead of your Strength score.

RHYTHM CHANGE

Starting at 13th level, you have an intuitive sense for the rhythm and flow of combat. You can use a bonus action to move yourself one step up or down in initiative order. Instead of moving yourself, you can expend 1 momentum point to move a friendly creature within 5 feet of you one step up or down in initiative order. This change takes effect at the start of the next initiative round.

GRAND FINALE

When you reach 17th level, you have perfected the dramatic art of the final move. When you hit a creature with a melee weapon attack, you can expend all your momentum points to deal extra weapon damage to the target, in addition to the weapon's damage. The extra damage is 4d6 plus an addition 2d6 for each momentum point expended.

Once you have used this feature, you can't do so again until you finish a long rest.



She smiled as she spun, her pink dress whirling about her. All eyes should have been on her, but were focused instead on a three armoured men bursting into the ballroom, bellowing and charging the Prince, her dance partner. How rude! She spun the Prince away then sprung over the lunging assassin's shoulder and buried a hidden blade in an armor joint, landing in a roll and dashing after the others. 'Might as well give them a proper show' she smiled, leaping into another spin.

FEAT

DANCER

You are a practiced dancer, and know how to use your skills in combat. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in Performance.
- You can take the Disengage action as a bonus action if you have moved at least half your move speed this turn.

MAGIC ITEMS

BOOTS OF MUSICAL MOVEMENT

Wondrous item, rare (requires attunement)

These bright red boots are surprisingly light and springy.

You can magically create instrumental music by tapping your feet on the ground as an action. The music can be heard out to a range of 60 feet and ends after 5 minutes.

You can use an action to cast the *teleport* spell by clicking the boot's heels together and saying your desired destination aloud. You can only teleport to a place you have physically been before. Once you have used the boots to teleport in this way, you must finish a long rest before you can do so again.

DANCER'S RAZOR-RIBBONS

Weapon, uncommon

A matching pair of metal rings with thin brightly-coloured ribbons attached, used by dancers to add extra flourish to their performances. This set of ribbons have been specially enchanted for battle, with razor-sharp edges to the ribbons.

You gain a +1 bonus to attack and damage rolls made with this weapon. They are melee weapons that each weigh 2 lbs, deal 1d4 slashing damage, and have the light, finesse, and reach properties. You are proficient with razor-ribbons if you have proficiency in the Performance skill.

Dramatic Flare. You can add a d4 to Performance checks you make while holding these weapons.

Deadly Flourish. You can use an action to twirl the razor ribbons around you. Each creature within 10 feet of you must make a Dexterity saving throw (DC8 +

your proficiency bonus + your Dexterity bonus), taking 2d4 slashing damage for each razor-ribbon you are wielding on a failed save, or half as much damage on a success.

DANCING SHOES (CURSED)

Wondrous item, rare

These dancing shoes give a constant magical glitter. While wearing them, you can cast *enthrall* at-will (DC 15), and you add double your proficiency bonus to your Performance checks.

Curse. This item is cursed. Putting the shoes on curses you until you are targeted by a *remove curse* spell or similar magic. As long as you remain cursed, you are forced to dance. Your speed is halved, you cannot gain the benefits of a rest, and you have disadvantage on Dexterity saving throws and attack rolls.

GLOW-UP SLIPPERS

Wondrous item, uncommon (requires attunement)

Elegant glass slippers that are always sparkling clean. You can use a bonus action to change your hairstyle and the style, color, and apparent quality of the clothes you are wearing. The weight of the clothes doesn't change, and the shoes cannot change their own form or appearance. The clothes can only be changed to a form that would be suitable for an elegant, formal, or high society occasion.

Any changes made be the slippers last until midnight, or if a shoe is removed. When the effect ends, any changes made by the slippers fade over the course of 1 minute. The slippers cannot be used again until the following evening.

CREDITS

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STYLES OF THE DANCER

Dance comes in many forms accompanied by a wide variety of music. Here are some varied examples:

Ballroom: <https://bit.ly/347xdSp>

Capoeira: <https://bit.ly/3keT1Rj>

Chinese Sword Dance: <https://bit.ly/3lZ9OZt>

Interpretive: <https://bit.ly/2T992gd>