

DEATH DANCER (EXPERT)

Exotic and wild, alluring and dangerous as her whirling blades, the Death Dancer is what personifies quickness and grace. Although her motions may appear random, they are a graceful mix of lethality played out according to her own rhythm.

Depending on your campaign, a Death Dancer could be...

- A member of a secret sect of protectors for a religious artifact that can never be allowed to see the light of day
- A performer who is more than capable of defending her honor when off the stage
- The master of an exotic martial art unknown in this land
- An acrobatic warrior who believes that having a flashy style doesn't mean "without substance"
- An unassuming assassin, whose alluring dance hides her dangerous nature until it's too late

Party Role: Combatant. With twin blades flashing, you are totally at home in the middle of a melee.

CLASS FEATURES

Requirements: Dex 13+, Acrobatics 4+, Mobility Basics, Whirling Strike Trick

Favored Attributes: Dexterity, Charisma, Wisdom

Class Skills: Acrobatics, Athletics, Bluff, Impress, Intimidate, Notice, Resolve, Sense Motive

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CORE ABILITY

Bright Blade: You gain a trick:

Bright Blade (Melee Attack trick): While attacking with two or more 1-handed melee weapons, when you inflict damage you inflict an equal amount of flash damage. You may use this trick a number of times per combat equal to your Death Dancer class level.

CLASS ABILITIES

Misdirection: At level 1, you gain the Misdirection Basics feat and one bonus skill point every level that must be spent on Acrobatics.

At level 4, you gain the Misdirection Mastery feat.

At level 8, you gain the Misdirection Supremacy feat.

A Thousand Cuts: At level 2, you are considered to have an additional number of melee combat feats equal to your Charisma modifier, and you gain the *Fend* trick.

At level 7, you gain the *Back at You!* trick, and the number of times it may be used is instead based on the number of melee combat feats you possess.

At level 10, your *Whirling Strike* trick is no longer limited by the number of feats you possess or times per round it may be performed. Further, when armed with two or more 1-handed melee weapons, your attacks with those weapons gain the *bleed* and *excruciating* qualities, as well as *keen* equal to your starting action dice.

Graceful: At Levels 3 and 7 the Lower of your Dexterity or Charisma increases by 1.

Leaps & Bounds: At level 4, you gain the *Superior Jumper I* NPC ability and your maximum ranks in Acrobatics increases to your Career Level +5.

Blade Dance I: At Level 5, you gain a +1 morale bonus with skill checks against opponents who've suffered damage from your melee attacks in the current combat.

Blade Dance II: At Level 9, this bonus increases to +2.

Master's Touch I: At level 6, you may add 2 tricks to each attack. You may also apply unarmed tricks to melee attacks and vice-versa.

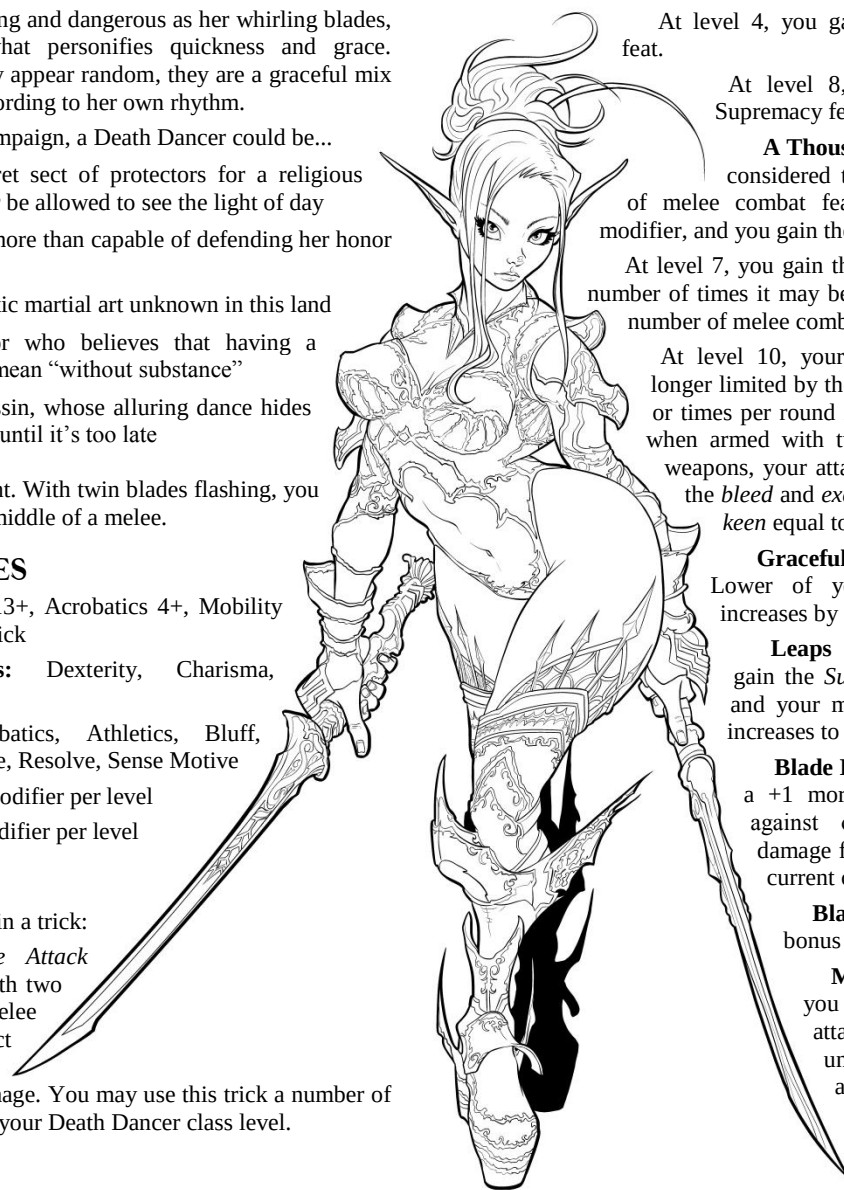
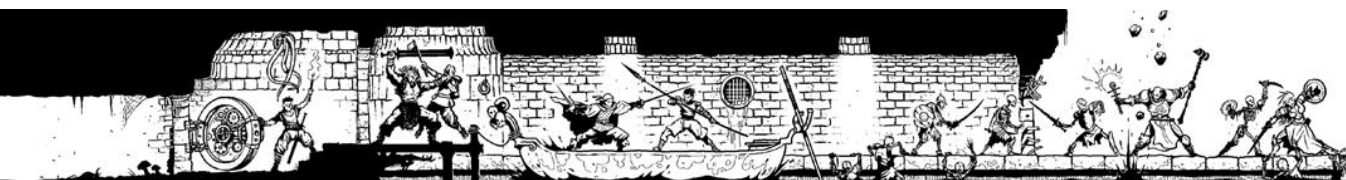


Table X.X: Death Dancer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+1	+2	+0	+1	+2	+0	+0	<i>Bright blade</i> , misdirection (basics)
2	+2	+2	+3	+0	+1	+3	+0	+1	A thousand cuts (fend)
3	+3	+2	+3	+1	+2	+4	+1	+1	Graceful
4	+4	+2	+4	+1	+2	+5	+1	+1	Leaps & bounds, misdirection (mastery)
5	+5	+3	+4	+1	+3	+5	+1	+1	Blade dance I
6	+6	+3	+5	+2	+4	+6	+2	+2	Master's touch I
7	+7	+4	+5	+2	+4	+7	+2	+2	A thousand cuts (back at you!), graceful
8	+8	+4	+6	+2	+5	+8	+2	+2	Improved reach, misdirection (supremacy)
9	+9	+4	+6	+3	+5	+9	+3	+2	Blade dance II
10	+10	+5	+7	+3	+6	+10	+3	+3	A thousand cuts (whirling strike)



DEATH DANCER (LTI)

(EXPERT CLASS)



Improved Reach: Your graceful movements also allow for long sweeping arcs, with rapid lunges, and reaching flips, increasing the effective range of your melee and unarmed attacks. At Level 8, your melee and unarmed Reach increases by 1.

Class design by Medwyn, with help from the Crafty forum-ites.
Art by Noel Rodriguez and stacyraven of deviantART.

NPC CLASS ABILITIES

The following new class abilities from the Death Dancer expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
A thousand cuts (Fend)	3
A thousand cuts (Back at You!)	3
A thousand cuts (Whirling Strike)	5

