

## The Wind Dancer

To the south of the barbaric lands of Stonebridge, beyond the Hunter's Ground and the sea that follows, we find strange warriors, members of the tribes from the Rain Islands, worshipers of the god of never ending winds, Aeri.

These barbarians renounce the uncontrollable savagery that some show on battles, dedicating themselves to certain ritual dances. These dances make them unstoppable foes on combat, foes that fight with incomparable agility and quickness, thrusting their axes and swords as fast as the blink of an eye.

The Wind Dancers, as they are known on their homelands, are often seen far away from their islands, not only for adventuring, but to protect the rights of their people and, certain times, to fight wars and conquer territories for their tribes. They usually clash with rotunians and barren orcs rival tribes from the South Wood. Experienced barbarians, fighters and rangers from the Rain Islands are normally devotees of Aeri and Wind Dancers. Some rogues and bards often learn the rituals hoping to develop their agility on battle even more, making them untouchable foes while dancing with the winds. Only rotunians, or on rare cases, members of other races raised by the rotunians, can get the Wind Dancer prestige class.

**Hit Die:** d10.

### Requirements:

To qualify to become a Dancer, a character must fulfill all the following criteria.

**Race:** Rotunian (human), see description above.

**Religion:** Aeri.

**Alignment:** Any nonlawful.

**Base Attack Bonus:** +6.

**Feats:** Dodge, Mobility, Lightning Reflexes.

**Knowledge (religion):** 2 ranks.

**Perform:** 3 ranks.

**Tumble:** 5 ranks.

**Other:** Rage class feature.

### Class Skills:

The Wind Dancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Intuit Direction (Wis), Knowledge (religion)(Int), Jump (Str), Listen (Wis), Perform (Cha), Ride (Dex), Swim (Str), Tumble (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in the *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features:

**Weapon and Armor Proficiency:** The Wind Dancer is proficient with all simple and martial weapons. However, he doesn't get any proficiency with armors nor shields.

**Windstride:** The speed of the Wind Dancer is legendary. Known by his unnatural dexterity, he is often seen moving by the battle fields with speeds that can be compared to certain wild animals. When he is not wearing armor, he can add 20 feet to his natural race speed, normally reaching a speed of 50 feet (this bonus does not stack with the barbarian Fast Movement class feature, it supersedes it).

**Inspire Barbarians:** Famous for his leadership and determination, the mere presence of him at a battle field usually inspire other barbarians. Any barbarian (with at least one barbarian class level) that fight on his side, and up to 10 feet from him, gain +1 morale bonus on attack rolls and saving throws against fear effects. Should two Wind Dancers fight side by side at a battle, they both gain this bonus, though they won't stack (the maximum morale bonus value is always +1).

**No Rage:** Despite favoring freedom, the god Aeri is against the uncontrollable savagery that some warriors throw themselves onto battle. Therefore, to become a Wind Dancer, one should renounce the use of this key barbarian ability, dedicating himself to the wind dances that he will learn soon. Should the Wind Dancer break this rule, he will lose all his class features (except inspire barbarians and weapon proficiencies) for a 24 hours period. Should he insist on loose discipline, he may lose the abilities forever, exchanging all his Wind Dancer class levels for levels of barbarian.

## THE WIND DANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Windstride, Inspire Barbarians, No Rage
2nd	+2	+0	+3	+0	Dance 1/day, Lesser Wind Dance
3rd	+3	+1	+3	+1	Intimidating Breeze
4th	+4	+1	+4	+1	Dance 2/day, Wind Sense
5th	+5	+1	+4	+1	Everflowing Wind Dance
6th	+6	+2	+5	+2	Dance 3/day, Healing Breath
7th	+7	+2	+5	+2	Ravaging Wind Dance
8th	+8	+2	+6	+2	Dance 4/day
9th	+9	+3	+6	+3	True Wind Dance
10th	+10	+3	+7	+3	Dance 5/day, Master of Wind Dance

**Wind Dance:** Instead of enraging himself onto battles, the Wind Dancer learn to transform combat into a devotional ritual... Beginning at level 2, he can use his greatest ability, the wind dance, once per day (and one more time per day for each two subsequent levels). Differing from the barbarian rage, he will have to choose which dance he will make each time he announce that he will be dancing with the winds. He will learn from one to four such rituals during his life: Lesser Wind Dance (at level 2), Everflowing Wind Dance (level 5), Ravaging Wind Dance (level 7) and True Wind Dance (level 9).

Each dance will be better described bellow. The Wind Dancer will be able to maintain his dance for a number of rounds equal to his Constitution modifier plus his Wind Dancer class levels. During the ritual, he will not be subject to the restrictions on using skills or abilities that require concentration, as we see on normal rage, because the ritual of wind dance is a more refined and spiritual form of combat. At the end of each dance, however, he will be fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the rest of the encounter.

The Wind Dancer cannot be wearing armors or shields during his wind dances. If he is grappled or otherwise impeded to dance for 3 consecutive rounds, the dance automatically ends.

**Lesser Wind Dance:** The first dance learned by the warrior of Aeri transform himself into a formidable melee opponent. With extreme agility, they move and hurt their foes, often singing strange songs that praise the winds.



He gains +4 to Dexterity, +2 to Constitution, +2 morale bonus on Reflex saves, the Evasion class feature of rogues (see page 48 of *Core Rulebook I*), and a -2 penalty on damage rolls. Remember that he will be fatigued after the dance ends.

**Intimidating Breeze:** Invoking the power of Aeri, a Wind Dancer can instill *fear* in other as a free action once per day. He must make some dramatic action, or chant his war songs, during the round in which he uses this extraordinary ability. Those within up to 5 feet per level of the Wind Dancer are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + the Dancer's levels + the Dancer's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Wind Dancer may use this one additional time per day for every three levels above 3rd.

**Wind Sense:** With his growing intimacy with the secrets of the winds, the Dancer now can better perceive the surroundings while the breezes blows at your face. He gains +4 to Listen and Spot checks while outdoors or passing by winded corridors and rooms.

**Everflowing Wind Dance:** With this dance, the Dancer becomes totally immune to any magical effects that impedes movement, as if he were under the effects of a *freedom of movement* spell (see page 207 of *Core Rulebook I*), though he cannot enjoy the benefits while underwater. He also gains +4 to any opposed grapple checks, and a -2 penalty on damage rolls. Remember that he will be fatigued after the dance ends.

**Healing Breath:** Once per day, the Wind Dancer may enter a meditative stance to heal his wounds. The whole process takes about 10 minutes, at which the Dancer breath very slowly, and expels nauseating air (it's not harmful, though). At the final minute, he must succeed on a Concentration check (DC 15) to heal a number of hit points equal to his Charisma modifier times his Dancer levels. Should he fail on the check, he will only be able to try again on the next day.

**Ravaging Wind Dance:** Clamoring for the fury of the storms, the Dancer battles with more ferocity than ever, chanting songs unknown to other cultures. During this dance, he can make Whirlwind attacks even if he doesn't have the proper feat. He also gains +2 bonus to attack rolls, but still suffers -2 penalty to his damage rolls. Also, remember that he will be fatigued after the dance ends.

**True Wind Dance:** Reaching higher levels, the Dancer learns this formidable dance, which turns himself even more agile and dangerous on the battlefield. He gains +6 to Dexterity, +4 to Constitution, +3 on Reflex saves, the Improved Evasion class feature of rogues (see page 48 of *Core Rulebook I*), and a -2 penalty on damage rolls. Remember that he will still be fatigued after the dance ends.

**Master of Wind Dance:** A Master of Wind Dance can change from one dance to another without having to finish the first, and expend one more use for the day. He can choose any other dance while at the duration of the first dance, but should the duration expires, he will be fatigued and unable to dance as normal. To change from one dance to another, he must simply expend a round refocusing (see page 134 of *Core Rulebook I*), and on the following round he will be able to choose which of his dances he will use, while instill gaining the benefits of the refocus action. The round(s) spent on refocus counts toward the total duration of the dance.

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