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# Wardancer

## Class Features

As a Wardancer, you gain the following class features.

### Hit Points

Hit Dice: 1d12 per Wardancer level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per Wardancer level after 1st

### Proficiencies

**Armor:** Light armor, Medium armor and shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Charisma, Dexterity

**Skills:** Choose two from Performance, Athletics, Intimidation, Perception, Acrobatics

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A rapier or (b) any martial melee weapon
- (a) two short swords or (b) any simple weapon
- An explorer's pack and four daggers

## The Wardancer

Level	Proficiency Bonus	Features	Dances	Dance Hit
1st	+2	Dance, Unarmored Defense	2	+2
2nd	+2	All-Out Attack, Graceful Action	2	+2
3rd	+2	Choreography	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Choreography Feature	3	+2
7th	+3	Evasion	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Deep Slice	4	+3
10th	+4	Choreography Feature	4	+3
11th	+4	Trance	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Deep Slice (2dice)	5	+3
14th	+5	Choreography Feature	5	+3
15th	+5	Furious Dance	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Deep Slice (3dice)	6	+4
18th	+6	Whirling Death	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Sublime Grace	unlimited	+4

## Dance

In battle, you fight with intricate maneuvers and grace. On your turn, you can enter a dance as a bonus action. While dancing, you gain the following benefits if you aren't wearing heavy armor:

- *You have advantage on Dexterity checks and Dexterity saving throws.*
- *When you make a melee weapon attack using Dexterity, you gain a bonus to the attack roll that increases as you gain levels as a Wardancer, as shown in the Dance Hit column of the Wardancer table.*



- You gain temporary hit points equal to your Charisma modifier + your Wardancer level (minimum of 1)

If you are able to cast spells, you can't cast them or concentrate on them while dancing.

Your dance lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your dance on your turn as a bonus action.

Once you have danced the number of times shown for your Wardancer level in the Dances column of the Wardancer table, you must finish a long rest before you can dance again.

### Protective Tattoos

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

### All-Out Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with your blades whirling. When you make your first attack on your turn, you can decide to do an All-Out Attack. Doing so gives you advantage on melee weapon attack rolls during this turn, but attack rolls against you have advantage until your next turn.

### Graceful Action

At 2nd level, you can take the Disengage or Dash action as a bonus action on your turn.

### Choreography

At 3rd level, you choose a choreography that shapes the nature of your dance. Choose the Choreography of death or the Choreography of Tribal Dance, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

### Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

### Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### Deep Slice

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level and three additional dice at 17th level.

### Trance

Starting at 11th level, your dance can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're dancing and don't die outright, you can make a DC 10 Charisma saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

### Furious Dance

Beginning at 15th level, your dance is so fierce that it ends early only if you fall unconscious or if you choose to end it.

### Whirlwind Attack

When you reach 18th level. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.



### Sublime Grace

At 20th level, you embody the beauty of the dancing art. Your Charisma and Dexterity scores increase by 4. Your maximum for those scores is now 24.

### Choreography of Death

For some Wardancers, Dance is a means to an end— that end being violence. The Choreography of Death is a path of untrammelled fury, slick with blood. As you enter the Dance, you thrill in the chaos of battle, heedless of your own health or well-being.

### Frenzied Dance

Starting when you choose this path at 3rd level, you can go into a frenzy when you Dance. If you do so, for the duration of your Dance your attacks cause an extra d6 damage of the weapons type. When your Dance ends, you must make a DC 10 + (1 for every round in frenzy) Constitution save and failure means you suffer one level of exhaustion (as described in appendix A).

### Mindless Dance

Beginning at 6th level, you can't be charmed or frightened while dancing. If you are charmed or frightened when you enter your dance, the effect is suspended for the duration of the dance.

### Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

### Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you

can use your reaction to make a melee weapon attack against that creature.