VOID DANCER PRESTIGE CLASS:

The Void Dancers are an elite group of Martial Artists, capable of incredible feats of unarmed combat in low or zero gravity environments. They train their minds and bodies, improving their focus and concentration and grace to near supernatural levels. The Void Dancers are also capable of using magic to a limited degree, the magic dealing with helping them in such gravity reduced environments.

Within the Dragon Empire, Void Dancer are something of a legend, their abilities and skills have gained them great renown, and the art of Void Dancing is not taught to many, the Void Dancers themselves being somewhat reclusive and scarce as well as very selective about those they will teach it too. All Void Dancers endeavour to pass on their art to an apprentice at least once in their careers.

Hit Die: d8

Requirements

To qualify to become a Void Dancer, a character must fulfill all of the following criteria:

- **Feats:** Improved Unarmed attack, Dodge, Zero G Tolerence,
- **Skills:** Free Fall 10 ranks, Tumble 6 ranks, Jump 6 ranks, Concentration 5 ranks
- **Special:** Dex 13+, Int 13+, May NEVER wear armor greater than light.
- **Spells:** Must be able to cast 1st level Arcane spells or greater

Class Skills

The Void Dancer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Escape Artist (Dex), Freefall (Dex), Jump (Str), Knowledge – Arcana (Int), Spellcraft (Int), Tumble (Dex) and Use Device (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Void Dancer prestige class:

- **Weapon and Armor Proficiency:** A Void Dancer is proficient with all simple high tech weapons and light armor.
- **Void Defence(Ex):** At 1st level Void Dancers gain the ability to add their Intelligence modifier to their AC, so long as they wear nor armor greater than light, or are wearing a Vac suit. They are masters of their environment and can move with fluid grace, even in low or zero gravity (freefall checks allowing).
- **Oneness(Su):** A Void Dancer of 1st level gains the Evasion ability through the ability to become one with themselves expanding their awareness in a form of sixth sense or heightened intuition. Providing the Void Dancer can succeed on the relevant Freefall check before their save, this evasion also applies when the Void Dancer is in low or zero gravity environments. At 5th level the Void Dancers awareness increases giving them True oneness, which grants them Improved Evasion.
- **Embracing the Void(Su):** A 2nd level Void Dancer can Embrace the void, giving them total focus on what they are doing, and the events unfolding around them as such they are less prone to distractions giving them a +5 competence bonus on all concentration checks for the purposes of spell casting.
- **Void Strike(Ex):** A Void Dancer of 2nd level can use their focus to apply additional force behind their unarmed strikes of an amount equal to their Intelligence modifier. A void Dancer of 7th level can apply this extra damage to any melee weapon attack also.

- **Bonus FEAT's:** The Void Dancers at 3rd, 6th, and 9th are entitled to choose a bonus FEAT, they may only choose from the following list of feats that go to make up the "Way of the Void" Martial Arts Style: *Improved Initiative, Improved Grapple, Expertise, Choke Hold, Dodge, combat Reflexes, Eyes in the Back of Head, Power Attack, Fists of Iron,* and *Close Quarters Fighting.*
- **Emptiness(Ex):** The Void Dancer upon attaining 4th level teach themselves to empty their minds of all distractions, and stray thoughts further building on their already impressive focus so that they remain always alert even subconsciously, this manifests itself in a +2 bonus to Initiative, and a +2 bonus to Reflex saves. A Void Dancer in any armor greater than light loses these bonuses.
- **Void Dancing(Su):** The Void Dancer at 8th level is the Master of his environment and adept at maximising his potential movements within it, as such they receive a +10 competence bonus to all Balance, Jump, Tumble and Freefall checks.
- **Spells:** Beginning at 1st level, a Void Dancer gains the ability to cast a small number of arcane spells. The Void Dancer's ability to cast these spells works exactly like a Wizards's ability to cast spells (they are Intelligence-based and need to be prepared).

A Void Dancer, must pick their spells from the following list:-
1st level – *Animate Rope, Mage Armor, Jump, Magic Weapon, Shield, Spider Climb, True Strike,*
2nd level – *Bull Strength, Cats Grace, Web, Shatter, Spectral Hand, Levitate.*
3rd level – *Blink, Displacement, Fly, Haste, Hold Person, Keen Edge.*
4th level – *Locate Creature, Dimension Door, Sending, Telekinesis, Teleport*

"Way of the Void" Mastery - Martial Arts Style
The Way of the Void Martial arts style is one developed by the Void Dancers, and is one promoting holds, and grapples, quick reflexes and lightning fast strikes.
Prerequisites: *Improved Unarmed Strike, Improved Initiative, Improved Grapple, Expertise, Choke Hold, Dodge, Combat Reflexes, Eyes in the back of head, Power Attack, Fists of Iron, Close quarters fighting; Jump 4 ranks, Freefall 4 ranks.*
Benefit: Anyone who masters the style by obtaining all the necessary feats, gains the following benefits, first they can once per day re-roll any failed Freefall, Jump or Tumble roll. And in addition they receive a +2 competence bonus to Attack rolls when in Zero Gravity.

The Void Dancer

Level	Attack	Fort	Ref	Will	Special	1st	2nd	3rd	4th
1st	+1	+0	+2	+2	Void Defence	1	--	--	--
					Oneness				
2nd	+2	+0	+3	+3	Embrace the Void	2	0	--	--
					Void Strike				
3rd	+3	+1	+3	+3	Bonus FEAT	2	1	--	--
4th	+4	+1	+4	+4	Emptiness	3	2	0	--
5th	+5	+1	+4	+4	True Oneness	3	2	1	--
6th	+6	+2	+5	+5	Bonus FEAT	3	3	2	0
7th	+7	+2	+5	+5	--	4	3	2	1
8th	+8	+2	+6	+6	Void Dancing	4	3	3	2
9th	+9	+3	+6	+6	Bonus FEAT	4	4	3	2
10th	+10	+3	+7	+7	--	4	4	3	3