

## **CASTLES & CRUSADES: BLADE DANCER CLASS**

The Blade Dancer is both a warrior and artisan, utilizing speed, agility, grace, and precision to weave in and around enemy attacks rather than armor or spells. Members of this profession become masters in the use of two weapons, incorporating the flowing movement of war into their dance. The result is an opponent that many underestimate and someone who deals death with the skill and finesse of a master craftsman. But while the Blade Dancer may be nearly unparalleled with a blade, they are nearly lost in the use of most other weapons.

### **abilities**

**Dual Wield: 1<sup>st</sup> Level** - The Blade Dancer is practiced with the use of fighting with a weapon in each hand. The weapons used may not be larger than EV1, nor may they be of different type from each other. Due to the level of practice, the penalties from the use of two weapons is reduced to -2 primary and -4 secondary. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook.

**Dance the Edge: 1<sup>st</sup> Level** - The Blade Dancer only rarely wears armor, and then only light armors. The Blade Dancer actually dances, flows, bends, and spins through and around enemies avoiding their attacks with an eerie grace and beauty. This ability grants the Blade Dancer an armor class bonus of +2 only while unarmored. This bonus increases by plus one (+1) at 4<sup>th</sup>, 8<sup>th</sup>, and 12<sup>th</sup> level culminating in a +5 bonus. This bonus is lost in its entirety should any sort of armor be worn. Rings, bracers, necklaces, and such items with protective enchantments function normally and stack with the unarmored bonus.

**Dual Wield (Expert): 4<sup>th</sup> Level** - The Blade Dancer has become more skilled and practiced than most in the use of two blades at the same time. The penalties of from the use of two weapons is reduced to -1 primary and -2 secondary. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook. The Blade Dancer is also able to use weapons up to EV 2 in size, though the weapons used in each hand must still be of the same type.

**Performing Endurance: 5<sup>th</sup> Level** - The intense physical nature of the dance and frequent practice by the Blade Dancer have improved their conditioning and stamina. The result of this is that the Blade Dancer gains a +1 to their CON attribute.

**Dual Wield (Master): 8<sup>th</sup> Level** - The Blade Dancer has increased their skill even further, literally making their weapons almost an extension of themselves. They no longer suffer penalties for the use of two weapons and may use any single-handed weapon no larger than EV 3. In all other respects, the same restrictions and modifiers apply as stated on page 119 of the Players Handbook.

**Storm Dance: 12<sup>th</sup> Level** - The Blade Dancer may choose to change their dance from one of defense to one of attack, though they must be unarmored to do this. The Blade Dancer is able to make a single attack against up to six different enemies that are no farther than 10-feet away from them in any direction though they lose the armor class bonus for their Dance the Edge as well as their DEX modifier. Bonuses to armor class from magical items and enchantments are still applied.

**Prime Attribute: Dexterity**

**Alignment: Any**

**Hit Dice: d8**

**Weapons: Cleaver, Club, Dagger, Dirk, Spiked Gauntlet, Light Hammer, Hatchet, Hook Sword, Katar, Knife, Light Mace, Morning Star, Light Pick, Poniard, Sap, Sickle, Broad Sword, Falchion, Falcata, Long Sword, Rapier, Scimitar, Short Sword**

**Armor: Padded Armor, Leather Coat, Leather Armor, Ring Mail, Studded Leather, Laminar**

**Leather**

**Abilities:** Dance the Edge, Dual Wield, Dual Wield (Expert), Performing Endurance, Dual Wield (Master), Storm Dance

LEVEL	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	2001
3	d8	+2	4001
4	d8	+3	8201
5	d8	+4	18001
6	d8	+5	36001
7	d8	+6	72001
8	d8	+7	150001
9	d8	+8	300001
10	d8	+9	450001
11	+4 HP	+10	600001
12	+4 HP	+11	900001
13+			+200000 per level