

Elven Battledancer

Lightly armored yet armed to the teeth elven battledancers are elite warriors dedicated to perfecting the elven art of swordcraft. Armed with slender elven longswords they are as beautiful as they are deadly in battle. Among elves of all sub-races battledancers often act as the personal bodyguards and agents for elven royalty.

Adventures:

Elven battledancers adventure to gain experience in battling different types of foes, and to test their courage and skill in battle. They also adventure out of natural wanderlust and curiosity common to many young elves.

Alignment:

Elven battledancers can be of any alignment.

Races:

Elven battledancers can be found among all elven sub-races.

Religion:

Elven battledancers must be worshipers of either the Seldarine or members of the Drow Pantheon. Elves regardless of sub-race would never willingly train any non-elf or any worshipers of opposing or non-elven powers (gods).

Background:

Elven battledancers learn their skills as apprentices to older more experienced battledancers. Candidates begin their apprenticeship at early ages normally around their 50th birthday (35th for drow, dark and twilight elves). For the next 40 to 50 years they train every day to master the art of battledancing until they are ready to prove themselves in battle.

Classes:

Elven battledancers are trained to act in concert with other warriors, wizards, and clerics. They tend to view rogues with suspicion and disdain.

Abilities:

Dexterity is vital to elven battledancers because they rely upon their natural agility and speed rather than brute force. Since many of their skills are based upon Charisma that ability is also very important.

Hit Die: d10

Skill points at first level: (6+Int modifier) x 4

Skill points per level: 6+Int modifier

Class Features:

Armor and weapon proficiencies: Elven battledancers are proficient with light armor as well as all-simple and martial weapons. Drow, dark and twilight elven battledancers are also proficient with the hand crossbow, blade boots, and kukri.

Uncanny Dodge: Starting at 2nd level, elven battledancers gain the extraordinary ability to react to danger before their senses would normally allow them to do so. At 2nd level and above they retain their Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible foe. (They still lose their Dexterity bonus if immobilized.)

At 5th level, elven battledancers can no longer be flanked; they can react to opponents on opposite sides of them as easily as they can react to a single attacker. This defense denies a rogue the ability to use a flank attack to sneak attack the elven battledancer. The exception to this is that a rogue at least four levels higher than the elven battledancer can flank him (and thus sneak attack him).

At 8th level, elven battledancers gain an intuitive sense that alerts them to danger from traps, giving them +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 11th level, these bonuses rise to +2. At 14th level, they rise to +3, at 17th level they rise to +4, and +5 at 20th level.

Elven swordcraft: As elven swordcraft is fluid and dance-like based upon speed and agility, Elven battledancers apply their Dexterity modifier (if any) to all attack and damage rolls when using a longsword. Furthermore elven battledancers wield longswords as slashing and piercing weapons rather than only slashing weapons. This class feature replaces the feat Weapon Finesse.

Sword bonus: Elven battledancers receive a +1 bonus to all attack and damage rolls with longswords. As they rise in level this bonus increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level.

Blind-fighting: At 1st level elven battledancers gain the feat Blind-fighting as a class feature.

Bonus feats: Elven battledancers gain bonus feats at the same rate as normal fighters.

Battledancing: Elven battledancers are trained in the ancient art of Battledancing, giving them the ability to fight with two-weapons (such as two longswords) without penalty to attack or damage rolls. Furthermore when battledancing an elven battledancer gains a bonus to their initiative and armor class equal to half their level plus one (for example a 5th level elven battledancer has +3 bonus to initiative and armor class). This bonus can't be increased through the Twin Sword Style feat.

Evasion: At 3rd level, an elven battledancer gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half

damage (such as a fireball spell), the elven battledancer takes no damage with a successful saving throw.

Improved two-weapon fighting: At 9th level elven battledancers gain the feat Improved two-weapon fighting as a class feature.

Improved Evasion: At 13th level elven battledancers gain improved evasion. This ability works like evasion, except that while the elven battledancer still takes no damage on a successful Reflex save against spells such as fireball or a breath weapon, the elven battledancer now takes only half damage on a failed save (the elven battledancers reflexes allow him to get out of harms way with incredible speed).

Class Skills:

Skill	Ability	Skill	Ability	Skill	Ability
Balance	Dex.	Climb	Str.	Craft	Int.
Diplomacy	Cha.	Search	Int.	Jump	Str.
Intuit danger	Wis.	Swim	Str.	Tumble	Dex.
Listen	Wis.	Perform**	Cha.	Profession	Wis.
Spot	Wis.	Hide*	Dex.	Move silently*	Dex.

*These skills are class skills for drow, dark and twilight elven battledancers only.

**Perform is a required skill for all elven battledancers.

Level	Base attack bonus	Fort. save	Reflex save	Will save	Special
1	+1	+2	+2	+1	Sword bonus +1, Elven swordcraft, Battledancing, Blind-fighting, Bonus feat
2	+2	+3	+3	+1	Uncanny dodge (Dex. Bonus to AC), Bonus feat
3	+3	+3	+3	+2	Evasion
4	+4	+4	+4	+2	Bonus feat
5	+5	+4	+4	+3	Sword bonus +2, Uncanny dodge (can't be flanked)
6	+6/+1	+5	+5	+3	Bonus feat
7	+7/+2	+5	+5	+4	
8	+8/+3	+6	+6	+4	Uncanny dodge (+1 against traps), Bonus feat
9	+9/+4	+6	+6	+5	Improved two-weapon fighting
10	+10/+5	+7	+7	+5	Sword bonus +3, Bonus feat
11	+11/+6/+1	+7	+7	+6	Uncanny dodge (+2 against traps)
12	+12/+7/+2	+8	+8	+6	Bonus feat
13	+13/+8/+3	+8	+8	+7	Improved Evasion
14	+14/+9/+4	+9	+9	+7	Uncanny dodge (+3 against traps), Bonus feat
15	+15/+10/+5	+9	+9	+8	Sword bonus +4
16	+16/+11/+6/+1	+10	+10	+8	Bonus feat
17	+17/+12/+7/+2	+10	+10	+9	Uncanny dodge (+4 against traps)
18	+18/+13/+8/+3	+11	+11	+9	Bonus feat

19	+19/+14/+9/+4	+11	+11	+10	
20	+20/+15/+10/+5	+12	+12	+10	Sword bonus +5, Uncanny dodge (+5 against traps), Bonus feat