

Path of the Dervish

Many warriors are satisfied to whack at the nearest enemy with the largest axe they can carry. Those with a little bit more finesse often adopt this fighting style, blending graceful and seemingly effortless movements with quick and lethal strikes. Landing a hit on a war dancer is a daunting challenge, as their movements flow so swiftly that even seasoned warriors will find themselves swinging at thin air.

Your Key Offensive Modifier changes to Dexterity, unless your Key Defensive Modifier already is Dexterity. All bonuses from this track are fury bonuses, which do not stack with other tracks' fury bonuses. A creature benefiting from a fury bonus may not benefit from sources of [Precision] damage.

1st Circle – War Dance^{EX}: You can whip yourself into a war dance, a state in which you gain heightened morale and maneuverability. As a swift action, if you are not [Fatigued], [Exhausted], or in a war dance, you can enter a war dance. While in this war dance you gain a +1 bonus to attack and damage rolls per circle you possess from this track (to a maximum of +7 with 7 circles), and a +1 bonus to Reflex and Will saves. You can maintain a war dance for a maximum number of [Rounds] equal to 3 + your Constitution modifier (if positive) at a time, and can always prematurely end your war dance as a free action.

When your war dance ends, you are [Fatigued] for as many [Rounds] as you have spent in a war dance (minimum 1).

2nd Circle – Frenzied Strikes^{EX}: Your frantic movements become more focused and lethal. While in a war dance, you gain a [Bonus attack] whenever you take an attack action and you gain a 10 ft bonus to your movement speed, which increases to 20 ft at 4th circle and 30 ft at 6th circle.

3rd Circle – Razor Wind^{EX}: Your whirling attacks amaze friend and foe alike, leaving vicious wounds at blinding speed. The first successful attack you make against each opponent each [Round] causes that opponent to bleed profusely, inflicting the [Bleeding] condition.

4th Circle – Greater War Dance^{EX}: Your war dance increases in potency. Your bonuses to Reflex and Will saves increase to +2. You also become adept at avoiding the sharp pointy bits of metal other people want to stick in you. While in a war dance, you gain 10% [Miss chance].

Additionally, select one of the following abilities (this choice is permanent):

Cloaked Dance: While in a war dance, you can use the Surprising an Opponent function of Acrobatics as part of a move action without halving your movement speed. Additionally, whenever you deal damage to a [Flat-footed] opponent, you deal additional damage equal to your KOM.

Tendon Sever: While in a war dance, your successful melee attacks against [Flat-footed] opponents inflict the [Entangled] condition for 1 [Round].

5th Circle – Unstoppable War Dance^{EX}: While in a war dance, you gain [Immunity] to [Binding] effects.

6th Circle – Whirling War Dance^{EX}: Your war dance has reached the point where you are little more than a terrifying tempest of blades. Your bonuses to Reflex and Will saves increase to +4.

Additionally, the [Miss chance] you gain while in a war dance improved to 20%.

7th Circle – Dance of Endless Blades^{EX}: Your war dance is a primal thing of terrible wrath and frightening beauty. Your successful attacks against [Bleeding] opponents inflict the [Battered] condition for the duration of the [Encounter].

Additionally, while in a war dance, as a move action and a standard action, you move up to twice your movement speed without provoking attacks of opportunity. You may take an attack action during this movement, and may divide all of the attacks you are entitled to among any targets who were within [Melee] range at any point during your movement.

Finally, you may enter your war dance as a free action.