

RACIAL TRAITS

Race Talent: Deep Study

Race Attribute: Acute Hearing

Race Attribute: Wonder

CARRYING CAPACITY

CURRENT WEIGHT

LIGHT ENCUMBRANCE

MODERATE ENCUMBRANCE

HEAVY ENCUMBRANCE

MAXIMUM WEIGHT

INVENTORY

WEIGHT

Bell

Cute Tiny Hat

Rope: 10ft

Flask

Small Crystal

AMMUNITION

CURRENCY

SOL

1

LUNE

36

SPELLS & ABILITIES

NAME & RANK

Savvy Manipulator
Type: Attribute

The Dancer gains a +1 bonus to Acuity rolls when casting Spells which inflict Emotional States and gains a +2 bonus to Subterfuge checks. At Level 11, the bonus to Acuity increases by an additional +1.

NAME & RANK

Evocative
Type: Attribute

The Dancer gains a +1 bonus to all Subterfuge, Etiquette, and Judge Character checks.

NAME & RANK

Chaos Strike
Type: Active

Target a single subject up to 50 ft away and deals 4 + half the Dancer's Level as Chaos damage. This Spell ignores all MR and Chaos Resistance on Constructs and any subject primarily composed of Order Energy. MP:0

NAME & RANK

False Face
Type: Active
Save: MAG

one subject within 30 ft and lasts for 1 hour. For the duration of the Spell, the affected subject gains an appearance of the Dancer's choice. MP: 2 (Check Class Intro document for full description)

NAME & RANK

Strike Dance
Type: Active

This Dance affects all subjects within 40 ft and lasts up to 5 rounds. Any time an affected subject makes a successful attack, that attack deals High damage, regardless of the resulting Hit Value. MP:2

NAME & RANK

Finish: Dazzling Display
Type: Active
Save: CON

This Finish affects all subjects within 50 ft who are facing the Dancer. Subjects who fail their save are BLINDED for 2 rounds. MP:2

NAME & RANK

Assert Self
Type: Active
Save: MAG

This Spell affects a single subject within 30 ft. That subject gains the CONFIDENCE Emotional State for 10 minutes. Once during that duration, if the subject would Blunder at a Talent check, the subject may re-roll it instead. MP:2

NAME & RANK

Joviality
Type: Active
Save: MAG

This Spell affects a single subject within 40 ft. On a failed save, that subject gains the JOY Emotional State for 10 minutes. Once during that duration, the subject may ignore Disadvantage on a roll. MP:3

NAME & RANK

Blustering Display
Type: Active
Save: MAG

This Spell affects one subject within 60 ft of the Dancer. That subject must save against MAG or gain the ANGER Emotional State for 10 minutes. The Dancer may choose to increase the intensity of the ANGER, which doubles the subject's Precision penalty for 5 rounds. MP:4

NAME & RANK

Finish: Unharmonious Ending
Type: Active
Save: MAG

This Finish affects all subjects within 30 ft. Those who fail their save take Chaos damage equal to the Dancer's Level +8 and gain +2 Blunder Range on all rolls for the next 2 rounds. MP:5

NAME & RANK

Fragility Dance
Type: Active
Save: MAG

This Dance affects all subjects within a 40 ft radius and lasts up to 5 rounds. Subjects who fail their save have both their DR and MR reduced by a value equal to half the Dancer's SPR, rounded up. MP:2

NAME & RANK

Trickster's Ways
Type: Active
Save: MAG

This Spell affects a single individual adjacent to the Dancer. That subject may take the better of two rolls on all Subterfuge checks for a number of minutes equal to the Dancer's Level. MP:4

NAME & RANK

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