

GALEBLADE DERVISH

GALEBLADE DERVISH DEDICATION

FEAT 2
ARCHETYPE **DEDICATION**
Archetype Galeblade dervish

Prerequisites trained in scimitars and falchions

If you have expert or better proficiency in simple weapons, your proficiency in scimitars and falchions advances to match your proficiency in simple weapons.

When you wield a scimitar it gains the agile and jousting d6 trait.

When you wield a falchion it gains the jousting d8 trait.

You become trained in Performance. If you were already trained in Performance you become trained in another skill of your choice.

While you wield a scimitar or a falchion, you gain your weapon's item bonus to your performance checks to dance.

Special You cannot select another dedication feat until you have gained two other feats from the Galeblade dervish archetype.

SIROCCO DANCE ➡

FEAT 4
ARCHETYPE **STANCE**
Archetype Galeblade dervish

Requirement You are wielding a scimitar, you are not mounted.

You begin a dizzying dance, swinging your blade as you rush and turn on the field of battle.

Before or after any attack you make, you can step but you can only strike with scimitars.

If you have attacked once this turn you can step 10 feet whenever you would step 5 feet. If you have attacked twice or more this turn you can step 15 feet.

If you spend an entire turn without moving at least 20 feet, the stance ends immediately.

HURRICANE DANCE ➡

FEAT 4
ARCHETYPE **STANCE**
Archetype Galeblade dervish

Requirement You are wielding a falchion, you are not mounted.

You begin a brutal dance, arcing your large blade with increasing momentum.

You can only strike with a falchion but your falchion gains the deadly d10 trait.

If your multiple attack penalty is at least 5, your falchion gains the deadly d12 trait instead.

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Your multiple attack penalty doesn't reset at the end of your turn, instead it decreases by one step at the end of your turn and whenever you spend an action without making a strike.

If you spend an entire turn without making at least one strike, the stance ends immediately.

RAZOR'S KISS

FEAT 6

ARCHETYPE

Archetype Galeblade dervish

Requirement you are in Sirocco stance

Spraying blood in the wind obscures your movements.

When you are in Sirocco stance and one of your strikes is a critical hit, the target takes 1d6 persistent bleed damage per damage dice of your weapon.

When you are bleeding or adjacent to a bleeding enemy, you can use one action to scatter blood in the air and gain concealment until the start of your next turn. If you inflicted bleed as part of your last action being a critical strike, you can gain concealment as a free action instead.

FLYING CRESENT ➡

FEAT 6

ARCHETYPE

ATTACK

FLOURISH

Archetype Galeblade dervish

Requirement you are in Hurricane stance

Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump.

When attempting a High Jump or Long Jump during Flying crescent, subtract double the value of your current multiple attack penalty from the Athletics DC

If the strike hits, it deals bonus damage equal to your multiple attack penalty.

DANCING MOVEMENT ➡

FEAT 6

ARCHETYPE

MOVE

Archetype Galeblade dervish

Make a Performance check to dance with a standard DC for your level.

Critical Success As success but you ignore difficult terrain.

Success You can make two move actions as part of your dance: mount, dismount, leap or stride, ignoring difficult terrain if applicable. You have to pick two different actions.

This movement can only trigger enemy reactions from enemies that have a perception DC higher than your check's result.

Failure You can make one move action as part of your dance: mount, dismount, leap or stride.

Critical Failure You can step as part of your dance.

WHIRLING ASSAULT

FEAT 8

ARCHETYPE ATTACK FLOURISH

Archetype Galeblade dervish

Requirement you are in Sirocco stance, you are in reach of two or more enemies

Make a Performance check to dance against the perception DC of all enemies in your reach.

Then you can make one strike against all enemies that your attempt was successful against, you choose the order of the strikes and multiple attack penalty increases normally.

GUILLOTINE CRASH

FEAT 8

ARCHETYPE ATTACK FLOURISH

Archetype Galeblade dervish

Requirement you are in Hurricane stance

Trigger you miss a strike

Even when reading your consecutive strikes, your foes cannot resist your onslaught.

Your strike deals damage equal to your multiple attack penalty to its target even though you missed.

If you are on the ground, your blade violently drives itself into it and you can make a free trip or shove attempt without applying multiple attack penalty.

Whether or not you make a trip or shove attempt, you then exit Hurricane stance and cannot attack until the end of your turn.

CALL THE WINDS

FEAT 10

ARCHETYPE AIR

Archetype Galeblade dervish

Requirement Environment open to the wind

You can spend at least one minute dancing to commune with the winds. Your dance is your means of communication so you don't need to know **Sussuran**. You can communicate simple intentions and demands, you hear and understand responses inside your head.

You can ask the winds to rouse or calm, altering the weather. The winds will usually be helpful towards you, clearing fog or causing a short **sandstorm** to help you create an ambush without demanding anything in return. Asking for a **tornado** or worse will usually not be granted but the winds may accept in return for offerings of incense or sacrifices (at the GM's discretion).

As an added benefit, curious lesser wind spirits circle you whenever you dance. As long as you spend at least one action dancing each turn, you are unaffected by any airborne hazard like poison clouds unless they saturate all ambient air.

You lose all benefits from this feat if you gravely offend the winds.
If this happens you need to conduct an **atone** ritual to be forgiven.