

Tanzkrieger

A #RETROVERSE-INSPIRED PRIMAL PATH

"The tanzkrieger doesn't dance to the beat. The beat dances to the tanzkrieger!"

THE TANZKRIEGER (DANCE WARRIOR) IS A SHIRTLESS, DANCING, BRAWLING MACHINE. FOES DREAD THE SOUNDS OF ELECTRONIC MUSIC AND FEAR THE RHYTHMIC MARCH OF THE TANZKRIEGER. THIS PATH IS DESIGNED TO ENCOURAGE UNARMED, UNARMED COMBAT, USING DANCE TO CONTROL THE BATTLEFIELD AND TO INSPIRE ALLIES.

Relentless Beat

STARTING WHEN YOU CHOOSE THIS PATH AT 3RD LEVEL, YOU GAIN PROFICIENCY IN THE PERFORM SKILL. WHEN YOU ENTER A RAGE, YOU MAY ROLL A DC 20 CHARISMA (PERFORM) CHECK AS PART OF THE BONUS ACTION USED TO ENTER THE RAGE. IF YOU SUCCEED ON THE CHECK, YOU HAVE TWO OPTIONS:

- 1) YOU CAN CHOOSE TO HAVE THE DAMAGE BONUS DOUBLE, BUT ONLY IF YOU'RE USING AN UNARMED ATTACK USING STRENGTH.
- 2) YOU CAN APPLY THE RAGE BONUS TO YOUR ARMOR CLASS, AS LONG AS YOU ARE UNARMED.

IF YOUR RAGE WOULD END AS A RESULT OF NOT TAKING DAMAGE OR ATTACKING A HOSTILE CREATURE, YOU CAN MAKE A DC 20 CHARISMA (PERFORM) CHECK AS AN ACTION ON YOUR TURN TO DANCE. IF YOU SUCCEED ON THE ROLL, YOUR RAGE DOES NOT END.

IN ADDITION, YOU CAN USE YOUR CHARISMA (PERFORM) SKILL IN PLACE OF A CHARISMA (INTIMIDATION) CHECK TO INFLUENCE SOMEONE. YOU MUST BE ABLE TO DANCE IN ORDER TO USE THE PERFORM SKILL IN THIS WAY.

Fear the Beat

AT 6TH LEVEL, YOU GAIN THE ABILITY TO CAUSE FOES TO TREMBLE WITH YOUR POWERFUL, RHYTHMIC DANCE. ONCE PER SHORT REST, YOU CAN USE THE SPELL *VICIOUS MOCKERY* AS AN ACTION TO DEMORALIZE AN ENEMY, BUT INSTEAD OF INSULTS, YOU INTIMIDATE THEM WITH YOUR DANCE. UNLIKE MOST SPELLS, YOU CAN USE THIS ABILITY DURING A RAGE, AND IT COUNTS AS MAKING AN ATTACK FOR PURPOSES OF DETERMINING IF YOUR RAGE WOULD END THAT TURN. IF YOU MOVE ON THE SAME TURN THAT YOU USE THIS ABILITY, YOU ARE DANCING AS YOU MOVE, YOU MUST END YOUR TURN CLOSER TO YOUR ENEMY THAN WHEN YOU STARTED, AND YOU MUST BE ABLE TO SEE THE ENEMY AT BOTH THE BEGINNING AND END OF YOUR MOVE.

ALSO, FROM 6TH LEVEL AND ON, YOUR UNARMED ATTACKS DO 1D4 + STRENGTH MODIFIER DAMAGE.

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Magical Item Affinity

AT 10TH LEVEL, YOU HAVE AN AFFINITY FOR CERTAIN TYPES OF MAGICAL (OR OTHERWISE SUPERNATURAL) ITEMS. BENEFICIAL POTIONS THAT HAVE NUMERIC EFFECTS, SUCH AS POTIONS OF HEALING OR POTIONS OF HEROISM, HAVE THEIR EFFECTS ENHANCED. DETERMINE THE VALUE OF THE EFFECT (ROLLING IF NEEDED) AND MULTIPLY BY 1.5 TO DETERMINE THE ACTUAL VALUE OF THE EFFECT ON THE TANZKRIEGER. IF THE POTION HAS A DURATION (1 MINUTE, 1 HOUR, ETC.), MULTIPLY THE DURATION BY 1.5 TO DETERMINE THE TOTAL DURATION OF THE EFFECT. A 1 MINUTE POTION WOULD AFFECT YOU FOR A 1 AND A HALF MINUTES.

ADDITIONALLY, YOU DEVELOP AN AFFINITY FOR NECKLACES AND AMULETS. YOU CAN ATTUNE TO ANY SUCH ITEM (UP TO YOUR NORMAL MAXIMUM) INCLUDING THOSE THAT ARE CLASS-SPECIFIC, SUCH AS A NECKLACE OF PRAYER BEADS. WHEN ATTUNED TO A MAGICAL NECKLACE OR AMULET AND NOT WEARING ANY ARMOR, THE TANZKRIEGER RECEIVES A +2 BONUS TO THEIR ARMOR CLASS. THIS DOES NOT INTERFERE WITH THE UNARMORED DEFENSE FEATURE OF THE BARBARIAN CLASS.

Dance Party

AT 14TH LEVEL, THE TANZKRIEGER TAKES THEIR PLACE AS A TRUE LEADER AND MASTER OF DANCE. WHILE RAGING, YOU CAN USE A BONUS ACTION ON YOUR TURN TO GRANT A CREATURE OTHER THAN YOURSELF INSPIRATION. THE CREATURE MUST BE WITHIN 60 FEET OF YOU. THE CREATURE WHO IS INSPIRED GAINS ONE RHYTHM INSPIRATION DIE, WHICH IS A d8.

BEFORE THE END OF THE TANZKRIEGER'S RAGE, THE CREATURE CAN ROLL THE DIE AND ADD THE NUMBER ROLLED TO ONE ABILITY CHECK, ATTACK ROLL, OR SAVING THROW IT MAKES. THE INSPIRATION CAN ALSO BE USED FOR CHARISMA (PERFORM) CHECKS MADE TO DANCE OR PLAY SYNTHESIZED MUSIC. THE CREATURE CAN WAIT UNTIL AFTER IT ROLLS THE D20 BEFORE DECIDING TO USE THE RHYTHM INSPIRATION DIE, BUT MUST DECIDE BEFORE THE DM SAYS WHETHER THE ROLL SUCCEEDS OR FAILS. ONCE THE RHYTHM INSPIRATION DIE IS ROLLED, IT IS LOST. IF THE RHYTHM INSPIRATION DIE IS NOT USED BEFORE THE END OF THE TANZKRIEGER'S RAGE, IT IS LOST. A CREATURE CAN HAVE ONLY ONE RHYTHM INSPIRATION DIE AT A TIME, AND THEY COUNT AS BARDIC INSPIRATION DICE FOR PURPOSES OF STACKING, I.E. A CREATURE CANNOT HAVE RHYTHM INSPIRATION AND BARDIC INSPIRATION AT THE SAME TIME.

A TANZKRIEGER CAN USE THIS FEATURE A NUMBER OF TIMES EQUAL TO THEIR CHARISMA MODIFIER (A MINIMUM OF ONCE), BUT ONLY DURING A RAGE. THEY REGAIN ANY EXPENDED USES WHEN THEY FINISH A LONG REST.

AT 14TH LEVEL AND ABOVE, YOUR UNARMED ATTACKS DEAL 1D6 + STRENGTH MODIFIER DAMAGE.

Persistent Beat

AT 15TH LEVEL AND BEYOND, THE TANZKRIEGER DOES NOT GIVE UP OR GO DOWN EASILY. ON THE LAST TURN OF YOUR RAGE, IF YOU WISH, YOU CAN USE A BONUS ACTION TO EXTEND YOUR RAGE FOR ANOTHER ROUND. TO DO SO, YOU MUST SUCCEED ON A DC 20 CHARISMA (PERFORM) CHECK. EVERY TURN AFTER THAT, THE TANZKRIEGER MAY USE ANOTHER BONUS ACTION TO EXTEND THE RAGE, BUT EACH TIME THE DC INCREASES BY 5, FIRST TO 25, AND 30, AND SO ON, UNTIL THE TANZKRIEGER FAILS THE CHECK, AT WHICH POINT THEY TAKE ONE LEVEL OF EXHAUSTION. YOU MUST BE ABLE TO DANCE TO USE THIS ABILITY.

THIS ABILITY REPLACES THE BARBARIAN'S PERSISTENT RAGE ABILITY. TO PREVENT A RAGE FROM ENDING EARLY, SEE RELENTLESS BEAT.