

Hi,

I looked it over and think it works well with the theme. A few comments:

- In the protective dance temperament, you changed AC bonus from half the proficiency, to same as the proficiency bonus. I think it will become too much. I currently have an AC of 16 without any bonus. That means I'll reach 20 already on 9th level.
- For Enrage, you added that it lasts up to 1 minute, while the total trance is 2 minutes. Should maybe specify that it is the first 1 minute of it? Or that I can choose when to start?
- "Language of the wind" was not supposed to be part of the subclass, but part of my background. But...
- When I was trying to research the Japanese names you chose for the features, I was confused about the choice of "Ame-No-Uzume's Kagura". Seems to me it's more related to oracles rather than winds and weather. So I propose that "Language of the wind" is renamed to that, and the protective dance temperament renamed to Raijin, who is another weather god often portrayed together with Fujin. What do you think?

Way of the Wind Dancer

Following the Way of the Wind Dancer, you harmonize ki with the unseen currents of the ethereal winds. You can weave rhythm, movement, and momentum into a breathtaking spectacle, turning your martial arts form into a captivating dance. Your mesmerizing techniques captivate foes, while honed finesse and fluid motions allow you to evade attacks effortlessly and strike with unparalleled precision.

Dancer

You gain proficiency with the **Performance** skill. You have advantage on any ability check you make using this skill in order to perform a dance of any sort.

Language of the Wind

You can attune to the winds, enabling you to decipher their whispers. Acting on their own whims, they may forewarn you of potential threats, alterations in the natural world, and occasionally reveal ancient secrets.

You also gain advantage on any checks pertaining to wind movement; past, present, or future.

Rhythmic Trance

You can enter into a trance of rhythm and movement by spending one ki point as a bonus action. While being in the trance, your movements are in harmony with every movement in your surroundings, and your instincts are sharpened.

The rhythmic trance can last up to 2 minutes. It ends if you are knocked **prone** or **unconscious**, or if you are **incapacitated**, or if you choose to end it. You cannot take actions that would require you to stand still while in this trance.

The trance can be performed with two distinct temperaments:

Ame-no-Uzume's Kagura.

This ritual dance, said to allow one to connect with godly spirits, embodies qualities of gentleness, control, and graceful finesse. Its fluid moves create the illusion of slow-motion, allowing you to evade strikes with meticulous precision. Through deliberate movements that seem to linger in the air, you navigate the chaos of combat with serene calmness.

While in the trance you are under the following effects:

- The reach of your unarmed strikes increase by 5 feet.
- Your AC is increased by your proficiency bonus.
- You gain advantage on any Dexterity saving throws.
- Any opportunity attack made against you is under disadvantage.
- Your movement speed is reduced by 20 feet.

Fūjin's Kamikaze.

Like the mighty god of the winds, this dance is a force to be reckoned with. Renowned for its energetic movements and sharp alterations, it leaves none unscathed, including the dancer themselves.

When you enter the trance, each creature of your choice that you can see within 10 feet of you must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Martial Arts die.

This style result in the following effects:

- **Enrage.** For 1 minute, you can attack with the full rage of Fūjin's typhoons. When you choose to do so, you get advantage on all attack rolls on this turn, but attack rolls against you also have advantage until your next turn.
- When rolling a 19 on an attack roll, it counts as a critical hit.
- You have advantage on any saving throw or ability check you have to make that would render you grappled or restrained.
- When hit for the first time during any one round, you suffer additional damage equal to your martial arts die.

Tempo Shift

You have mastered the seamless transition between Ame-no-Uzume's and Fūjin's dances in the midst of combat. As a bonus action while performing a rhythmic trance, you can effortlessly shift from one style to the other.

Elevation Shift

You can elude your audience with your dance. While rhythmic trance is active, you can spend one ki point to transition between different elevations within the space you traverse:

Low Stance. At low elevation the dance primarily involves floor work or crouching positions. While on this elevation, patient defense does not require ki points to use.

High Stance. At high elevation your dance is performed primarily mid-air, where you whirl and twirl with effortless agility. While on this elevation, step of the wind does not require ki points to use.

For the duration of your rhythmic trance, you can shift elevation a number of times equal to your proficiency bonus, but at most once per turn, as part of your movement.

Hypnotic Dance

Your dance is able to captivate your audience to such a degree that they are overwhelmed with astonishment. You can use an action to enthrall a single creature within 60 feet who can see you. The target must make a Wisdom saving throw and on a failure is both charmed by you and incapacitated until the end of your next turn. While charmed in this way, the creature can do nothing but use its movement to approach you

until it is within 5 feet of you. Here it can only stare at you. The condition ends if the charmed creature is hit with an attack.

Any creature immune to being charmed automatically succeeds on this saving throw.

Shinatsuhiko's Breath

Your movements are blessed by an ancient wind deity. While under the rhythmic trance, you can spend an additional ki point to let the breath of this powerful kami guide your instincts, as well as use your movements to alter the winds. This will allow for the following benefits for the duration of the rhythmic trance:

- When you take elemental damage (acid, cold, fire, force, lightning, or thunder), you can use your reaction to channel the wind of your movements to reduce its effect. When you do so, the damage you take is reduced by
 - your Wisdom modifier
- Once on each of your turns when you hit a target with an unarmed strike, you can leverage the wind's momentum to deal extra damage to the target equal to your Martial Arts die.

Living Typhoon

Your mastery of dance resembles a whirlwind. Your movements become a tempest of motion, swirling around your enemies with unparalleled speed and precision. You can now make flurry of blows strike with advantage. If all three strikes of your flurry of blows hit one creature, that creature takes an additional

damage.

Kami no Kura

You have learned one of the greatest secrets of the original kami of dances. On your turn, you can spend 10 ki points as a bonus action to begin the dance which lasts for one minute. The dance stops if you fall unconscious.

While active, this dance gives you the following benefits:

Hypnotic Allurance. An unfriendly creature who start its turn within 30 feet of you must make a Wisdom save or become drawn into the dance with you. While hypnotized this way, they cannot use the attack action, and will attempt to follow your every

movement. They can make a new save each turn or when taking damage. Attacks against a creature affected by this is made at advantage.

Kami's Grace. You move with impossible speed and grace making you harder to hit. Any attack against you is made at disadvantage.

Lullaby. You can pick one creature within 30 feet of you that can hear you and use an action to sing them a kami lullaby. The creature must make a Constitution saving throw or fall asleep. Whenever you use this feature successfully you steal part of their energy, allowing you to regain 1 ki point.

Source. *Shard Tabletop Core Content Pack (edited)*