DANCER

Choose one:

◯ Permanently increase your maximum Hit Points by 5.

◯ Permanently increase your maximum Mind Points by 5.

DANCE   ◯◯◯◯◯◯◯◯◯◯

Each time you take this Skill, you learn a **dance**.

On your turn during a conflict scene, if you have no **martial armor** equipped, you may spend 10 Mind Points to **perform a dance** you have learned. This doesn't require an action, but it can only be done **once per turn**, while no other effect is being resolved.

If you already performed a **different dance** during your previous turn in this scene, the cost of the new **dance** is reduced to 5 Mind Points.

Some **dances** are **instantaneous** and resolve immediately, while others have effects that last **until the start of your next turn**.

FOLLOW MY LEAD   ◯

When you perform a **dance** with a **duration** of "Until the start of your next turn", you may spend 10 additional Mind Points. If you do, choose one ally you can see towards whom you have a Bond of **affection**: apply the benefits of the **dance** to that ally as well as yourself (the benefits still last until the start of **your** next turn).

FRENETIC FOOTWORK   ◯◯

After you perform a **dance** with a **duration** of "Until the start of your next turn", you gain a bonus equal to $SL \times 2$ to all Opposed Checks that rely on **acrobatics**, **coordination**, or **speed** until the start of your next turn.

QUICK-CHANGE   ◯

After you perform a **dance**, you may perform the **Equipment** action for free.

WARDANCER   ◯◯◯◯◯

After you perform a **dance**, your attacks with **brawling**, **dagger**, **flail**, and **thrown** weapons deal SL extra damage until the start of your next turn. If you have an **arcane** weapon equipped, offensive spells you cast also deal SL extra damage until the start of your next turn.

DANCES	
DANCE	**DURATION**
◯ **ANGEL DANCE**	Until the start of your next turn
Choose one option: you gain Resistance to **light** damage; **or** all damage dealt by your attacks and spells becomes **light**.	
◯ **BANSHEE DANCE**	Instantaneous
Choose another creature that is able to see you. If that creature is already **slow**, they immediately suffer **shaken**.	
◯ **BAT DANCE**	Until the start of your next turn
Choose one option: you gain to **dark** damage; **or** all damage dealt by your Resistance attacks and spells becomes **dark**.	
◯ **GOLEM DANCE**	Until the start of your next turn
Choose one option: you gain Resistance to **bolt** damage; or all damage dealt by your attacks and spells becomes **bolt**.	

DANCES, CONTINUED	
DANCE	**DURATION**
◯ **GRIFFIN DANCE**	Until the start of your next turn
Choose one option: you gain Resistance to **air** damage; **or** all damage dealt by your attacks and spells becomes **air**.	
◯ **HYDRA DANCE**	Until the start of your next turn
After you suffer damage, choose one option: you recover 5 Hit Points, or you recover 5 Mind Points.	
◯ **KRAKEN DANCE**	Instantaneous
Choose another creature that is able to see you. If that creature is already **dazed**, they immediately suffer **slow**.	
◯ **LION DANCE**	Instantaneous
You immediately recover from a single status effect of your choice.	
◯ **MAENAD DANCE**	Instantaneous
Choose another creature that is able to see you. That creature loses an amount of Mind Points equal to your current **Dexterity** die size.	
◯ **MYRMIDON DANCE**	Until the start of your next turn
Choose one option: you gain Resistance to **earth** damage; **or** all damage dealt by your attacks and spells becomes **earth**.	
◯ **NIGHTMARE DANCE**	Instantaneous
Choose another creature that is able to see you. If that creature is already **shaken**, they immediately suffer **weak**.	
◯ **OUROBOROS DANCE**	Instantaneous
Choose one ally you can see who has yet to take a turn during this round. That ally may take their turn immediately after yours during this round.	
◯ **PEACOCK DANCE**	Instantaneous
Choose another creature that is able to see you. The next time that creature performs an attack or casts an offensive spell during this scene, that attack or spell must include you among its targets if possible.	
◯ **PHOENIX DANCE**	Until the start of your next turn
Choose one option: you gain Resistance to **fire** damage; **or** all damage dealt by your attacks and spells becomes **fire**.	
◯ **SATYR DANCE**	Instantaneous
Choose another creature that is able to see you. If that creature is already **weak**, they immediately suffer **dazed**.	
◯ **UNICORN DANCE**	Instantaneous
Choose an ally that is able to see you and has a Bond towards you: you and that ally both recover an amount of Hit Points equal to your current **Dexterity** die size. The restored amount increases by 5 Hit Points if you are **level 20 or higher**, or by 10 Hit Points if you are **level 40 or higher**.	
◯ **YETI DANCE**	Until the start of your next turn
Choose one option: you gain Resistance to **ice** damage; **or** all damage dealt by your attacks and spells becomes **ice**.	