

Bladedancer

Blade Dancers are rogues who utilize the art, footwork, and tempo of dancing in combination with precisely timed strikes and deadly accuracy to become a Whirlwind of steel. Many blade dancers often give themselves the guise of a dancer or performer, to trick those who are enthralled by their performances to let their guard down, making their sneak attacks much more effective.

Bladedancer's Masquerade

Starting at 3rd level, you gain proficiency in the Performance skill, if you are not already. Additionally you have learned to create a performance that masks your true intentions, to mesmerize your opponents and catch them off guard. As a bonus action you can make a Charisma (Performance) check against a creature you can see within 30 feet of that can see or hear you, contested by the target's Wisdom (Perception) check. If you succeed, you can use your sneak attack against that creature, even if you don't have advantage on the roll as long as you don't have disadvantage, and the creature suffers disadvantage on Wisdom (Insight) checks made against you.

These benefits last for 1 minute or until you successfully use this feature against a different target.

Deadly Flourish

Beginning at 3rd level, once per turn before or after you use your sneak attack feature, you can choose to make a deadly flourish. When you take this flourish each creature of your choice within 5 feet of you must succeed on a Dexterity saving throw equal to $8 + \text{your Dexterity modifier} + \text{your Proficiency bonus}$ or take slashing damage equal to $1d6 + \text{half your rogue level, rounded up}$, and you can move up to 10 feet in any direction without provoking attacks of opportunity. For example, a 5th level rogue that uses deadly flourish will deal slashing damage equal to $1d6 + 3$. If you reduce a creature to zero hit points using your deadly flourish, you can immediately make another deadly flourish.

You can use this feature an amount of times equal to $1 + \text{your proficiency bonus}$, and you regain all expended uses after you finish a long rest. When you reach 7th level the damage increases to $2d6$, $3d6$ at 11th level, and $4d6$ at 17th level.



Enthralling Performance

Beginning at 9th level, when you use your Bladedancer's Masquerade feature you can now target additional creatures up to your proficiency bonus provided each of them are within 30 feet of you and can see or hear you. If you choose to use your Enthralling Performance on multiple creatures, you only make one Charisma (Performance) check which is contested by each creature's Wisdom (Perception) check.

Additionally, while a creature is under the effects of your Bladedancer's Masquerade, they also suffer disadvantage on Wisdom (Perception) checks made to spot other creatures other than you.

Bladedancer's Tempo

Beginning at 9th level, when you use your deadly flourish you can now move up to 20 feet in a direction as opposed to 10 feet.

Light Feet

Starting at 13th level, your walking speed increases by 10 feet, creatures can no longer target you with attacks of opportunity, and when you take the Disengage Action, all creatures of your choice within 5 feet of you have disadvantage on their next attack rolls.

Additionally when you use your Uncanny Dodge feature, you can immediately perform a deadly flourish.

Death's Grace

Beginning at 17th level, you've mastered your deadly flourish, to become a whirling dervish of steel and death. When you perform your deadly flourish, you can choose to affect creatures of your choice within 20 feet of you as opposed to 5 feet of you, and once per turn you can perform an additional deadly flourish again as if you had reduced a creature to 0 hit points without expending a use of deadly flourish.

Changelog

- Version 1.0
 - Initial version released

More!

This homebrew was made by KoatheDM, and you can find more homebrew content on [Patreon!](#) I also have an [Instagram](#) account, [Reddit](#) account where I post and tease other homebrew content by the name of KoatheDM, and a [Twitter](#) where I also tease upcoming content! This document was made through GMBinder. Art by Wizards of the Coast.

