

# MARTIAL ARCHETYPES

At 3rd level, a fighter can choose a Martial Archetype that defines their chosen path as a warrior. The following Bladedancer option is available to all fighters along with the typical archetypes available.

## BLADEDANCER

Trained in the fighting styles of the faerie courts, Bladedancers are the protectors of the Endless Forests and defenders of the fey folk. Their grace is unmatched as they move through the battlefield, shifting through space and dancing on air.

### BLADEDANCER FEATURES

Level	Feature
3rd	<i>grace of the courts, dancing on air</i>
7th	<i>fey step</i>
10th	<i>ethereal form</i>
15th	<i>blessing of the fey</i>
18th	<i>synchrony</i>

#### GRACE OF THE COURTS

When you choose this Archetype at 3rd level, you gain proficiency in either Acrobatics or Performance.

#### DANCING ON AIR

At 3rd level, your grace in battle has advanced to the point you can briefly become lighter than air. You gain an additional 10 feet of walking speed. Additionally, as a bonus action, you gain a flight speed equal to your walking speed until the end of your turn. You fall to the ground if you end your turn in midair.

#### FEY STEP

Starting at 7th level, your attunement with the faerie realm increases, and you gain the ability to use an action to surround yourself in a shimmering mist, teleporting up to 30 feet to an unoccupied space that you can see. You can use this feature a number of times equal to your proficiency bonus per short or long rest.

Additionally, you become adept at avoiding certain effects such as a red dragon's breath or a



*hellish rebuke* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

#### ETHEREAL FORM

At 10th level, when an enemy targets you with a melee attack, you can use your reaction to turn into a semi-transparent misty form, imposing disadvantage on the attack.

#### BLESSING OF THE FEY

At 15th level, you gain immunity to the charmed condition and cannot be magically put to sleep. You also gain advantage on death saving throws.

#### SYNCHRONY

Starting at 18th level, you have mastered the art of the Bladedancer and can anticipate every reaction from your enemies. You no longer trigger attacks of opportunity whenever you move.