DUALINK

Sword Dance

Feat/Spell



Solo Leveling

Sword Dance

Prerequisites: Dexterity 13+, Proficiency with a melee weapon

You have mastered a graceful, deadly combat style that blends finesse and flair into a beautiful, yet dangerous, dance of steel. Your agility and precision in battle grant you access to special combat states and techniques.

Momentum

When you land a critical hit, reduce a creature to 0 hit points, or successfully evade an attack using your Dexterity saving throw, you gain *Momentum*, a state of heightened combat flow and grace.

While you have *Momentum*, you have a +2 bonus to AC and, when you take the Attack action, you can make one additional attack as part of that action.

You lose *Momentum* if you take damage, fail to evade an attack, or end your turn without making a weapon attack or moving at least 10 feet.

Additionally, whenever you gain *Momentum* you can immediately move up to 10 feet without expending movement.

Flourish

When you have *Momentum*, you can perform a *Flourish* as part of your Attack action. A *Flourish* is a special technique designed to exploit the flow of combat and strike with precision. Once you perform a *Flourish*, you lose your *Momentum* until it is regained.

Choose one of the following *Flourishes* when you make a successful attack with *Momentum*:

• ***Blade Walz:*** The attack deals an additional 2d6 damage. This damage increases to 3d6 at 8th level, 4d6 at 12th level and 5d6 at 16th level.

• ***Graceful Step:*** After the attack hits, you can move up to 15 feet without provoking opportunity attacks.

• ***Disarming Twist:*** The target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or drop one weapon it is holding.

You may use a Flourish only once per turn.

Spell Version

3rd-level Transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Spell List: Bard (College of Swords, College of Valor), Ranger, Fighter (Eldritch Knight), Paladin (Oath of Glory), Warlock (Hexblade), Wizard (Bladesinger).

Same as the feat except that gain Momentum immediately as part of casting the spell. The same rules apply to using a Flourish, losing Momentum, and regaining Momentum which can be done for the period on which the spell is active.

Blade Waltz: The bonus damage from this Flourish increases by 1d6 for each spell slot level above 3rd. In addition, if this Flourish brings a creature to 0 hit points, you may immediately regain Momentum without needing to reduce another creature to 0 hit points.

Graceful Step: At higher levels, the range of your movement increases by 5 feet for each spell slot level above 3rd (up to 30 feet with a 5th-level slot). In addition, if you move at least 10 feet after using this Flourish, you gain advantage on your next attack roll during the same turn.

Disarming Twist: The save DC for this Flourish increases by 1 for each spell slot level above 3rd. In addition, if the target fails the saving throw by 5 or more, you can choose to either knock them prone or disable one of their special abilities (such as a spellcasting feature or innate ability) for 1 round.

A sword affected by Sword Dance

