

Battle
Dancer
Level

BONUS DURATION

$$\boxed{}_{\text{rds}} = 5 + \text{CHA}$$

Battle	
Dancer	Unarmed strikes count as...

6 Magic,
12 _____ and
18 _____

AURA DURATION

$$\text{rds} = 5 + \text{CHA}$$

DC MODIFIERS

Subsequent enemies...	+ 2
Each enemy being bypassed after the first; cumulative	

Surface is...
Lightly obstructed + 2
Scree, light rubble, shallow bog, undergrowth

Severely obstructed
Natural cavern floor, dense rubble, dense
undergrowth + 5

Lightly slippery + 2
Wet floor

Severely slippery	+ 5
Ice sheet	

Sloped or angled + 2

Accelerated tumbling...
Move through enemies squares/threatened space at full speed

-10
on check

Battle	Tumble
Dancer	Ranks
Level	

1		■ Unarmed Strike	Treat hands as weapons
2	5	<input type="checkbox"/> Dance of Reckless Bravery	Move action while within opponent's threatened space to grant allies within 30ft. +4 bonus vs. fear effects
5	8	<input type="checkbox"/> Dance of the Vexing Snake	Tumble at normal speed, use tumble to move full speed without penalty
6		<input type="checkbox"/> Dancer's Strike (magic)	Standard action to treat hands as magic for overcoming damage reduction
8	11	<input type="checkbox"/> Dance of the Floating Step	Begin on firm surface and dance across any liquid without falling or taking damage; must end on firm surface
11	14	<input type="checkbox"/> Dance of the Springing Tiger	DC 20 Tumble check to to make full attack after charging
12		<input type="checkbox"/> Dancer's Strike (alignment)	Strikes treated as aligned for overcoming damage reduction
14	17	<input type="checkbox"/> Dance of the Crushing Python	DC 25 Tumble check to enter opponent's space and attack, if successful, opponent takes -2 AC penalty and can't make attacks of opportunity until the start of your next turn
17	20	<input type="checkbox"/> Dance of the Soaring Eagle	Gain fly speed equal to normal speed, +4 to attack/+2 damage when making aerial charge in place of normal charging modifiers. Can be combined with Dance of the Springing Tiger
18		<input type="checkbox"/> Dancer's Strike (any)	Choose one material to treat unarmed strikes as for overcoming damage reduction
20	23	<input type="checkbox"/> Dance of Death's Embrace	Full-round action; DC 35 Tumble check to deal +2d6 damage on each hit against designated target and have critical threats automatically confirmed until the end of your next turn

CHARGES

    

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CHARGES

    

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CHARGES



POTIONS

[illegible]