

BATTLE DANCER

Battle
Dancer
Level

DANCE OF RECKLESS BRAVERY

BONUS
DURATION

PHD = 5 + XAP

DANCER'S STRIKE

Battle
Dancer
Level

Unarmed strikes count as...

6 Magic,

12 and

18

AURA
DURATION

PHD = 5 + XAP

TUMBLE

DC MODIFIERS

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

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

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

Lightly slippery + 2
Wet floor

Severely slippery + 5
Ice sheet

Sloped or angled + 2

Accelerated tumbling... -10
Move through enemies squares/threatened space at full speed on check

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| 1 | Безоружная атака | Считать кулаки за оружие |
| 2 5 | Dance of Reckless Bravery | Move action while within opponent's threatened space to grant allies within 30ft. +4 bonus vs. fear effects |
| 5 8 | Dance of the Vexing Snake | Tumble at normal speed, use tumble to move full speed without penalty |
| 6 | Dancer's Strike (magic) | Standard action to treat hands as magic for overcoming damage reduction |
| 8 11 | 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 | Dance of the Springing Tiger | DC 20 Tumble check to to make full attack after charging |
| 12 | Dancer's Strike (alignment) | Strikes treated as aligned for overcoming damage reduction |
| 14 17 | 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 | 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 | Dancer's Strike (any) | Choose one material to treat unarmed strikes as for overcoming damage reduction |
| 20 23 | 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 |

ЖЕЗЛЫ

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