

BATTLE DANCER

Battle
Dancer
Level

DANCE OF RECKLESS BRAVERY

BONUS
DURACIÓN

turnos = 5 + CAR

DANCER'S STRIKE

Battle
Dancer
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Unarmed strikes count as...

6 Magic,

12 and

18

AURA
DURATION

turnos = 5 + CAR

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

BATTLE DANCER

Battle Tumble
Dancer Ranks
Level

1	Impacto sin Arma	Tratar manos como armas
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

VARITAS

PERGAMINOS

POCIONES

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #