Livello .---**BATTLE DANCER** da Battle Dancer /_ DANCE OF RECKLESS BRAVERY **BONUS DURATA** = 5 + DANCER'S STRIKE Livello da Battle Unarmed strikes count as... Dancer 6 Magic, **12** 18 AURA DURATION 5 rd **TUMBLE** DC MODIFIERS Subsequent enemies... + 2 Each enemy being bypassed after the first; cumulative Surface is... Lightly obstructed + 2 Scree, light ruble, shallow bog, undergrowth

+ 5

+ 2

+ 5

+ 2

-10 on check

Severely obstructed

undergrowth
Lightly slippery

Wet floor

Ice sheet

Severely slippery

Sloped or angled

Accelerated tumbling...

Movimento tra i nemici/aree minacciate a piena velocità

Natural cavern floor, dense rubble, dense

BATTLE DANCER								
Livello Tumble da Battle Ranks Dancer								
1			Colpo senz'armi	Tratta le mani come armi				
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 overdamage 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				

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