# BATTLE DANCER

Battle Dancer Level

## DANCE OF RECKLESS BRAVERY

**BONUS**
**DURATION**

rds = 5 + CHA

## DANCER'S STRIKE

| Battle Dancer Level | Unarmed strikes count as... |
|---|---|
| 6 | Magic, |
| 12 | and |
| 18 | |

**AURA**
**DURATION**

rds = 5 + CHA

## TUMBLE

**DC MODIFIERS**

| | |
|---|---|
| Subsequent enemies... Each enemy being bypassed after the first; cumulative | + 2 |
| Surface is... | |
| Lightly obstructed Scree, light ruble, shallow bog, undergrowth | + 2 |
| Severely obstructed Natural cavern floor, dense rubble, dense undergrowth | + 5 |
| Lightly slippery Wet floor | + 2 |
| Severely slippery Ice sheet | + 5 |
| Sloped or angled | + 2 |
| Accelerated tumbling... Move through enemies squares/threatened space at full speed | −10 on check |

## BATTLE DANCER

| Battle Dancer Level | Tumble Ranks | | |
|---|---|---|---|
| 1 | | ■ Unarmed Strike | Treat hands as weapons |
| 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 |

## WANDS

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## SCROLLS

## POTIONS