

BATTLE DANCER

Battle
Dancer
Level

DANCE OF RECKLESS BRAVERY

BONUS
DURATION

tr

= 5 +

CHA

DANCER'S STRIKE

Battle
Dancer
Level

Unarmed strikes count as...

6

Magic,

12

Et

18

AURA
DURATION

tr

= 5 +

CHA

TUMBLE

Modificateurs de DD

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

+ 2

La surface est...

Lightly obstructed
Scree, light rubble, shallow bog, undergrowth

+ 2

Severely obstructed
Natural cavern floor, dense rubble, dense
undergrowth

+ 5

Lightly slippery
Sol mouillé

+ 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		■ Combat à mains nues	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

BAGUETTES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

PARCHEMINS

POTIONS