

Battle
Dancer
Level

**BÔNUS
DURAÇÃO**

$$\text{rds} = 5 + \text{CAR}$$

| | |
|--------|-----------------------------|
| Battle | |
| Dancer | Unarmed strikes count as... |

| | |
|-----------|-----------|
| Level | |
| 6 | Magic, |
| 12 | _____ and |
| 18 | _____ |

AURA
DURAÇÃO

$$\text{rds} = 5 + \text{CAR}$$

MODIFICADOR DE CD

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

Surface is...
Lightly obstructed + 2
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...
Move through enemies squares/threatened space at full speed

-10
on check

| | |
|--------|--------|
| Battle | Tumble |
| Dancer | Ranks |
| Level | |

| | | | |
|-----------|-----------|---|---|
| 1 | | ■ Ataque Desarmado | 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 |

CARGAS

| CARGAS | # |
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CARGAS

| CARGAS | # |
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CARGAS

POÇÕES

[illegible]