

Battle  
Dancer  
Level

**BONUS**  
**DURACIÓN**

## DANCER'S STRIKE

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

## AURA DURATION


TUMBLE

## DC MODIFIERS

|   |     |
|---|-----|
| 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** ■ 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

|           |  |  |
|-----------|--|--|
| <b>12</b> | <input type="checkbox"/> 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

CARGAS #

CARGAS # 

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## PERGAMINOS

## POCIONES

[illegible]