

Battle  
Dancer  
Level

## BONUS DURATION

$$\boxed{\phantom{000}}_{\text{rds}} = 5 + \text{CHA}$$

Battle	
Dancer	Unarmed strikes count as...

6 Magic,  
12 \_\_\_\_\_ and  
18 \_\_\_\_\_

## AURA DURATION

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

## 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  
Natural cavern floor, dense rubble, dense  
undergrowth + 5

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** ■ 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

<b>12</b>	<input type="checkbox"/> Dancer's Strike (alignment)	Strikes treated as aligned for overcoming damage reduction
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**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

## SCROLLS

## POTIONS

CHARGES #     

CHARGES # 

CHARGES #     

CHARGES # 

CHARGES #     