

Battle  
Dancer  
Level

## BONUS DURATION

## DANCER'S STRIKE

Unarmed strikes count as...

## AURA DURATION

**TUMBLE**

**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  |
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| 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 |

## CHARGES

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## CHARGES

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## POTIONS

[illegible]