

Battle
Dancer
Level

BONUS DURATION

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

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

6 Magic,

12 _____ and

18 _____

AURA DURATION

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

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	+ 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		<div> <div>■</div> <div>Unarmed Strike</div> </div>	Treat hands as weapons
2	5	<div> <div><input type="checkbox"/></div> <div>Dance of Reckless Bravery</div> </div>	Move action while within opponent's threatened space to grant allies within 30ft. +4 bonus vs. fear effects
5	8	<div> <div><input type="checkbox"/></div> <div>Dance of the Vexing Snake</div> </div>	Tumble at normal speed, use tumble to move full speed without penalty
6		<div> <div><input type="checkbox"/></div> <div>Dancer's Strike (magic)</div> </div>	Standard action to treat hands as magic for overcoming damage reduction
8	11	<div> <div><input type="checkbox"/></div> <div>Dance of the Floating Step</div> </div>	Begin on firm surface and dance across any liquid without falling or taking damage; must end on firm surface
11	14	<div> <div><input type="checkbox"/></div> <div>Dance of the Springing Tiger</div> </div>	DC 20 Tumble check to to make full attack after charging
12		<div> <div><input type="checkbox"/></div> <div>Dancer's Strike (alignment)</div> </div>	Strikes treated as aligned for overcoming damage reduction
14	17	<div> <div><input type="checkbox"/></div> <div>Dance of the Crushing Python</div> </div>	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	<div> <div><input type="checkbox"/></div> <div>Dance of the Soaring Eagle</div> </div>	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		<div> <div><input type="checkbox"/></div> <div>Dancer's Strike (any)</div> </div>	Choose one material to treat unarmed strikes as for overcoming damage reduction
20	23	<div> <div><input type="checkbox"/></div> <div>Dance of Death's Embrace</div> </div>	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 #

CHARGES # 

CHARGES

[illegible]

Offense Type	Charges (x1000)
Aggravated Assault	1,200
Simple Assault	1,800
Carrying a Dangerous Weapon	1,500
Possession of a Dangerous Weapon	1,200
