BATTLE DANCER Battle Dancer Level DANCE OF RECKLESS BRAVERY BONUS DURATION rds = 5 + CAR DANCER'S STRIKE Battle Dancer Unarmed strikes count as...

Level 6 Magic, 12 and 18 AURA DURATION rds = 5 + CAR

	TOMBLE	
DC MODIFIERS Subsequent enemie Each enemy being byp the first; cumulative		+ 2
Surface is Lightly obstructed Scree, light ruble, sl	nallow bog, undergrowth	÷ 2
Severely obstructed Natural cavern floor undergrowth	d r, dense rubble, dense	+ 5
Lightly slippery Wet floor		+ 2
Severely slippery Ice sheet		+ 5
Sloped or angled		+ 2

-10 on check

Accelerated tumbling...

space at full speed

Move through enemies squares/threatened

BATTLE DANCER						
	Tumble Ranks					
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		
12			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		

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