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

-10 on check

5

rds

Accelerated tumbling...

space at full speed

Move through enemies squares/threatened

1	BATTLE DANCER							
	Tumble Ranks							
1			Colpo senz'armi	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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