

Battle	
Dancer	
Level	

## BONUS

$$\text{rund} = 5 + \text{CHA}$$
Battle  
Dancer  
Level

**6** Magic,

**12** and

18

## AURA

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

## MODYFIKATORY ST

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

Battle	Tumble
Dancer	Ranks
Level	

<b>1</b>		<input checked="" type="checkbox"/> Uderzenie bez broni	Dłonie traktowane jako broni
<b>2</b>	<b>5</b>	<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
<b>5</b>	<b>8</b>	<input type="checkbox"/> Dance of the Vexing Snake	Tumble at normal speed, use tumble to move full speed without penalty
<b>6</b>		<input type="checkbox"/> Dancer's Strike (magic)	Standard action to treat hands as magic for overcoming damage reduction
<b>8</b>	<b>11</b>	<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
<b>11</b>	<b>14</b>	<input type="checkbox"/> 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
<b>14</b>	<b>17</b>	<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
<b>17</b>	<b>20</b>	<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
<b>18</b>		<input type="checkbox"/> Dancer's Strike (any)	Choose one material to treat unarmed strikes as for overcoming damage reduction
<b>20</b>	<b>23</b>	<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

## ADJINKI

ADLANKI

ADJUNKI

ADLUNKI

A visual representation of the number 18 using three groups of ten blocks and two groups of one block.

ADJUNKI

**MIKSTURY**[illegible]