BATTLE DANCER

Battle Dancer Level

DANCE OF RECKLESS BRAVERY

BONUS
DURATION

rds = 5 + CAR

DANCER'S STRIKE

Battle Dancer Level	Unarmed strikes count as...
6	Magic,
12	and
18	

AURA
DURATION

rds = 5 + CAR

TUMBLE

DC MODIFIERS

Subsequent enemies... Each enemy being bypassed after the first; cumulative	+ 2
Surface is...	
Lightly obstructed — Scree, light ruble, shallow bog, undergrowth	+ 2
Severely obstructed — Natural cavern floor, dense rubble, dense undergrowth	+ 5
Lightly slippery — Wet floor	+ 2
Severely slippery — Ice sheet	+ 5
Sloped or angled	+ 2
Accelerated tumbling... Move through enemies squares/threatened space at full speed	-10 on check

BATTLE DANCER

Battle Dancer Level	Tumble Ranks		
1		■ Ataque Desarmado	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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