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... **+ 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**

Accelerated tumbling... **-10** on check
Move through enemies squares/threatened space at full speed

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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