

Battle
Dancer
Level

BONUS DURATION

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

Battle Dancer Level	Unarmed strikes count as...
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6 Magic,

12 _____ and

18 _____

AURA DURATION

$$\boxed{\text{rds}} = 5 + \text{CHA}$$

DC MODIFIERS

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

-10
on check

Battle	Tumble
Dancer	Ranks
Level	

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	<input type="checkbox"/> Dancer's Strike (alignment)	Strikes treated as aligned for overcoming damage reduction
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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

CHARGES

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