BATTLE DANCER

Battle	1-	-	-
Dancer	1		
Level	į.	_	

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BONUS DURAT	ION						
	Rur	= iden	5	+	СН		
*		DAN	ICE	R'S	STRIKE		-
Battle Dancer Level	Unarm	ed stril	kes c	ount a	S		
6	Magic	,					
12							and
18							
AURA DURAT	ION						
	Rur	den	5	+	СН		
*			T	UMB	BLE		
DC MOD	IFIER	S					
	quent e enemy b st; cum	eing by		ed aft	er		+ 2
Surface	e is						
	y obst e, light			ow bog	յ, undergrowth		+ 2
Natu	ely obs iral cave ergrowth	ern floo		nse rul	bble, dense		+ 5
	y slipp floor	ery					+ 2
	ely slip sheet	pery					+ 5
Slope	d or ar	ngled					+ 2

Accelerated tumbling...

Move through enemies squares/threatened space at full speed

BATTLE DANCER				
	Tumble Ranks			
1			Waffenloser Schlag	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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