

Battle  
Dancer  
Level

## BONUS DURATION

$$\boxed{\phantom{000}} \text{ Runden} = 5 + \text{CH}$$

Battle Dancer Level	Unarmed strikes count as...
---------------------------	-----------------------------

6 Magic,

12 \_\_\_\_\_ and

18 \_\_\_\_\_

## AURA DURATION

Runden = 5 + CH

## 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	

<b>1</b>		■ Waffenloser Schlag	Treat hands as weapons
<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 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

LADUNGEN

ADUNGEN # 

[illegible]

ANORDNUNGEN

**#**

## TRÄNKE

[illegible]