## Battle **BATTLE DANCER** Dancer Level DANCE OF RECKLESS BRAVERY **BONUS DURATION** = 5 + CAR DANCER'S STRIKE Battle Dancer Unarmed strikes count as... Level 6 Magic, **12** and **18** AURA **DURATION** 5 TUMBLE DC MODIFIERS Subsequent enemies... + 2 Each enemy being bypassed after the first; cumulative

Scree, light ruble, shallow bog, undergrowth

Natural cavern floor, dense rubble, dense

Move through enemies squares/threatened

+ 2

+ 5

+ 2

+ 5

+ 2

-10 on check

Surface is... Lightly obstructed

Severely obstructed

undergrowth
Lightly slippery

Wet floor

Ice sheet

Severely slippery

Sloped or angled

space at full speed

Accelerated tumbling...

BATTLE DANCER							
Battle Dancer Level	Tumble Ranks						
1			Colpo senz'armi	Tratta le mani come armi			
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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