

Battle  
Dancer  
Level

**BONUS**  
**DURACIÓN**

## DANCER'S STRIKE

**6** Magic,

**12** and

18

**TUMBLE**

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

Battle	Tumble
Dancer	Ranks
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**1** ■ Impacto sin Arma Tratar manos como armas

**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

<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
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**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

CARGAS #

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## POCIONES

[illegible]