BATTLE DANCER

Battle	1-	-
Dancer	ì	
Laval	ŀ	

× D	ANCE OF	RE	CKL	ESS BRAV	ERY	
BONUS DAUER						
	Runden	5	+	CH		
`~	DA	NCE	R'S	STRIKE		-
Battle Dancer Level	Unarmed stri	kes co	ount as	ò		
6	Magic,					
12						and
18						
AURA DAUER						
	Runden	5	+	CH		
×		TU	J M B	LE		
DC MOD	IFIERS					
Each e	uent enemi nemy being b st; cumulative		ed afte	er		+ 2
Surface	e is					
	y obstructed e, light ruble,		w bog	, undergrowth		+ 2
Natu	ely obstruct ral cavern flo ergrowth		nse rub	ble, dense		+ 5
Lightl Wet	y slippery floor					+ 2
	ely slippery heet					+ 5
Slope	d or angled					+ 2
Move tl	ated tumbli hrough enemi at full speed		ıares/t	hreatened	01	-10 1 check

BATTLE DANCER				
Battle Dancer Level	Tumble Ranks			
1			Waffenloser Schlag	Hände gelten als Waffen
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

ZAUBERST	ÄBE ,
# TADUNGEN	
## CADUNGEN	
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#+	
ADUNGEN	

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