

BATTLE DANCER

Battle  
Dancer  
Level

DANCE OF RECKLESS BRAVERY

BONUS  
DURATION

[ ] rds = 5 + CHA

DANCER'S STRIKE

Battle  
Dancer  
Level

Unarmed strikes count as...

6 Magic,

12 and

18

AURA  
DURATION

[ ] rds = 5 + CHA

TUMBLE

DC MODIFIERS

- Subsequent enemies... + 2  
Each enemy being bypassed after the first; cumulative
- Surface is... + 2  
Lightly obstructed  
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... -10  
Move through enemies squares/threatened space at full speed on check

BATTLE DANCER

Battle Dancer Level	Tumble Ranks		
1		■ Unarmed Strike	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

WANDS

3APR/D0B	#	□□□□□□□□□□
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SCROLLS


POTIONS
