## **BATTLE DANCER**

da Battle
Dancer

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BONUS DURATA	A					
	rd	=	5	+	CAR	
*		DAN	ICE	R'S	STRIKE	-
Livello da Battle Dancer	Unarme	d strik	es c	ount a	s	
6	Magic,					
12						е
18						
AURA DURAT	ION					
	rd	=	5	+	CAR	
×			T	UME	BLE	*
DC MOD	IFIERS					
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Surface	e is					
9	y obstru e, light ru		hallo	ow bog	g, undergrowth	+ 2
Natu	ely obst iral caver ergrowth			nse ru	bble, dense	+ 5
	y slippe floor	ry				+ 2
	ely slipp sheet	ery				+ 5
Slope	d or ang	led				+ 2
Movim	ated tu ento tra i ciate a pie	nemi	ci/ar	ee		-10 on check

*	BATTLE DANCER				
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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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