Battle **BATTLE DANCER** Dancer Level DANCE OF RECKLESS BRAVERY **BONUS DURATION** + 5 **CHA** DANCER'S STRIKE Battle Dancer Unarmed strikes count as... Level 6 Magic, 12 Et 18 AURA **DURATION** 5 trs TUMBLE Modificateurs de DD

+ 2

+ 2

+ 5

+ 2

+ 5

+ 2

-10 on check

Subsequent enemies...

Severely obstructed

undergrowth
Lightly slippery

Sol mouillé

Ice sheet

Severely slippery

Sloped or angled

space at full speed

Accelerated tumbling...

the first; cumulative

La surface est...

Lightly obstructed

Each enemy being bypassed after

Scree, light ruble, shallow bog, undergrowth

Natural cavern floor, dense rubble, dense

Move through enemies squares/threatened

Battle T Dancer F Level					
1		Combat à mains nues	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		

DATTI E DANCED

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	ES	
	CHARGES	
	83	
	CHARGES #	
	CHARGES	
	CHARGES	
	CHARGES	

×	PARCHEMINS	*	×	POTIONS	*