

MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD							at half speed +10 to move at full speed						
MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CMD							at half speed +10 to move at full speed						

LONG JUMP	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	DC	4	8	12	16	20	24	28	32	36	40	44
Acrobatics skill +4 for every 10ft of your standard move above 30ft												
CATCH LEDGE	DC	20 Reflex save				if you fail a jump by 4 or less						
FALL	DC	15 Acrobatics				to ignore 10ft of falling damage						