



to ignore 10ft of falling damage

**KI POOL**  
**CAPACITY**

= (  ÷ 2 ) + **WIS**

**KI POOL**





ACROBATICS

<p><b>MOVE THROUGH THREATENED SQUARE</b></p> <p style="padding-left: 20px;">Acrobatics DC = Opponent's <b>CMD</b></p>	<p>at half speed</p> <p>+10 to move at full speed</p>
<p><b>MOVE THROUGH ENEMY'S OWN SQUARE</b></p> <p style="padding-left: 20px;">Acrobatics DC = 5 + Opponent's <b>CMD</b></p>	<p>at half speed</p> <p>+10 to move at full speed</p>

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	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
<b>LONG JUMP</b>	DC	5	10	15	20	25	30	35	40	45	50	55
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
<b>HIGH JUMP</b>	DC	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4 for every 10ft of your standard move above 30ft

<b>CATCH LEDGE</b>	DC	20 Reflex save	if you fail a jump by 4 or less
<b>FALL</b>	DC	15 Acrobatics	to ignore 10ft of falling damage