

to ignore 10ft of falling damage

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
CATCH LEDGE	Acrobatics skill +4				for every 10ft of your standard move above 30ft							
	DC	20 Reflex save			if you fail a jump by 4 or less							
FALL	DC	15 Acrobatics			to ignore 10ft of falling damage							