

Jump

The *jump* spell can be used to disengage from combat without provoking the regular +4 attack for retreating.¹⁾

¹⁾

This is similar to the thief-acrobat's ability to do the same with their standing broad jump. See UA 24.

From:
<https://demonidol.com/> - **Demon Idol**

Permanent link:
<https://demonidol.com/jump>

Last update: **2024-12-22 15:53**

