

Rock Wall, vertical

Challenge - Easy
Climb DC15

Obstacle Value: 2 pts

Obstacle Details
Wooden wall surface with rock ledges to hold on to and stand on.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Rock Wall, vertical

Challenge - Moderate
Climb DC20

Obstacle Value: 3 pts

Obstacle Details
Stone wall surface with small rock ledges to hold on to and stand on.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Rock Wall, vertical

Challenge - Hard
Climb DC25

Obstacle Value: 4 pts

Obstacle Details
Plaster wall surface with small rock objects to hold on to and stand on.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Rock Wall, horizontal

Challenge - Easy
Climb DC15

Obstacle Value: 2 pts

Obstacle Details
Wooden wall surface with rock ledges to hold on to and stand on.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Rock Wall, horizontal

Challenge - Moderate
Climb DC20

Obstacle Value: 3 pts

Obstacle Details
Stone wall surface with small rock ledges to hold on to and stand on.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Rock Wall, horizontal

Challenge - Hard
Climb DC25

Obstacle Value: 4 pts

Obstacle Details
Plaster wall surface with small rock objects to hold on to and stand on.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Rope Ladder

Challenge - Easy

Climb DC15

Obstacle Value: 2 pts

Obstacle Details

Ropes are tied together like rigging on a ship.

Modifiers

Add Condition Add Special

*Failure Effect: DC12 Reflex save vs falling.
May retry once*

Rope Ladder

Challenge - Moderate

Climb DC20

Obstacle Value: 3 pts

Obstacle Details

Ropes are tied together like rigging on a ship.

Modifiers

Add Condition Add Special

*Failure Effect: DC15 Reflex save vs falling.
May retry once*

Rope Ladder

Challenge - Hard

Climb DC25

Obstacle Value: 4 pts

Obstacle Details

Ropes are tied together like rigging on a ship.

Modifiers

Add Condition Add Special

*Failure Effect: DC18 Reflex save vs falling.
May retry once*

Rope Bridge

Challenge - Easy

Acrobatics DC20

Obstacle Value: 3 pts

Obstacle Details

Bridge has narrow wooden planks tied with rope handrails.

Modifiers

Add Condition Add Special

*Failure Effect: DC12 Reflex save vs falling.
May retry once*

Rope Bridge

Challenge - Moderate

Acrobatics DC25

Obstacle Value: 4 pts

Obstacle Details

Single rope tied to rope handrails.

Modifiers

Add Condition Add Special

*Failure Effect: DC15 Reflex save vs falling.
May not retry*

Rope Bridge

Challenge - Hard

Acrobatics DC30

Obstacle Value: 5 pts

Obstacle Details

Narrow bridge has small wooden planks tied with no handrails.

Modifiers

Add Condition Add Special

*Failure Effect: DC18 Reflex save vs falling.
May not retry*

Tightrope

Challenge - Easy
Acrobatics DC20

Obstacle Value: 3 pts

Obstacle Details
Standard hemp rope tightly strung.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Tightrope

Challenge - Moderate
Acrobatics DC25

Obstacle Value: 4 pts

Obstacle Details
Standard hemp rope tightly strung.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Tightrope

Challenge - Hard
Acrobatics DC30

Obstacle Value: 5 pts

Obstacle Details
Standard silk rope tightly strung.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Tightrope, guided

Challenge - Easy
Acrobatics DC17

Obstacle Value: 2 pts

Obstacle Details
Standard hemp rope tightly strung with rope handrails.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Tightrope, guided

Challenge - Moderate
Acrobatics DC23

Obstacle Value: 3 pts

Obstacle Details
Standard hemp rope tightly strung with rope handrails.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Tightrope, guided

Challenge - Hard
Acrobatics DC28

Obstacle Value: 4 pts

Obstacle Details
Standard silk rope tightly strung with rope handrails.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Swing Rope, knotted

Challenge - Easy
Acrobatics DC10

Obstacle Value: 1 pt

Obstacle Details
Hemp rope with knots tied in several places. Swinging distance: 15 ft

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Swing Rope, knotted

Challenge - Moderate
Acrobatics DC15

Obstacle Value: 2 pts

Obstacle Details
Hemp rope with knots tied in several places. Swinging distance: 20 ft

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Swing Rope, knotted

Challenge - Hard
Acrobatics DC20

Obstacle Value: 3 pts

Obstacle Details
Hemp rope with knots tied in several places. Swinging distance: 30 ft

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Pole, sheer

Challenge - Easy
Climb DC15

Obstacle Value: 2 pts

Obstacle Details
Smooth wooden pole 18 inches thick.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Pole, sheer

Challenge - Moderate
Climb DC20

Obstacle Value: 3 pts

Obstacle Details
Smooth wooden pole 2 feet thick.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Pole, sheer

Challenge - Hard
Climb DC25

Obstacle Value: 4 pts

Obstacle Details
Smooth wooden pole 3 feet thick.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Pole, slotted

Challenge - Easy
Climb DC12

Obstacle Value: 1 pt

Obstacle Details

Smooth wooden pole 18 in thick with grooves for grabbing and standing on.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Pole, slotted

Challenge - Moderate
Climb DC18

Obstacle Value: 2 pts

Obstacle Details

Smooth wooden pole 2 ft thick with grooves for grabbing and standing on.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Pole, slotted

Challenge - Hard
Climb DC22

Obstacle Value: 3 pts

Obstacle Details

Smooth wooden pole 3 ft thick with grooves for grabbing and standing on.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Traverse Pole Tops

Challenge - Easy
Acrobatics DC18

Obstacle Value: 2 pts

Obstacle Details

Pole tops are 10 inches wide and 10 feet high.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Traverse Pole Tops

Challenge - Moderate
Acrobatics DC25

Obstacle Value: 4 pts

Obstacle Details

Pole tops are 8 inches wide and 15 feet high.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Traverse Pole Tops

Challenge - Hard
Acrobatics DC30

Obstacle Value: 5 pts

Obstacle Details

Pole tops are 6 inches wide and 20 feet high.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Narrow Ledge

Challenge - Easy
Acrobatics DC15

Obstacle Value: 2 pts

Obstacle Details

Ledge is 4 inches wide with hand holds on the wall.

Modifiers

Add Condition Add Special

*Failure Effect: DC15 Reflex save vs falling.
May retry once*

Narrow Ledge

Challenge - Moderate
Acrobatics DC20

Obstacle Value: 3 pts

Obstacle Details

Ledge is 3 inches wide with hand holds on the wall.

Modifiers

Add Condition Add Special

*Failure Effect: DC18 Reflex save vs falling.
May retry once*

Narrow Ledge

Challenge - Hard
Acrobatics DC25

Obstacle Value: 4 pts

Obstacle Details

Ledge is 2 inches wide.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Wooden Bridge

Challenge - Easy
Acrobatics DC10

Obstacle Value: 1 pt

Obstacle Details

Standard bridge made of wood planks and handrails.

Modifiers

Add Condition Add Special

*Failure Effect: DC10 Reflex save vs falling.
May retry once*

Wooden Bridge

Challenge - Moderate
Acrobatics DC15

Obstacle Value: 2 pts

Obstacle Details

Standard bridge made of wood planks; no handrails.

Modifiers

Add Condition Add Special

*Failure Effect: DC15 Reflex save vs falling.
May retry once*

Wooden Bridge

Challenge - Hard
Acrobatics DC18

Obstacle Value: 2 pts

Obstacle Details

Narrow bridge made of wood planks; no handrails.

Modifiers

Add Condition Add Special

*Failure Effect: DC18 Reflex save vs falling.
May retry once*

Netting

Challenge - Easy
Climb DC10

Obstacle Value: 1 pt

Obstacle Details

Large hemp cargo netting commonly found on ships.

Modifiers

Add Condition Add Special

*Failure Effect: DC10 Reflex save vs falling.
May retry once*

Netting

Challenge - Moderate
Climb DC15

Obstacle Value: 2 pts

Obstacle Details

Large hemp cargo netting commonly found on ships.

Modifiers

Add Condition Add Special

*Failure Effect: DC12 Reflex save vs falling.
May retry once*

Netting

Challenge - Hard
Climb DC18

Obstacle Value: 2 pts

Obstacle Details

Large hemp cargo netting commonly found on ships.

Modifiers

Add Condition Add Special

*Failure Effect: DC15 Reflex save vs falling.
May retry once*

Log

Challenge - Easy
Acrobatics DC10

Obstacle Value: 1 pt

Obstacle Details

Wooden log that is 3 feet thick.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Log

Challenge - Moderate
Acrobatics DC15

Obstacle Value: 2 pts

Obstacle Details

Wooden log that is 2 feet thick.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Log

Challenge - Hard
Acrobatics DC20

Obstacle Value: 3 pts

Obstacle Details

Wooden log that is 1 foot thick.

Modifiers

Add Condition Add Special

Failure Effect: fall; cannot retry

Stairs, stone

Challenge - Easy

Climb DC7

Obstacle Value: 0.5 pt

Obstacle Details

Seemingly solid staircase made of stone.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Stairs, stone

Challenge - Moderate

Climb DC13

Obstacle Value: 1 pt

Obstacle Details

Seemingly solid staircase made of stone.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Stairs, stone

Challenge - Moderate

Climb DC18

Obstacle Value: 2 pts

Obstacle Details

Seemingly solid staircase made of stone.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Narrow Walkway

Challenge - Easy

Acrobatics DC10

Obstacle Value: 1 pt

Obstacle Details

Contains wooden planks that are 3 feet wide.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Narrow Walkway

Challenge - Moderate

Acrobatics DC14

Obstacle Value: 1 pt

Obstacle Details

Contains wooden planks that are 3 feet wide.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

Narrow Walkway

Challenge - Hard

Acrobatics DC18

Obstacle Value: 2 pts

Obstacle Details

Contains wooden planks that are 2 feet wide.

Modifiers

Add Condition Add Special

Failure Effect: may retry once

<p><u>Conditional Modifier</u> Wet Surface +DC2</p> <p>Obstacle Value: +0 pts</p>	<p><u>Conditional Modifier</u> Severely Unsteady +DC10</p> <p>Obstacle Value: +1 pt Obstacle is designed to be wobbly</p>	<p><u>Conditional Modifier</u> Obstacle is Overhung 130° +DC15</p> <p>Obstacle Value: +2 pts Can only be used with walls or poles.</p>
<p><u>Conditional Modifier</u> Sticky Surface +DC5</p> <p>Obstacle Value: +0.5 pts</p>	<p><u>Conditional Modifier</u> Slightly Moving +DC2</p> <p>Obstacle Value: +0 pts Obstacle has gear driven parts</p>	<p><u>Conditional Modifier</u> Sloped less than 45° +DC2</p> <p>Obstacle Value: +0 pts</p>
<p><u>Conditional Modifier</u> Slightly Unsteady +DC2</p> <p>Obstacle Value: +0 pts Obstacle is designed to be wobbly</p>	<p><u>Conditional Modifier</u> Moderately Moving +DC5</p> <p>Obstacle Value: +0.5 pts Obstacle has gear driven parts</p>	<p><u>Conditional Modifier</u> Sloped greater than 45° +DC5</p> <p>Obstacle Value: +0.5 pts</p>
<p><u>Conditional Modifier</u> Moderately Unsteady +DC5</p> <p>Obstacle Value: +0.5 pts Obstacle is designed to be wobbly</p>	<p><u>Conditional Modifier</u> Fast Moving +DC10</p> <p>Obstacle Value: +1 pt Obstacle has gear driven parts</p>	<p><u>Conditional Modifier</u> No Additional Modifier</p>

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