

HUGE CORPSE (+5 ELEVATION)

Balance DC 15 for x2 Movement Cost
Balance DC 11 = no movement for round
Balance DC 10 or less = fall prone

You can take a -5 penalty on this Balance check & move at your normal rate (DC 15)

You are flat-footed unless you have 5+ ranks in Balance

You can not tumble through, over, or on this obstacle

Provides +4 AC as cover vs. melee and ranged attacks passing through this area; no cover to those on top.

GARGANTUAN CORPSE (+10' ELEVATION)

You must climb this obstacle to get over or on top of it.
You need both hands free in order to do so.
You are flat-footed (and can't use a shield) while you climb.

Climb DC 20 for 1/4 movement
Climb DC 11 = no movement for round
Climb DC 10 or less = fall off the way you came

You can take a -5 penalty & climb at half your normal rate (DC 20)

You can not tumble through, over, or on this obstacle

Provides total cover vs. melee and ranged attacks passing through this area (treat as solid obstruction)

Provides +4 AC as cover vs. melee and ranged attacks for those on top

LARGE CORPSE

Balance DC 10 for x2 Movement Cost
Balance DC 6 = no movement
Balance DC 5 or less = fall prone

You can take a -5 penalty & move at your normal rate (DC 10) but you are flat-footed unless 5+ ranks in Balance.

If you can move, you take a -2 penalty on Tumble Checks

Provides +2 AC as cover vs. melee and ranged attacks passing through this area; none to those on top.

**2 SMALL OR 1
MEDIUM CORPSE**
Double Movement
Cost & -2 on Tumble
Checks

COLOSSAL CORPSE (+20' ELEVATION)

You must climb this obstacle to get over or on top of it.
You need both hands free in order to do so.
You are flat-footed (and can't use a shield) while you climb.

Climb DC 20 for 1/4 movement
Climb DC 11 = no movement for round
Climb DC 10 or less = fall off the way you came

You can take a -5 penalty & climb at half your normal rate (DC 20)

You can not tumble through, over, or on this obstacle

Provides total cover vs. melee and ranged attacks passing through this area (treat as solid obstruction)

Provides +4 AC as cover vs. melee and ranged attacks for those on top