

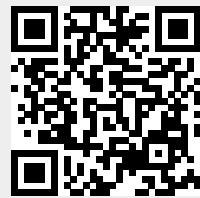
# Jump

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

1)

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

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