

DM AID

MOVEMENT SYSTEM

COMBAT MOVEMENT: When retreating (or chasing) you can move (full sprint) at your top move rate per melee round (10 seconds) for a duration of 1 round (1 minute) per point of CONSTITUTION.

Characters start with a 150' base Move Rate per melee round (10 seconds) and adjust by the following listed modifications. 3rd Edition Rules are not dealing with segmented melee rounds so the 3rd Edition Base x 5 yields the 150 Base we use. This Move Rate is divided by 13 for initiative segment (1 second) movement. The total base approximates how far a character can sprint in feet in one 10 second melee round.

Creatures Move Rates are listed as MOVE;...MOVE being the 1 second initiative segment movement range of the creature. Move Base per melee round (10 seconds) = 12.5 x MOVE

<u>ARMOR TYPE:</u>	Shield or Weapon in hand	-10	-5*
<i>*Magical items only reduce base by 50% on non-magical armor.</i>	Leather / Studded armor	-10	-5*
	Ring Mail armor	-15	-8*
	Scale Mail armor	-20	-10*
	Chain or Banded Mail armor	-30	-15*
	Splint Mail armor	-40	-20*
	Plate Mail armor	-50	-25*
	Full Plate	-55	-28*
 <u>RACE:</u>	 Halfling, Dwarf or Gnome	 -50	
 <u>AGE:</u>	 Middle Aged	 -10	
	Old	-30	
	Venerable	-60	
 <u>STRENGTH:</u>	 > 15 (16 to 18+)	 + 5	
	< 4 (8 to 3)	- 5	
 <u>DEXTERITY:</u>	 > 18 (19+)	 +25	
	17 - 18	+20	
	14 - 16	+10	
	7 - 9	-10	
	< 7 (6 - 3)	-20	
 <u>ENCUMBERED:</u>	 <i>for every 1 point OVER character's Encumbrance Limit (see Encumbrance) added 2/22/03</i>	 - 5	

Initiative Action & Movement: In melee, movement and action are slowed to 1 second segments. In 1 second, 1 initiative action and 1 move may be made; thus in one initiative we may move and act, or act and move, but **not** move, act, and move again. Taking aim (ie archery, casting etc.) cannot be done on the run, so an archer with initiative at 4 may not move in the melee round when the arrow is aimed and shot.

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CREATURESPEED: Since we are using weapon speed it makes sense to start using speed factors for monsters; the DM shall use the creatures listed speed as a factor from a base of 10; so a quick monster may get multiple attacks in a round. A Monster with a speed of 6 has an 'weapon' speed of 4 (10-6) for weaponless attacks. *added 3/23/03*

EVASION: If you choose to declare evasion, that is your initiative action and you can do nothing but evade your opponent for 1 melee round (10 seconds). You are at a 'minus to hit' of 1/3 your DEXTERITY score while evading.

DEFENSE: If you choose to declare defense, that is your initiative action and you can do nothing but defend against your opponent for 1 melee round (10 seconds). You may not throw any blows, run or cast spells while you parry. Your AC drops by 2 points while you defend.

TRAVELINGMOVEMENT: When marching or riding across the land, the following move rates apply. The hexes seen on most maps are 10 leagues across (30 miles), so a party afoot can typically march 1 hex or ride 2 hexes per day.

Standard Miles per Day

Terrain Type:	Afoot	Afoot ¹	Horsed ²	Cart/ Wagon	Camel
Road	30	15	60	30	45
Track ³	30	15	45	15	30
Grassland	30	15	45	15	45
Hills	20	10	45	10	30
Forest ⁴	20	10	30	-	-
Barrens	15	5	20	-	-
Mountains	15	5	20	-	-
Desert	20	10	45	5	30
Dust	10	5	5	-	20
Marsh/Swamp	10	5	5	-	-
Jungle	10	5	-	-	-

¹ Searching for tracks along the way

² Horsed movement is based on light or medium animals, carrying light loads. Heavily burdened animals, draft and war horses move at Afoot encumbered rate.

³ Roads through hills, barrens, mountains, deserts, or marsh/swamps are called 'Tracks'.

⁴ For **Heavy Forests** use 'Jungle' speeds.