

Advanced Turn Sequence

Initiative

Roll initiative as normal.

Method A

- The highest initiative places their counter on the track first.
- Each lower initiative places their counters 24 segments after the preceding higher initiative.

Method B

- The highest initiative places their counter on the track first.
- Each lower initiative places their counters the number segments that their initiative roll differs from the preceding higher initiative.

Weapons

Note - in the case of weapons with ammunition, the speed refers to using a loaded weapon, not to how long it takes to load.

- [List of weapons and times](#) - from SRD and various online sources.
- [Loading times for weapons](#) - from online historical sources.
- [Readying times for weapons](#) - drawing a weapon or putting it away

Movement

Movement in squares on a battlemat. One square = 5 feet.

- **Walk**
 - 15 feet: 8 per square
 - 20 feet: 6 per square
 - 30 feet: 4 per square
 - 40 feet: 3 per square
 - 50 feet: 2 per square
 - 60 feet: 2 per square
- **Hustle**
 - 15 feet: 4 per square
 - 20 feet: 3 per square
 - 30 feet: 2 per square
 - 40 feet: 3 per 2 squares
 - 50 feet: 6 per 5 squares

- 60 feet: 1 per square
- **Run (+3)**
 - 15 feet: 8 per 3 squares
 - 20 feet: 2 per square
 - 30 feet: 4 per 3 squares
 - 40 feet: 1 per square
 - 50 feet: 4 per 5 squares
 - 60 feet: 2 per 3 squares
- **Run (+4)**
 - 15 feet: 2 per square
 - 20 feet: 3 per 2 squares
 - 30 feet: 1 per square
 - 40 feet: 3 per 4 squares
 - 50 feet: 3 per 5 squares
 - 60 feet: 1 per 2 squares

Spells

Components

- In pockets: 8
- In pouches: 16
- In backpack: 32

Not sure where components are = x2

Casting Times and Duration

1 hour = 14400 segments 1 minute = 240 segments 1 round = 6 seconds = 24 segments 1 second = 4 segments

Time based spells

- **Haste** - halves the length of time needed for any task.
- **Slow** - doubles the length of time needed for any task.

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