

FLIGHT AND UNDERWATER MOVEMENT

Quick Rules Guide

Natural Flight:

Natural Flight is used for any kind of flight enabled by wings or a similar natural appendage.

Entering Natural Flight:

In and out of combat, entering Natural Flight costs 1 point of Stamina unless taking off from a height (no Stamina cost). In Combat, taking off in this way grants you your Minimum Flight Speed as your Movement for the Round, and will consume any remaining ground-based Movement you rolled.

No further Stamina expenditure required to maintain flight, but you must roll your Minimum Flight Speed in order to maintain natural flight when making your Combat Roll (2d20), and you **must** spend all Movement you roll. You cannot Hover in Natural Flight.

Altitude:

Altitude is measured in 10ft Increments, or “Hexes”. An altitude may be called out as either 15 Hexes, or 150ft. Which is used is up to the user.

Minimum Flight Speed in Combat:

Medium creatures with Natural Flight have a minimum flight speed of 30.

Speed decreases by 5 for every size smaller and increases by 5 for every size larger.

Speed decreases by 5 for every 5 Points of Conditioning earned, but cannot be lower than 5.

Altitude in Combat:

Spend 1 point of Movement for every 10 feet climbed or descended.

Each Hex above 2 gives a +1 bonus to flight-related checks, up to a maximum of +10.

If your character is hit by a Movement Drain, penalizing the Movement you have for the round, you will be knocked out of flight and begin to fall.

Stabilize (When Falling or Failed Flight Speed Check in Combat):

Roll 1d20 Conditioning Skill Check + Endurance Modifier.

Target number: Minimum Flight Speed + 10.

Within 5 of target: Spend 5 Stamina to recover on the next turn.

Higher roll: Gain extra movement equal to the excess over the target.

Dive (Burst of Speed):

Roll 1d20 Conditioning Skill Check + Endurance Modifier.

Target number: Minimum Flight Speed.

Exceeding target by 5: Gain 10 feet of additional movement.

Not reaching target: Drop in altitude equal to the difference (Stamina or Stabilize can prevent landing).

Natural Flight Out of Combat:

You can maintain flight indefinitely unless affected by Turbulence, but how far you can fly from turn to turn depends on the timescale you are currently playing in.

In Dungeons or While Rambling:

Free flight within a diameter of 10x your Endurance (min 20ft) from your last position or takeoff point.

During Expeditions:

Free flight within a diameter of 100x your Endurance (min 200ft) relative to your last position or takeoff point.

Changing Altitude:

Altitude can be adjusted in increments equal to your Endurance bonuses (10x or 100x depending on timescale, with the same minimums as above).

Combat Entry from Flight:

You will enter combat from your last position before Combat was engaged. You may have to spend turns moving towards and descending towards the flight if you are too far away.

Unnatural Flight:

Unnatural Flight is used for any source of Flight coming from Magic or some other unnatural source. Unlike Natural Flight, you can Hover, but you will be limited compared to a natural flyer.

In Combat, Movement rate is defined by the source of Unnatural Flight, but the player does not have to spend their entire Movement pool.

Also unable to gain altitude quickly in or out of combat (1 Hex per turn).

Immune to Falling due to Movement Drains, though may still be knocked out of flight by some kinds of Turbulence.

Out of Combat, you will have the same Movement mechanics as Natural Flight (free flight within a certain diameter), but your limits will be based on your source of flight rather than your Endurance.

Turbulence:

Turbulence is akin to Difficult Terrain in the air, costing double movement to cross. Some especially turbulent areas will call for a Saving Throw to cross in addition to the increased movement cost. This will be called out in the format “Modifier, Energy, Turbulence”, such as “+15 Mana Turbulence”, and the modifier will be added to the Turbulence Modifier of the Hex you occupy.

To make the saving throw, roll 1d20 and add your corresponding Energy modifier. In the same example, you would roll 1d20 and add your Mana Modifier.