

Flying, Rules for:

If a creature can fly 81 spaces per turn (like the race of Ardinnin), it will take 3 turns (15 seconds) to get to full speed as follows:

Turn #1: $\frac{1}{3}$ the normal flight distance can be traveled in the 1st turn.

Example: In the first turn, you can move 27 spaces per turn

Turn #2: $\frac{2}{3}$ the normal flight distance can be traveled in the 1st turn.

Example: In the second turn, you can move 54 spaces per turn

Turn #3: full distance of flight per turn can be accomplished.

Example: In the third turn, you can move the full 81 spaces per turn.

Notes:

1

Remember: It is only logical that a creature work up to its potential flight speed in order to travel the maximum number of spaces per turn.

2

G.M.: Remember that certain instances can change this, like: The Ardinnin leaping from a high cliff might just easily step up his or her flight, as if already into the 2nd turn.

If there are strong winds, it would step up the Ardinnin's flight even more, or hinder flight if the wind was against him or her.

Be logical on the spaces per turn any creature can fly initially.

3

When dividing a creature's flight by 3, always round up to the nearest spaces per turn it can fly.