

Movement, Explanation of:

Movement in Guardians of Utaemia is how many spaces per turn, on any gaming mat, one can move. The ideal gaming board to use in this gaming system is the 1" square graph mat, although you can use whatever you have.

CREATURE SHEET

On each creature sheet, just below the "Characteristics" (i.e., Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-Strength, Strength and Wisdom) it will tell what the "Movement" of a creature is for "Flying, Grounded and Swimming". The numbers listed in these sections will be how many spaces per turn that creature can move.

CHARACTER SHEET

On page #1 of the character sheet, look at the characteristic of "Coordination". There will be a line which looks like this: "Movement: _____ (_____) Coordination \div 5 (round down) + height (round down to nearest foot)". This formula will help you to determine how many spaces per turn your character can move.

Note:

When movement is increased or decreased, this does not mean a creature is actually slowed down (like in fast or slow motion). It merely indicates that movement for that creature has been adjusted.

When flying, movement will always be at x3 spaces per turn (unless specifically stated otherwise in a ruling).