

### Choosing Initiative Die

Example	Die
Standard encounter	d12
Declared ready for trouble and have evidence of an ambush ahead, but don't know where or when	d10
Can hear opponents in a concrete direction, but not see them	d8
Going through a doorway, with absolute knowledge that an opponent is on the other side	d6
Leaping around a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap)	d4

### Per Second Movement Rates

	Humans, Elves, size M and L creatures	Dwarves, Halflings, size S and T creatures
Walk	5 ft	2½ ft <sup>1</sup>
Jog	10 ft	5 ft
Run	15 ft	7½ ft <sup>2</sup>
Sprint	20 ft	10 ft

<sup>1</sup> move 5 ft every other second.  
<sup>2</sup> move 5 ft on the first second, 10 ft the next, alternating each second.



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