

Creature	Real Speed y/r (-15%)	Real Speed km/h	Old Speed y/r
Ape (Ape, silverback)	30	(gorilla 40 km/h)	12
Basilisk	9	11 (lizard)	8
Bat (Messenger, Mosquito, Shrieker)	2 (12 Flying)	2 (16 fly) (bat)	2 (16 Flying)
Bear (Bear, great)	26-41	33-54 (brown bear-grizzly)	14
Behemoth	28	36 (slower elephant)	16
Blood Bee	17	2 (22 fly) (honey bee)	2 (12 Flying)
Blood Raven	2 (48 Flying [87 Diving])	62 (crow)	2 (18 Flying)
Boar	13	17 (pig)	14
Bog Gob	10	----	10
Brithan	20	26 (Slower brown bear)	12
Cat	35	46 (cat)	14
Cave Crab	40	52	14
Cave Troll	14	----	14
Chakta Bird	2 (48 Flying [87 Diving])	62 (crow)	2 (18 Flying)
Changeling	4 (16 Flying)	----	4 (16 Flying)
Cheetah	92	112-120	20
Cockatrice	11	14 (chicken)	10
Crakbill	24	32 (road runner)	16
Crocodile	10 (12 swimming)	13 (15)	8 (8 swim)
Crojen	42	55	16
Death Moth	2 (14 Flying)	----	2 (14 Flying)
Demiwraith	As Namegiver race	----	12
Dog (Guard, Hunting, War)	37	48 (German shepperd /pitbull)	12, 14, 14
Dyre	30	40	16
Eagle	2 (38 Flying [185 Diving])	50 (240 Diving speed)	2 (20 Flying)
Earth Q'wril	10 (10 Burrow)	----	10 (10 Burrow)
Elephant	30	40	16
Espagra	10 (30 Flying [54 Diving])		10 (16 Flying)
Falcon	2 (60 Flying [257 Diving])	78 (322 Diving speed)	2 (22 Flying)
Felux	36	47	16
Firebird	4 (36 Flying [175 Diving])	A bit slower eagle	4 (18 Flying)
Gargoyle	10 (16 Flying [29 Diving])	----	10 (16 Flying)
Gate Hound	37	48 (German shepperd /pitbull)	12
Genhis	15 (22 baby)	20 (slow cow) (28 baby)	12 (16 baby)
Globberog	6	----	6
Goat	13	17 (goat)	12 (16 riding)
Greater Termite	12 (12 Climbing)	15	12 (12 Climbing)
Griffin	34 (34 Flying [46 Diving])	44	18 (18 Flying)
Griffin Jungle	28 (37 Flying [48 Diving])	36	14 (20 Flying)
Harpy	10 (23 Flying [35 Diving])	30	10 (16 Flying)
Hell Hound	37	48 (German shepperd /pitbull)	16
Horse, Draft	24	32	16
Horse, Granlain	30	40	16
Horse, Mule	24	32	16
Horse, Pony	24	32	16
Horse, Riding	37-46	48-60	20
Horse, War	30	40	16
Huttawa	30	40	16
Ice Flyer	26 (23 Flying [35 Diving])	33	10 (16 Flying)
Inshalata	16 (16 Climb)	----	16 (16 Climb)
Jub Jub	10 (12 swim)	----	10 (12 swim)
Krilla	(32 Flying [165 Diving])	42	4 (18 Flying)
Krilworm	2 (32 Flying)	42	2 (14 Flying)
Kue	32	42 (lizzard/cat)	16
Leopard	46	60	18
Lion, female	62	81	18

Lion, male	50	65	18
Lion, Stone	42	55	16
Lion, Wood	42 (12 Climbing)	55	16 (12 Climbing)
Lizard	9 - 30 (8 Climbing)	11-40 (monitor lizard)	8 (8 Climbing)
Lizard, Ghoul	18	23	10
Lizard, Lightning	10	----	10
Lizard, Plague	8	----	8
Manticore	34 (36 Flying [44 Diving])	44 (47)	16 (16 Flying)
Molgrim	50	65	16
Monkey	42 (12 Climbing)	55	12 (12 Climb)
Naga	12	----	12
Ogre	12	----	12
Ogre Twins	12	----	12
Pangolus	12 (12 Climbing)	----	12 (12 Climb)
Preces	34	44 (slower rabbit)	18
Prisma, Adult	8 (40 Flying [195 Diving])	53	8 (16 Flying)
Prisma, Larval	10	----	10
Rat, swarm	10	13 (rat)	8
Rat, Leech	6	----	6
Relan	6	----	6
Rhinoceros	32	42	16
Rockworm	10 (10 Burrow)	----	10 (10 Burrow)
Rockworm, Great	14 (14 Burrow)	----	14 (14 Burrow)
Sand Lobster	12 (8 Burrow)	----	12 (8 Burrow)
Saural	10 (10 swimming)	----	10 (10 swimming)
Shadowmant	4 (30 Flying)	40	4 (16 Flying)
Skeorx	56	72	20
Snake, Porcupine	8 (16 swim)	(16 swim)(anaconda)	8 (12 swim)
Snake, Sea	6 (16 swim)	8 (16 swim)(Anaconda)	6 (12 swim)
Snake, Troll	6	----	6
Snake, Viper	8-24	32 (black mamba)	6
Snow Badger	23	30	8 (6 Burrow)
Spider, Giant Trapdoor	16 (12 Climbing)	----	16 (16 Climb)
Spider, Giant Weaver	16 (12 Climbing)	----	16 (16 Climb)
Stajian	37	48	20
Stinger	40 (8 Burrow)	52 (faster than horse) ---->	22 (8 Burrow)
Storm Crow	2 (48 Flying [87 Diving])	62 (crow)	2 (20 Flying)
Thunderbird	(32 Flying [165 Diving])	42	4 (20 Flying)
Thundra Beast	30	40	16
Tiger	49	64	18
Troajin	30	40	16
Unicorn	37-46	48-60 (horse)	20
Velos	14 (8 Swimming)	----	14 (8 Swimming)
Volus	12 (6 Burrow)	----	12 (6 Burrow)
Water Strider	14 (14 Climbing)	---	14 (14 Climbing)
Will o' the Wisp	1-1000 Flying	Creature made of pure magic	16 Flying
Witherfang	8	----	8
Wolf (Wolf, Alpha)	49	64	16
Wolf, Ethandril	49	64	16
Wolf, Storm	49	64	18
Zoak	4 (34 Flying [46 Diving])	44	4 (18 Flying)

These are Movement values used in encounters, during hunting, fighting, chasing or fleeing - in those situations creatures want to move as fast as possible. For long distances there is Travel Rate Table in GMG. With Standard Action you double the speed shown above.

This last table was made for comparison, but I didn't really need it so I haven't finished it.

Y/R (-15%)	Km/h	Creature
6	8	
9	11-12	
10	13	Crocodile
11	14	Cockatrice
12	15-16	Bat, Crocodile(swim),
13	17	Boar,
14	19	Snake
15	20	
17	22	Raven
20	26	Brithan
22	28	
23	30	Snow badger,
24	32	Snake,
26	33	Brown bear,
28	36	Behemoth
30	40	Ape, Elephant,
32	42	Rhinoceros, Thundra Beast,
34	44	
35	46	Cat,
37	48	Dog, Horse, Rabbit
38	50	Eagle,
41	54	Grizzly,
42	55	Monkey,
46	60	Race horse, Leopard,
48	62	
49	64	Tiger, Wolf,
50	65	Lion male,
51	66	
54	70	Crakbill,
57	74	
60	78	Falcon
62	81	Lion female,
92	112-120	Cheetah
185	240	Eagle diving speed
257	322	Falcon diving speed

All yards/round are lower about 15% (for game mechanics sake as some animals are not as fast as the others) than maximum speed (km/h) found on many different websites. With Standard Action you double the speed shown above.

average human running speed (already doubled) 28-36 y/r (19-24 km) without equipment/armor, Ed running speed with Eq+armor 24 y/r seems ok.

Here is my formula, as example lets take horse 48 km/h

[48 000 -15%] * 1,0936 (1 meter to yards) / 1200 (600 rounds in an hour, and /2 to get „walking” speed) = 37.18 y/r

Ape 30 y/r (gorilla 40 km/h)

Bat 12 y/r (16 km/h)

Bear 26-41 y/r (33 km/h brown bear), (grizzly 54 km/h)

Boar 13 y/r (pig 17 km/h)

Cat 35 y/r (46 km/h)

Cave Crab 52 km/h, no stealth skills but it hunts, need speed

Cheetah 92 y/r (112-120 km/h) from 0 to 103 km/h in three seconds

Crakbill 24 y/r (speed of Road Runner 32 km/h), (ostrich 70 km/h much bigger and heavier than Ed crakbill)

Crocodile 10 (12 swimming) y/r (13 km , swim at speeds of up to 15 km/h)

Crow 48 (87 dive speed) y/r can fly up to 30 to 60 miles an hour, and can sustain a high speed of 70 mph when in a dive

Deer 37 y/r 48 km/h

Dog 37 y/r (German shepperd/pitbull 48 km/h)

Eagle 38 (185 Diving) y/r average horizontal speed 50 km/h (Diving speed 240 km/h)

Elephant 30 y/r (up to 40 km/h)

Falcon 38/257 y/r (332 km/h peregrine falcon, 389 km/h highest measured speed of a peregrine falcon)

Horse 37-46 y/r (48 km/h, race horses 60 km/h and more)

Leopard 46 y/r (60 km/h)

Lion male-female 50-62 y/r (lionesses can reach speeds of 81 km/h)

Lizard 9-30 (11-40 km/h A few large species of monitor lizard (Varanus sp.) are known to be very fast)

Monkey 42 y/r (fastest monkey run 55 km/h)

Rabbit 37 y/r (48 km/h)

Rhinoceros 32 y/r (42km/h)

Snake 6- 24 y/r (black mamba slithering 32 km/h)

Snow badger 23 y/r (badger 30km/h)

Thundra Beast 32 y/r (speed same as Rhinoceros 42km/h which is bigger and heavier than ED Thundra Beast)

Tiger 49 y/r (up to 64km/h)

Wolf 49 y/r (64 km/h)

Testing done, some more mistakes come up, major one: Right now slower animals can charge/use charge like powers (with or without rider) from shorter distance than faster ones, another totally wrong idea. So lets give all the creatures Charge Movement (and for simplicity set it to 20 for all creatures). Much text copied for fast and easy access.

CREATURE ENTRY FORMAT, GMG p.210 as it is now

Movement: The creature's movement rate, given in yards per round. Any special forms of movement are provided in this entry as well. Unless otherwise noted in the creature's description, creature movement works like movement for player characters, including the need to use a Standard action to move up to double their Movement.

[change](#)

Movement/Charge Distance: The creature's movement rate, given in yards per round. Any special forms of movement are provided in this entry as well. Unless otherwise noted in the creature's description, creature movement works like movement for player characters, including the need to use a Standard action to move up to double their Movement. Charge Distance is a length the creature have to move to get enough impetus for Charging Attacks, Charge Distance is never doubled, simply determines distance.

This would be only change in Movement description as creatures get their own Powers. So creature movement stat would look like this:

Movement: 37/20

Now for the 3 new Powers in GMG:

1.

Charge (5): The boar may move up to twice its Movement and make a single attack. If the boar moves over its base Movement, it gains a +5 bonus to the Attack and Damage test.

Charge (5): Using Standard Action the boar may move up to twice its Movement and make a single attack. If the boar moves over its Charge Distance, it gains a +5 bonus to the Attack and Damage test.

2.

Dash (5): The creature may move up to three times its Movement and make a single attack. If the creature moves over its base Movement, it gains a +5 bonus to the Attack and Damage test. This ability may not be used if the creature has a rider.

No need for this new rule (only 1 creature have it - cheetah), with real speed of cheetah 92 y/r simply use Charge from above adding: " This ability may not be used if the creature has a rider".

3.

Dive (10): The espagra may move up to twice its Movement and make a single attack. If the creature moves over its base Movement, it gains a +10 bonus to the Attack and Damage test. This ability may not be used if the espagra has a rider.

Dive (10): Using Standard Action the espagra may move up to twice its Movement and make a single attack. If the creature moves over its Charge Distance, it gains a +10 bonus to the Attack and Damage test. This ability may not be used if the espagra has a rider.

As for all previous editions errata was needed, we already know that ED 4 PG needs one. I was trying to avoid it but a minor change in PG would be needed.

Charging Attacks p.396

Charging attacks allow a mounted character to use the momentum of the mount's movement to deliver devastating blows. A charging attack requires a combat-trained mount or a successful Trick Riding test against the mount's Social Defense. To make a charging attack, the rider must move towards the target in a relatively straight line at a rate higher than the mount's Movement Rate (using the mount's standard action to move). If the rider plans to move after the attack, by using the splitting movement combat option, it also has to be in a relatively straight line.

Charging attacks allow a mounted character to use the momentum of the mount's movement to deliver devastating blows. A charging attack requires a combat-trained mount or a successful Trick Riding test against the mount's Social Defense. To make a charging attack, the rider must move towards the target in a relatively straight line at a rate higher than the mount's Charge Movement Rate using the mount's standard action to move. If the rider plans to move after the attack, by using the splitting movement combat option, it also has to be in a relatively straight line.

Handling Mounted Combat p.397

Charging attacks require the mount to use its Standard action to move. It cannot attack and must move more than its Movement Rate towards the target. The rider's damage is enhanced by the mount's Strength Step (and possibly the Charge talent). The mount's movement ends next to the target.

change

Charging attacks require the mount to use its Standard action to move. It cannot attack and must move more than its Charge Movement Rate towards the target. The rider's damage is enhanced by the mount's Strength Step (and possibly the Charge talent). The mount's movement ends next to the target.