

## 3D Distances Table

This is based on a 5 foot grid where every second diagonal move is counted as a 10 foot move.

<b>Vertical Distance (Height)</b>	<b>100</b>	100	105	105	110	110	115	115	120	120	125	125	130	130	135	135	140	140	145	145	150																										
	<b>95</b>	95	100	100	105	105	110	110	115	115	120	120	125	125	130	130	135	135	140	140	145																										
	<b>90</b>	90	95	95	100	100	105	105	110	110	115	115	120	120	125	125	130	130	135	140	145																										
	<b>85</b>	85	90	90	95	95	100	100	105	105	110	110	115	115	120	120	125	125	130	135	140																										
	<b>80</b>	80	85	85	90	90	95	95	100	100	105	105	110	110	115	115	120	125	130	135	140																										
	<b>75</b>	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130	135																										
	<b>70</b>	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130	135																								
	<b>65</b>	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130																							
	<b>60</b>	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130																					
	<b>55</b>	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130																			
	<b>50</b>	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130																	
	<b>45</b>	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130															
	<b>40</b>	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130													
	<b>35</b>	35	40	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130											
	<b>30</b>	30	35	35	40	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130									
	<b>25</b>	25	30	30	35	35	40	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130							
	<b>20</b>	20	25	25	30	30	35	35	40	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130					
	<b>15</b>	15	20	20	25	25	30	30	35	35	40	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130			
	<b>10</b>	10	15	15	20	20	25	25	30	30	35	35	40	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125	130	
	<b>5</b>	5	10	10	15	15	20	20	25	25	30	30	35	35	40	40	45	45	50	50	55	55	60	60	65	65	70	70	75	75	80	80	85	85	90	90	95	95	100	100	105	105	110	110	115	120	125
<b>●</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>	<b>30</b>	<b>35</b>	<b>40</b>	<b>45</b>	<b>50</b>	<b>55</b>	<b>60</b>	<b>65</b>	<b>70</b>	<b>75</b>	<b>80</b>	<b>85</b>	<b>90</b>	<b>95</b>	<b>100</b>																											
<b>Horizontal Distance (on the Battlemat)</b>																																															

This is intended to be used along with a battlemat that is marked off in 5 foot squares. Each square on the 3D Distances Table represents a 5 foot square. All of the numbers are in feet. The red dot represents your current location. The grey squares have the same horizontal and vertical dimensions and represent moving at a 45 degree angle.

### How to use

#### A simple example

To find the distance from your character's square to a point above the ground:

- On the battlemat, what is the distance from your square to the square directly under that point?
- On the 3D Distances Table, find that distance on the bottom row (to the right of the red dot).
- Then find the height above the ground on the left column (above the red dot).
- Trace the numbers up from the Battlemat Distance and to the right from the Height. Where they cross is the distance from you character to that point above the ground.

#### A more complicated example

To find the distance between two flying creatures:

- What is the horizontal distance between the two creatures (as measured on the battlemat)?
- Find the difference in height between the two creatures by subtracting the height of one creature from the height of the other. This will be the vertical dimension.
- Locate those two dimensions on the table to find their distance apart.

The red dot represents the location of one creature and you can place a dot on the table to represent where the other creature is located. You can think of this as a vertical battlemat that lines up with the line between the two creatures.