

WILDERNESS TRAVEL SHEET

Record party's travel increment here.

TRAVEL
INCREMENT

DAYS

Travel increment in days is equal to party's average END attribute

1. Plan your journey.

Calculate distance in miles (add up each hex according to terrain) and calculate journey time in days using the two tables to the right.

2. Count travel increments.

Determine how many travel increments the journey time is. You take a -1d6 penalty to all checks for each increment (or part) beyond the first.

3. Make attribute checks.

Make 3-5 attribute checks for navigation, hunting, and spotting; and sometimes for morale and health, as indicated below.

4. Arrival.

Count successful and failed attribute checks. If failed checks outnumber successful checks, the party is weary until it has rested for 24 hours per travel increment.

EFFECTIVE DISTANCE (MILES)

TERRAIN	DISTANCE
Roads	Half
Fields/Scrub	x1
Woods/Hills/Desert	x1.5
Swamp/Mountains/ Arctic/Jungle/Underground	x2
Bad Weather	x2

DAILY TRAVEL (MILES)

METHOD	DISTANCE
Walking	Lowest SPEED x 2
Horseback	30 miles
Wagon/cart	15 miles
Flight*	Mount SPEED x 2
Hustling**	x2

*Ignore terrain, but not weather
**-2d6 penalty to attribute checks

TASKS

Task	Attribute	Failure
Hunting	AGI	Hunger
Navigation	LOG	Delay
Spotting	INT	Encounter
Healing*	LOG	Illness
Morale**	CHA	Indiscipline

*For journeys of more than a week

**For parties of more than 10

ATTRIBUTE CHECKS

Roads	<i>Routine [10]</i>
Fields/Scrub	<i>Challenging [13]</i>
Woods/Hills	<i>Challenging [13]</i>
Swamp/Mountains/ Arctic/Jungle/Underground	<i>Difficult [16]</i>