Journey Rules

1. **Condition Check - [STR + SPI]**
   - **Target**: The whole party
   - Determine your physical condition for the day. At the beginning of the day, 1 water and 1 food ration is used.

2. **Travel Check - [STR + DEX]**
   - **Target**: The whole party
   - Determine how much trouble the Travelers have on their path.
   - **Check difficulty** = Terrain + Weather
     - **OK**: No damage taken traveling
     - **FAIL**: Current HP is halved
       - Current HP is doubled
     - Condition +1 until the next day
     - HP drops to 1/4 current HP

3. **Direction Check - [INT + INT]**
   - **Target**: 1 Traveler (1 person may support)
   - Find out if the Travelers are able to find their way to their destination.
   - **Check difficulty** = Terrain + Weather
     - **OK**: Find your destination.
     - **FAIL**: Lose your way and move 1/2 normal distance. After failing, gain 1 on your next Direction Check on the same type of terrain.
     - Find your destination quickly no matter the terrain.
     - Return to the day’s start location.

4. **Camp Check - [DEX + INT]**
   - **Target**: 1 Traveler (1 person may support)
   - See if the Travelers can find shelter and spend the night safely. If there are no tents and sleeping tools, apply a -1 penalty to the check.
   - **Check difficulty** = Terrain + Weather
     - **OK**: Current HP is doubled. All MP is recovered.
     - **FAIL**: Recover only 2 HP and MP.
     - Recover all HP and MP. +1 to the next day’s Condition.
     - Recover no HP or MP. -1 to the next day’s Condition.