

Journey Rules

1 Condition Check - [STR + SPI]



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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]



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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

 Condition +1 until the next day

 HP drops to 1/4 current HP

3 Direction Check - [INT + INT]



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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]



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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.