

# Journey Rules

## 1 Condition Check: STR + SPI

Determine your physical condition for the day.  
At the beginning of the day, 1 water and 1 food ration is used.  
**Who rolls:** Each party member.



## 2 Travel Check: STR + DEX

Determine how much trouble the Travelers have on their path.  
**Who rolls:** Each party member.  
**Check difficulty** = Terrain + Weather.



✓ No damage taken.

✗ Current HP halved.



Condition +1 until next day.



Current HP drops to 1/4.

## 3 Direction Check: INT + INT

Find out if the Travelers are able to find their way to their destination.  
**Who rolls:** The Mapper. (1 other party member may support\*)  
**Check difficulty** = Terrain + Weather.



✓ Find your destination.

✗ Lose way. Move 1/2 normal distance.  
After failing, gain +1 on 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

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.  
**Who rolls:** 1 Party member. (1 other party member may support\*)  
**Check difficulty** = Terrain + Weather.



✓ Current HP is doubled.  
All MP is recovered.

✗ 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.

\*If the supporting party member makes the same check with a target number of 5, the main check gains a +1 bonus.