*Wayfaring*

Traveling across the lands of Tamriel can be challenging and dangerous. These rules will hopefully aid GMs and players get through the act of traversing the land in a timely and enjoyable fashion.

***Step 1:*** *Assign Roles*

Each person in the party must select a “Role”, which defines one’s responsibilities during the journey. Each role has a skill, or skills, prescribed to it. Each skill has a variant effect for the outcome of the test. If multiple players select the same Role, the one with the highest TN for the skill will make the roll while the other player will follow the “Teamwork” rules.

***Step 2:*** *Mode of Transportation*

* *On Foot*

You will be walking to your destination. Doing so reduces the party’s condition at the end of their journey by 1.

* *Mounted*

You will be riding a horse, or similar mount, to your destination. Doing so produces no negatives or benefits to their condition at your journey’s end.

* *Carriage*

You will be riding a carriage to your destination. Doing so provides a +1 to the party’s condition at the end of their journey.

*Roles*

* The Guide
* The Guard
* The Scout
* The Hunter
* The Healer
* The Driver

***Step 3:*** *Determine Pace*

Before you head out on your journey, you must decide how hard you will push yourself on the road.

| ***Pace*** | ***Speed*** | ***Effect*** |
| --- | --- | --- |
| Fast | 7 kph, 56/8 hours | -1 on Role Checks |
| Moderate | 5 kph, 40/ 8 hours | ---- |
| Slow | 3 kph, 24/ 8 hours | +1 on Role Checks |

Certain modes of transportation may affect your speed. These effects are listed below.

| ***Modifier*** | ***Kilometers per Hour*** |
| --- | --- |
| Horse | +2 |
| Cart | -2 |
| Carriage | -1 |
| Silt Strider | +4 |

While traveling through “Difficult Terrain”, your kph is reduced.

* Rough Terrain (*Trackless Woods*) -1 kph
* Arduous Terrain (*Over a Mountain*) -2 kph

***Step 4:*** *Method of Rest*

* *Camping*

You resolve to camp out during your journey. Doing so reduces the party’s condition at the end of their journey by 1. This also requires 1 Ration for each day of your journey for each person. As well as, camping supplies such as; Bedrolls, Tents, Flint & Tinders, Firewood, and the like.

* *Taverns*

You have decided to rest in Taverns and Inns during your journey. Doing so lends a +1 bonus to the party’s condition at the end of their journey. Resting at taverns costs 12 drakes per party member every day of the journey. Food is included in the costs. Taverns are only available while traveling along main roads.

* *Rotations*

While traveling on a Carriage, if the party has multiple “Drivers”, they can take turns driving and resting. If the party has 2 drivers, the party receives no penalties to their Condition at the end of the journey. With 3+ Drivers, the party will gain a +1 to their Condition.

***Step ?****: Embark*

***Step ?****: Determine Events*

Every

1. Fell Signs
2. Lost the Way
3. There are Enemies Nearby
4. Poor Weather
5. An Obstacle
6. Lost Supplies
7. The Hunt is On
8. In Need of Aid
9. Fine Weather
10. A Fine Site to Camp
11. Short Cut
12. A Sight to Behold

***Step 6****: Resolve Events*

***Step 7:*** *Determine Condition upon Arrival*

| ***SP Lost*** | ***Condition*** | ***Effect*** |
| --- | --- | --- |
| None | A Fine Trip |  |
| -1 | Long Roads |  |
| -2 | We Made It |  |
| -3 | Weary |  |
| -4 | To the Bone |  |
| -5 | Hopeless |  |
| -6 + | Broken Spirits |  |

***Difficulty***

* Enjoyable +20
* Pleasant +10
* Decent +0
* Rough -10
* Hard -20
* Daunting -30

***Wayfaring for the GM***

The rules above are the steps that the players must follow, while here are listed the steps for GM’s to keep the flow of the journey.

*Hunger & Thirst*

* NOTES FROM MY OTHER GAME

***Penalties of Hunger***

For every day you go without food, you suffer a -1 penalty to your recovered HP and your effort for that day. When this penalty is equal to your Vigor, you die.

***Penalties of Thirst***

This acts the same way Hunger does, but it stacks with it making you die faster.

*Camping*

Gathering Firewood

Building a Fire

Standing Watch

Sleeping in the Cold

*Surviving Harsh Weather...(Grid Based)*

*Surviving in the vast weather occurrences can be a challenge. Some races are far more equipped to handle the different storms, from Dunmer knowing how to handle the ashstorms of Vvardenfell, to Nords toughing out harsh blizzards. Defined below are the basic rules for surviving in these storms.*

*Severity and Exposure Gain*

*For every unit (hex or square) a character passes through, they must make an END test modified by how extreme the weather is. The severity of the weather is registered from 0-5, zero meaning the climate is not a problem at the time, while the higher on the scale the harder the tests get to resist the effects of exposure. The penalties of failing a test are laid out on the chart below.*

| ***\*Severity*** | ***\*Test Penalty*** | ***\*Exposure Gain*** |
| --- | --- | --- |
| **0** | None Made | None gained |
| **1** | **-0** | **+1** |
| **2** | **-10** | **+1** |
| **3** | **-20** | **+2** |
| **4** | **-30** | **+2** |
| **5** | **-40** | **+3** |

*The Effects of Exposure*

Each time you fail a test, you gain a point of “Exposure”. The following chart shows the effects of the different stages.

| ***\*Exposure*** | ***\*Effect*** |
| --- | --- |
| **1** | *You gain 1 point of Fatigue* |
| **2** | *You gain “Minor Frostbite” or “Minor Heat Stroke”* |
| **3** | *You gain 2 points of Fatigue* |
| **4** | *You gain “Major Frostbite” or “Major Heat Stroke”* |
| **5** | *You gain “Hypothermia” or “Hyperthermia”* |

* *Minor Frostbite: Your max SP is reduced by 1 and all “Agility” tests are made at a -10 penalty*
* *Minor Heat Stroke: Your max SP is reduced by 1 and all “Strength” tests are made at a -10 penalty*
* *Major Frostbite: Your max SP is reduced by 3 and all “Agility” tests are made at a -20 penalty*
* *Major Heat Stroke: Your max SP is reduced by 3 and all “Strength” tests are made at a -20 penalty*
* *Hypothermia: Your max SP is reduced by 5 and all “Agility” tests are made at a -40 penalty*
* *Hyperthermia: Your max SP is reduced by 5 and all “Strength” tests are made at a -40 penalty*

*If a character’s Max SP drops to 0 or below from the effects of Exposure, they fall unconscious and must roll on the “Fate Chart” below. The one featured below is specific for the “Hoarfrost Prophecy” and the island of Solstheim. A character must burn 1 luck score (not point) to reroll. This is only necessary if all members of the party fall due to exposure.*

| ***\*Roll*** | ***\*Fate*** |
| --- | --- |
| **1** | *Whether by foe or nature, your fate ends here and you die* |
| **2** | *A Reaver captured you and is taking you to the Heorot to be conscripted into fighting off the Rieklings* |
| **3** | *A smuggler finds you and takes all of your gold & any gear with stats of +2 or more, or magic* |
| **4** | *A Fryse Hag finds you and captures you to be used as a sacrifice* |
| **5** | *You wake wounded from the bite of a wolf that is trying to eat you. You take 1d6 slashing damage and must fight the wolf* |
| **6** | *You wake to find yourself under a bear that is currently smelling you* |
| **7** | *You were discovered by a scouting/hunting party of whatever faction is closest to where you fell (The Fort, Thirsk, or Skaal)* |
| **8** | *You wake in the wilderness having luckily survived, you take 1d8 (Fire or Frost) damage and still suffer from whatever rank of exposure you had* |
| **9** | *You were discovered by a helpful Hunter who set up camp and help you out and after you wake, they bid you farewell and move on* |
| **10** | *You were discovered by an NPC, roll on the NPC encounter chart* |

*Regional Severity Examples*

*Detailed here are the different areas on the island and their weather severity.*

| **--------** | ***Severity*** |
| --- | --- |
| ***The Alik’r Desert*** | **4** |
| ***The Pale of Skyrim*** | **4** |
| ***County Bruma*** | **3** |
| ***Colovian Highlands*** | **2** |
| ***Anequina*** | **3** |

*Seasons and Storms*

*The regional severity should change with the seasons. During Winter, the severity for cold areas should increase by 1 and hot areas decrease by 1 and vice versa. While in a severe storm, such as a blizzard or sandstorm, you should increase the severity by 1.*

*Resistances and Equipment*

*Characters with resistance to fire/frost can add their modifier to Exposure tests while in the appropriate weather. Wearing 3 pieces of armor with fire/frost AR grants a +10 to your Exposure tests while in the appropriate weather. This increases to a +20 if all 6 pieces of armor have this AR.*

*Hunting*

*“Let no man say before a witness that the Hunt has not been called, nor the Rites declared, or the Ancient Offices observed.”*

---- The Posting of the Hunt

***Hunting***

These rules are used by those who hunt with Bows, Spears, and other weapons.

*Step 1*: Declaring the Hunt

The hunter must declare what it is they wish to hunt, and must apply the following modifier to their Bounty Check to determine whether or not they find what they are searching for.

| ***Prey*** | ***Modifier*** |
| --- | --- |
| Small Game | +20 |
| Large Game | +10 |
| Common Predator | +10 |
| Apex Predator | +0 |
| Mythic Prey | -30! |

* *Small Game*: The “Small Game Animal” found in the Scroll of Beasts
* *Large Game*: The “Large Game Animal” and other Average and larger beasts like; Boars, Guar, and Netch
* *Common Predator*: Predatory Beasts with a Threat of Major Solo, Minor Group, or Minor Solo
* *Apex Predator*: Predatory Beasts with a Threat of Major Group, Deadly Solo, or Deadly Group
* *Mythic Prey*: Unique creatures such as the; Unicorn, Great White Stag, White Guar, & Spirit Bear

***!***: Mythic Prey should always be chosen by the GM as part of a quest or adventure, make it special.

*Step 2*: Determine Bounty

The hunt begins with a Luck Test, henceforth called the “Bounty Check”, that is modified by a value based on how bountiful the hunting ground is (chosen by GM, -50 <--> +50). A failed test results in a hunt without prey. While a successful one continues with the following steps. The DoS of the Bounty Check is capped at the combined rank of the Hunter’s Survival & Observe skills.

*Step 3*: Tracking the Prey

After a successful Bounty Check, you manage to find tracks of your desired prey. The hunter and prey must make an opposed Survival (Tracking) vs the prey’s Stealth skill test. The Prey receives a modifier to this test based on the DoS of the Bounty Check shown on the chart below.

| ***Bounty*** | ***Modifier*** |
| --- | --- |
| 1-3 | +10 |
| 4-6 | -0 |
| 7-9 | -10 |
| 10+ | -20 |

If the Prey wins, the hunter loses the tracks and must restart the Hunt.

If the Hunter wins, they find their prey and then must make a Stealth (Stalking) Test vs the Prey’s Observe skill.

If the Prey notices the Hunter, move on to the “Pursuit” or “Fight” step of the hunt.

If the Hunter goes unnoticed, they move on to the “Kill” step of the hunt.

*Step 4*: The Kill

While unnoticed, the hunter must make an attack roll against the unaware prey. Based on the weapon used, follow the rules below.

***Ranged Weapon***

Make an attack roll and resolve the damage as normal. If the attack misses, or fails to kill the prey, the Prey is alerted and they move on to the “Pursuit” or “Fight” step.

***Melee Weapon***

The Hunter and Prey roll initiative, the Hunter gets to add the Reach of their weapon to their Initiative. If the Prey wins, move on to the “Pursuit” or “Fight” step. If the Hunter wins, roll an attack roll and resolve damage at normal. If the attack misses, or fails to kill the prey, the Prey is alerted and they move on to the “Pursuit” or “Fight” step.

*Step 5-A (Optional)*: The Pursuit

The Hunter and Prey roll Initiative (even if you used a melee weapon) and the Prey may substitute their Speed for their Initiative Rating. If the Hunter wins, they get to make another attack. If the Prey wins, note down the difference in initiative (this number becomes the “Chase Threshold”. Then they make an Opposed test; Prey’s Evade vs Hunter’s Athletics. If the Prey wins, they add the difference between the tests to the Chase Threshold. If the Hunter wins, they reduce the Chase Threshold by the difference of the tests.

If the Chase Threshold reaches 0, the Hunter gets to make another attack against the prey, repeating the process until they die.

If the Chase Threshold ever exceeds the Hunter’s speed, the Prey escapes and the hunt ends.

If either the Evade or Athletics tests result in Advantage (pass vs fail), the Chase Threshold drops to 0 or exceeds the Hunter’s speed, in favor of the victor.

If the Hunter is using a ranged weapon, they may make an attack roll instead of an Athletics test during the pursuit. If the roll is successful, but loses in DOS, it fails and counts as a DOS equal to the Hunter’s rank in Athletics skill for increasing the Chase Threshold.

*Step 5-B (Optional)*: The Fight

If the Prey would choose to fight the Hunter, resolve as normal. If the Prey decides to flee, move to the “Pursuit” step.

***Trapping***

Hunter’s who choose to lay traps follow the following steps.

*Step 1*: Setting the Trap

The Hunter must choose what trap to use and note the benefits of it, info found in the “New Supplies” segment.

*Step 2*: Determine Bounty

See “Hunting” step 2.

*Step 3*: Lure Test

The Prey makes an Observe test modified by the quality of the Lure used in the trap. If they fail, the Prey gets caught.

*Step 4*: Claiming the Prey

When the Hunter returns to their trap, and it has caught something, they must deal with the prey as they see fit.

Fishing

Foraging & Dowsing

Hunting & Time

*“New” Supplies*

| ***Item*** | ***Cost*** |
| --- | --- |
| Leather Tent |  |
| Fur Tent |  |
| Small Trap, Crude |  |
| Small Trap, Basic |  |
| Small Trap, Superior |  |
| Large Trap, Crude |  |
| Large Trap, Basic |  |
| Large Trap, Superior |  |
| Fishing Pole |  |
| Fishing Net |  |
| Bait, Crude |  |
| Bait, Simple |  |
| Bait, Special |  |
| Winter Blanket |  |
| Tinderbox |  |
| Kindling |  |
| Preserving Kit |  |
| Route Map (A to B) |  |
| Fur Cloak |  |
| Desert Garb |  |
| Sandmask |  |

*Special Item Rules*

Tents

Small Traps

Large Traps

Bait

Winter Blanket

Tinderbox

Kindling

Preserving Kit

Route Map

Fur Cloak

Desert Garb

Sandmask

VARIANT IDEAS .

***Step 4:*** *Make Role Tests*

Every member of the party must make a test with a skill corresponding to their Role. Each test is made twice, each failure results in a Complication and each success results in an Advantage.

***Step 5****: Determines Advantages*

* Short Cut
* Fine Weather
* Bountiful Hunt
* A Fine Site to Camp

***The Guide***

* *Navigation*
* h

***The Scout***

* *Observe*
* h
* *Stealth*
* h

***The Hunter***

* *Survival*
* h

***The Guard***

* *Observe*
* h

***The Driver***

* *Ride*
* h

***The Healer***

* *Profession (Medicine)*
* h
* *Restoration*
* h

***Step 6****: GM Determines Complications*

* An Obstacle
* Fell Signs
* There are Enemies Nearby
* Lost the Way
* Lost Supplies
* In Need of aid

***The Guide***

* *Navigation*
* Lost the Path
* Poor Weather

***The Scout***

* *Observe*
* h
* *Stealth*
* h

***The Hunter***

* *Survival*
* h

***The Guard***

* *Observe*
* h

***The Driver***

* *Ride*
* h

***The Healer***

* *Profession (Medicine)*
* h
* *Restoration*
* h

***Step 7****: Resolve Events*

* Resolve Any Rolled Encounters