**Adventuring**

**Camping**

Camping allows a party to rest and recuperate from the trials of adventuring. When there are hazards, or the potential for enemies to attack the camp, a camp master must be designated, and he must roll a survival test against a DL based on the dangers of the region. Camping on a well-traveled road might be automatic, or have a low DL (4-8), while camping in a dark forest filled with predators might have a DL in the 20s.

A successful camping test means that the party has found a suitable area, has prepared camp, and can rest and do camp actions. A failed roll might mean a camp is set up, but is in an unsuitable location, leading to reduced benefits, or none at all. Alternately, it might mean that the camp is ambushed in the night, or that no camp is possible at all due to the dangers close by.

**Camping Benefits**

It is assumed that every member of the party helps prepare the site, does some of the cooking and takes part in a watch. On a successful roll, this amount of activity allows each camping character to do the following:

* Rest and remove any statuses pertaining to exhaustion or demoralization
* Heal and regain 1 hit point in natural healing
* Regenerate and return spell-casting levels
  + Divine Invocation – 1d4+1 each night
  + Sorcery – 1d4+1 each night
  + Words of Power – 1d3 each night

**Camp Actions**

In addition to the normal benefits of resting, each camper can take a single camp action and use their skills to benefit themselves, or the rest of the group.

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| --- | --- |
| **Action/Skill** | **Effects** |
| Alchemy | * Can roll alchemy to create potions with the proper field kit * Can roll spell lore to identify a potion |
| Assist | Can assist anyone else making a check by rolling the same skill test as the main actor. If you succeed, that person gets a +1 to their check |
| Herb Lore | * Can roll herb lore to wander from the camp and find herbs * Can roll on each treatable member of the party, returning 1 hit point to them on a successful check |
| Item Lore | * Study an item to perform a test and unlock one aspect of the device * Studying in the field is hard, and all such checks take a -4 penalty * May pass knowledge of an item to a single character who is spending their camp being tutored |
| Medic | Roll medical on *each* treatable member of the party, returning 1d4 hit points to them on a successful check |
| Meditate | All mana is regenerated and an additional 1d4 spell levels are recovered |
| Physician | Roll medical on *one* treatable member of the party who must take a rest camp action, returning hit points to them equal to a roll of their toughness die + 1 |
| Pray | On a successful meditate, gain 1d4 divine invocation, or gain one divine favor |
| Repair | On a successful crafting check, remove wear & tear points from the party |
| Rest | Take an additional hit point of healing and you can be the target of physician actions |
| ??? | Any single skill might have an appropriate camp action depending on the circumstances and the GM's discretion |

**Wear, Tear, and Repair**

Anytime a character is using equipment for a skill check and rolls a 1, or the opponent rolls a 12 against them, that character records a ***"wear & tear"*** check on their character sheet.

Once each game session, the GM can call for a **gear check**. The check can be called in three circumstances:

* At the end of any successful camp, after all camp actions have been taken
* Directly after a failed camp attempt
* Before any tense (GM's discretion) check involving a piece of gear

On a **camp gear check**, all heroes with wear & tear choose a random piece of gear and rolls a durability check against **8 + the number of wear & tear checks** as the difficulty. On a successful check, the item is fine. On a failed check, the item is broken and is useless until it can be repaired, or reforged at a city.

On a **tense gear check**, the piece of gear is the one involved in the check, and only the hero who owns that piece of gear must roll. The rest of the check works the same as a camp check.

Once the check is complete, regardless of the outcome, all characters erase all wear & tear from their sheets and start over. The GM then awards one inspiration to the party's pool. Upon completing a tense gear check, the GM awards the PC making the check with an additional inspiration.

As a camp action, a craftsman can take a **repair action** to fix the party's gear. The difficulty is 10. A success removes 1d4 wear & tear check from the party. For every 2 points the check is made by, an additional check is erased. The erased checks must be split between characters at the craftsman's discretion.

**Armor, Muscle and Encumbrance**

Your muscle score determines the heaviest class of armor you can wear without penalty. If you exceed your cap on any piece of armor, you get a -1 to all skill checks and movement rate per AV you are over.

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| --- | --- | --- | --- | --- |
| **Muscle** | **Max AV** | **Spell Cast** | **Stealth** | **Athlete** |
| 0--9 | 2 | 0 | 0 | 0 |
| 10--13 | 3 | -1 | -1 | -1 |
| 14--17 | 4 | -2 | -2 | -2 |
| 18--22 | 5 | -3 | -3 | -3 |
| 23 | 6 | -4 | -4 | -4 |

The GM may make exceptions to this rule for characters that want to wear strange armor combinations. A character might want to wear robes and a really cool helmet with AV 5. In these cases, the GM might consider the average AV and allow the armor combination if the character's average AV does not exceed the cap.

Armor of 3 or more has an inherent spell casting penalty for all magic skills except those which are pre-cast (alchemy and blood magic).

In addition to armor, your muscle determines how many "things" you can carry. Armor and worn clothing does not count, but weapons, shields, and each piece of adventuring equipment does.

Containers and bundles can aggregate many items into a fewer number of "things" for purposes of encumbrance. So, a stash of 8 loose potions counts as 8 things. However, once those potions are put into a potion bag, or belt, the entire belt counts as a single thing. This is only the case if the container in question is made to carry the things in question – 2o loose potions in a sack still counts as 20 things.