

Rules of the Race

Important Terms

- **PC Progress Points** (land speed / 10) rounded down
- **Group Progress Points** lowest PC progress in the party

Maximum Advantages per Hex

The number of advantages a party can earn in one phase is capped, based on the terrain:

- **Plains**.....0 advantages
- **Swamps / Hills** 3 advantages
- **Mountains**.....6 advantages
- **Jungle** 8 advantages

Traversal Costs

Ease of traversal (number of progress points needed):

Plains < Swamp/Hill < Mountains < Jungle

Order of Operations

1. Calculate individual progress
2. Predict group progress
3. Decide on advantages and tactics
4. Determine your final progress

Full Race Rules

There are **two 4-hour phases each day**. Each phase, the party:

1. Calculates “individual progress points” for each member of the party,
2. Estimates the “group progress points”--the amount of progress the entire party makes this phase,
3. Decides what “advantages” members of the group should attempt, and any “individual tactics” or “group tactics” used,
 - Then determine the results of the advantages and tactics, and
4. Determines the group’s final “group progress points” earned this phase.

Progress Points

The party can only move as quickly as its slowest member. Each member of the party earns progress points equal to their land speed divided by 10, round down. Other choices may reduce this number later. The group’s overall progress points are equal to the lowest number of progress points earned by any member of the party.

Each hex requires a certain number of group progress points in order for a party to advance through it to the next hex. If your group progress points earned this phase are greater than or equal

to this number, you can move to a new hex. Excess points carry over to the new hex.

Temporary spells, abilities, and other effects can be used if their duration lasts for the entire 4-hour phase. Recasting spells is acceptable, but their duration must be at least 1 hour per level.

Advantages represent your ability to overcome challenging terrain. As a result, the easier the hex is to travel through, the fewer advantages a party can earn in that hex. Advantages are detailed below.

Advantages

When an individual succeeds at an advantage, the group earns 1 additional “group progress point” unless otherwise noted. Failure reduces a PC’s, but not the group’s, progress by 1. Failure by 5 or more reduces the entire group’s progress by 1 for this phase.

When attempting an advantage, you can’t take 10 or 20 unless you have a feature that allows you to do so when stressed. You cannot use anything that affects your die rolls (like rerolls) if they can only be used on a single check.

The group decides what advantages to attempt.

Examples of Advantages

Each of these advantages could increase the group's progress:

- **Climbing Lead (Hill or Mountain)** Use **Climb** to help you scout ahead.
- **Evade Hazards (Any)** Use **Survival** to detect and navigate around hazards.
- **Fancy Footwork (Any)** Use **Acrobatics** to move rapidly over the terrain. By using ropes, finding a safe path, or otherwise leading the party on a faster path.
- **Know the Area (Any)** Use **Knowledge (geography)** to exploit useful terrain features you remember and avoid obstructive features.
- **Know the Terrain (Any)** Use **Knowledge (nature)** to deduce something about the terrain to give the group an advantage.
- **Notice Shortcut (Any)** Use **Perception** to find a shortcut or other hidden feature.
- **Professional Opinion (Any)** A relevant **Profession** skill could be used to advantage.

Feel free to come up with **Creative Solutions!**

Other Advantages

There are other types of advantages that may not provide immediate benefits. As with the advantages above, feel free to find **Creative Solutions!** Here are some examples:

Craft or Modify Tools (Any): A character may use **Craft** to create tools to provide an advantage to future phases. The tools continue to provide an advantage automatically and do not require an action to use, unless they cannot plausibly be helpful in a particular terrain. This check may be made untrained. When using this advantage, a character's individual progress points for this phase is reduced by half (round down).

Alternatively, a character can craft weapons, armor, and other gear made of mundane organic matter. The DCs for creating these types of items are set by the complexity of the item, not the terrain.

You may attempt two checks for crafting tools in a 4-hour phase. This does count against the maximum number of advantages.

Gather Supplies (Any): A character may gather items essential to your survival. A character gathering supplies in a phase halves (round down) their personal progress points earned that phase.

Survival can get you enough **food and water** for one person per day. For every 2 points by which you exceed to DC, you can supply one additional person. You can save supplies for the following day.

Spell Components can be gathered with a Knowledge (arcana), Knowledge (nature), Spellcraft, or Survival. Unless the original material component is something that could be reasonably found in the area, a spellcaster must succeed at a concentration check (DC = 10 + spell level) to cast spells using these components.

Gather Supplies *doesn't* count toward the total number of advantages used and can be used on terrain with no advantages.

Tactics

There are individual and group tactics. The group must unanimously agree to use a group tactic.

Individual Tactics

Recovery: Tend to allies. This lets you use healing spells on allies—perhaps to deal with nonlethal damage taken while using group tactics. You can still attempt to gain an advantage, but you'll have a -5 penalty on any checks.

Special Movement: A character with consistent access to a fly, swim, or climb speed for an entire 4-hour phase may be able to use it increase PC progress points.

Group Tactics

Forced March: Gain an additional 4-hour phase at the end of the day.

Make one fort save to avoid fatigue and nonlethal damage at the start of the 3rd phase. Make a second save at the end. If you fail a save and you are already fatigued, you become exhausted.

Fatigued: A fatigued character cannot run nor charge, and takes a -2 penalty to Strength and Dexterity. Fatigue can be removed by curing the nonlethal damage, resting 8 hours, or using abilities or spells like *Lesser Restoration*.

Exhausted: Exhausted characters move at half speed, cannot run or charge, and take a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued.

Hustle: Increase group progress by +1 for a phase. Take -5 on checks to gain advantages.

Usable once per day without penalty.

When used a 2nd time per day, characters take 1 point of nonlethal damage and become fatigued. (No save.)

Whenever a party hustles a 3rd time or more in a single day, the nonlethal damage doubles on each successive hustle.