

# HEXCRAWL - ADVANCED CHEAT SHEET

## WATCH CHECKLIST

### 1. DETERMINE DIRECTION/MODE OF TRAVEL

### 2. ARE THEY LOST?

- Navigation check (automatic success if they following landmark or trail)
- On failure, determine veer. (If already lost, veer can increase, but not decrease.)

### 3. ENCOUNTER CHECK: 1 in 1d8

- Determine time within the watch.
- **Location:** 50% chance of encountering hex location. (If location is *hidden*, make second encounter check. If party is in exploration mode, make second encounter check twice.)
- **Random Encounter:** Roll on region table.
- **%Tracks:** Check for tracks encounter. (Survival check to notice tracks.)
- **% Lair:** Check for lair encounter.

No Location/Lair/Track encounters if characters are resting.

*TIP: Use travel by hour to determine progress before the encounter occurs, then jot down the number of hours left in the watch.*

### 4. ACTUAL DISTANCE TRAVELED

- Roll  $2d6+3 \times 10\% \times$  Average Distance
- Navigation check determines if they calculate distance accurately (on failure, default to average)

*TIP: If terrain type is going to change during watch, calculate progress by hour to edge of current hex. Then note number of hours remaining, calculate new average distance, and finish the watch.*

### LEAVING A HEX

- Determine new hex (by applying current veer to their direction of travel).
- If they were lost, make Navigation check. On success, they recognize it and can reorient. On failure, veer accumulates.

## TIMEKEEPING

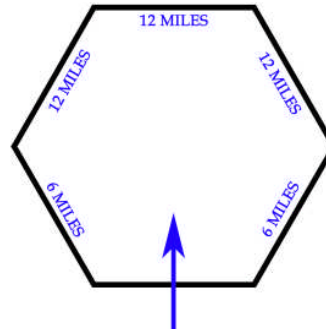
**WATCH:** 4 hours

**MARCH:** 8 hours

### DETERMINE TIME WITHIN WATCH:

- 1d8 for the half hour.
- 1d30 for the minute.

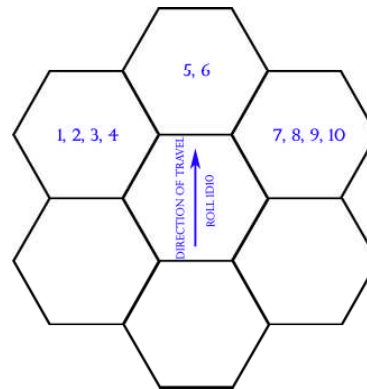
## HEX PROGRESS



(changing direction inside hex = -2 progress)

1 Hex = 12 miles (center to center / side to side) = 7 miles side = 124 square miles

## LOST CHARACTERS



## REORIENTING

**Compass Direction:** Survival check (DC 12). On failure, they think random direction is north.

**Backtracking:** If they successfully follow their own tracks, make a Navigation check. On success, determine where they went off-track. On failure, 75% chance they reach wrong conclusion.

## COMPASSES

+2 bonus to Navigation checks  
Automatically eliminate veer at hex borders.

## SPOTTING DISTANCES

Terrain	Spot Distance	Height	Horizon
Desert	6d6 x 20 feet	Halfling	2 miles
Desert, dunes	6d6 x 10 feet	Human	3 miles
Forest (sparse)	3d6 x 10 feet		4 miles
Forest (medium)	2d8 x 10 feet		6 miles
Forest (dense)	2d6 x 10 feet		9 miles
Hills (gentle)	2d10 x 10 feet		100 ft. 12 miles (1 hex)
Hills (rugged)	2d6 x 10 feet		400 ft. 24 miles (2 hexes)
Jungle	2d6 x 10 feet		1000 ft. 39 miles (3 hexes)
Moor	2d8 x 10 feet		1500 ft. 48 miles (4 hexes)
Mountains	4d10 x 10 feet		2500 ft. 60 miles (5 hexes)
Plains	6d6 x 40 feet		
Swamp	6d6 x 10 feet		
Tundra, frozen	6d6 x 20 feet		

Mountains can be seen at 6 hexes.

## FINDING LOCATIONS

**VISIBLE LOCATIONS:** Automatically found.

**ON ROAD:** Automatically found by any character on the road/river/trail.

**FAMILIAR LOCATIONS:** Found if character is in the same hex.

**UNFAMILIAR LOCATIONS:** Found via encounter checks. If searching for something specific, GM can allow extra encounter check.

## MODES OF TRAVEL

**NORMAL:** No modifiers.

**CAUTIOUS:** Movement at  $\frac{3}{4}$ .

- 50% of non-exploration encounters don't happen

**EXPLORING:** Movement at  $\frac{1}{2}$ .

- Chance for encounters doubles.

**FORAGING:** Movement at  $\frac{1}{2}$ .

- Survival check once per day (DC by terrain type). On success, gathered food/water for one day. +1 day of supplies per 2 points of success.

**HUSTLE:** 1 hour of hustling = 1 nonlethal damage. Each additional hour deals twice the previous hour.

**FORCED MARCH:** Constitution check (DC 10 + 2 per extra hour). On failure, 1d6 nonlethal damage and fatigued.

## DISTANCE TRAVELED

On Foot	10 ft.	15 ft.	20 ft.	30 ft.	40 ft.
1 Hour (Walk)	1 mile	1.5 miles	2 miles	3 miles	4 miles
1 Hour (Hustle)	2 mile	3 miles	4 miles	6 miles	8 miles
1 Watch (4 Hours)	4 miles	6 miles	8 miles	12 miles	16 miles
1 March (8 Hours)	8 miles	12 miles	16 miles	24 miles	32 miles

Mounts and Vehicles (load)	Per Hour	Per Watch	Per March
Mule	3 miles	12 miles	24 miles
Mule (3,500-10,500)	2 miles	8 miles	16 miles
Horse, Draft	5 miles	20 miles	40 miles
Horse, Draft (3,000-9,000)	3.5 miles	14 miles	28 miles
Horse, Light	6 miles	24 miles	48 miles
Horse, Light (2,000-6,500)	4 miles	16 miles	32 miles
Warhorse, Medium	5 miles	20 miles	40 miles
Warhorse, Medium (3,000-9,000)	3.5 miles	14 miles	28 miles
Warhorse, Heavy	5 miles	20 miles	40 miles
Warhorse, Heavy (4,500-13,500)	3.5 miles	14 miles	28 miles
Riding Dog	4 miles	16 miles	32 miles
Riding Dog (1,500-4,500)	2 miles	8 miles	16 miles
Cart / Wagon	2 miles	8 miles	16 miles
Raft	0.5 miles	2 miles	4 miles
Small Boat	1 mile	4 miles	8 miles

## TERRAIN

Terrain	Highway	Road/ Trail	Trackless	Navigation DC	Forage DC
Desert	x1	x1/2	x1/2	12	20
Forest (sparse)	x1	x1	x1/2	14	14
Forest (medium)	x1	x1	x1/2	16	14
Forest (dense)	x1	x1	x1/2	18	14
Hills	x1	x3/4	x1/2	14	12
Jungle	x1	x3/4	x1/4	16	14
Moor	x1	x1	x3/4	14	16
Mountains	x3/4	x3/4	x1/2	16	18
Plains	x1	x1	x3/4	12	12
Swamp	x1	x3/4	x1/2	15	16
Tundra, frozen	x1	x3/4	x3/4	12	18

Poor Visibility = +4 Navigation DC, +2 Forage DC

## CONDITIONS

Conditions	Modifier
Giant terrain	x3/4
Poor visibility (fog, dark)	x1/2
Cold or hot climate	x3/4
Storm	x3/4
Storm, powerful	x1/2
Hurricane	x1/10
Snow cover	x1/2
Snow cover, heavy	x1/4

## ACTIVITIES

Activities	Modifier
Cautious travel	x3/4
Exploration	x1/2
Foraging	x1/2
Leading Mount	x3/4
River Crossing	x3/4

## TERRAIN DIFFICULTY CLASSES

Terrain	Navigation DC	Forage DC
Desert	12	20
Forest (sparse)	14	14
Forest (medium)	16	14
Forest (dense)	18	14
Hills	14	12
Jungle	16	14
Moor	14	16
Mountains	16	18
Plains	12	12
Swamp	15	16
Tundra, frozen	12	18
Trail (poor repair)	12	n/a
Hustling	+4	n/a
Cautious Movement	-4	n/a
Trackless	+2	n/a
Poor Visibility (fog, dark)	+2	n/a
Using compass	-2	n/a

## TRACKING

Surface	Track DC	Identify DC
Very soft ground	5	-5
Soft ground	10	+0
Firm ground	15	+10
Hard ground	20	+20

Condition	DC
Every 3 creatures being tracked	-1*
Every 24 hours	+1
Every hour of rain	+1
Fresh snow cover	+10

Size of largest creature being tracked:

Fine	+8	Large	-1
Diminutive	+4	Huge	-2
Tiny	+2	Gargantuan	-4
Small	+1	Colossal	-8

\* Does not apply to Identify checks.