

HEXPLORATION RULES

To determine the number of group activities per day available to the PCs, compare the Speed of the slowest party member to the following table.

SPEED	ACTIVITIES PER DAY
< 10 feet	1/2
15-25 feet	1
30-40 feet	2
45-55 feet	3
> 60 feet	4

Forced March: The rates above assume the PCs are taking time to camp and rest at healthy intervals. When a new day of hexploration begins, the group can instead decide to take a forced march as long as no one in the group is fatigued. Doing so allows them to gain an extra Travel activity (or perform a full Travel activity if their Speed is 10 or less), but this is the only activity they can perform that day. A character can participate in a forced march safely for a number of days equal to the character's Constitution modifier (minimum 1 day). Any additional days of forced march make the character fatigued until they spend an entire day of downtime resting.

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