

Traveling

Days march or ride 10 hours and BASE x 2 miles

Forced March 10 hours and BASE x 2.5 miles

-1 attack roll penalty / day of march

Con. check each day (-1 incremental modifier each addtl. day)

failed check means no forced march until "recovery"

"recovery" is (1/2 day of rest/day of forced march) during which time -1

attack roll penalty is removed each 1/2 day of rest

Species

Human, Elf, Half-Elf : 12

War Dog : 12

Dwarf, Gnome, Halfling : 6

Horses

Breed (lbs spd)(lbs spd)(lbs spd)

Draft 260 12 -390 6 -520 4

Pony 160 12 -240 6 -320 4

Mule 250 12 -375 6 -500 4

Heavy 260 15 -390 7 -520 5

Medium 220 18 -330 9 -440 6

Light 170 24 -255 12 -340 8

Wild 170 24 -255 12 -340 8

Riding 180 24 -270 12 -360 8

Canter 150% 150% (2hrs)

Gallop 200% (1hr)

followed by 1 hour @ 50%

Ships

BASE mph

DMG:126

BASE * 30 yds/round

Type Base Emergency

Sail Row Sail Row

Caravel 4 - 5 -

Coaster 3 - 4 -

Cog 3 - 4 -

Currach 2 3 3 10

Drakkar 2 4 3 12

Dromond 2 9 3 12

Galleon 3 - 6 -

Great Galley 3 6 4 11

Knarr 4 2 5 12

Longship 5 2 6 13

Food and Drink

Dry rations : 1lb/day : 14sp

salted meat, hardtack, dry fruit, nuts

Meal poor/common/good: 1sp/3sp/5sp

Egg/Fresh vegetable: 1cp

Soup: 5cp

Meat for one meal: 1sp

Blackbread loaf : 3sp

Sourdough loaf : 15sp

Arabellan Cheddar 1lb : 4sp

Water : 5lbs/day (2/3 gallon)

Flaggon of Ale (32oz) (5cp)

Common wine (pitcher): 2sp

Westgate Ruby wine hand keg: 3sp

Common lodging : 5sp/day

Bath : 3cp

Grain and stabling : 5sp/day

Messenger in city: 1sp/message

Laundry: 1cp/load

PHB:67

Aurora:115