

Travel Sheet

Base Speed: _____ miles

Fast (1 ⅓ base): _____ miles ▶ Disadv on Perception - DC 10 Con vs Exhaustion

Slow (⅔ base): _____ miles ▶ Can use Stealth - Can Forage

Current carry weight: _____ lbs

Max carry: _____ lbs ▶ 15 x Strength

_____ Encumbered: _____ lbs ▶ 5 x Strength
▶ Slow speed

_____ Heavily Encumbered: _____ lbs ▶ 10 x Strength
▶ Slow speed
▶ All terrain increases one Difficulty

Survival (Wis): _____ ▶ For Navigation and Foraging

Terrain Advantages: _____

Food: _____ days Days w/o Food: _____ Can go _____ days

Water: _____ days ▶ DC 15 Con Save each day w/o Water Durable Feat _____

Current Exhaustion

_____ 0 Rested

_____ 1 Disadvantage on Ability Checks

_____ 2 Speed halved

_____ 3 Disadvantage on Attack Rolls and Saving Throws

_____ 4 Hit point maximum halved

_____ 5 Speed reduced to 0

_____ 6 Death