

Character Stresses & Strains

Campaign:

Player	
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			!I	Mov	ement	- D	istance	in Ya	ırds ¹							Ener	getic	I evels	
Pace	Speed	1 Rnd	1 Turn		1 min	3 min	5 min	10 min	15 min	n 20 r	nin .	30 min	C	ontinued		$\overline{\Box}$			
Stroll	mph			-						1	E2		: Checked	each 30 minutes		Fai	igue (Level	
Walk	mph							E1	E	E3: Checked each 20 minutes					1			ın is max	
Trot	mph						E1 E2 E3: Checked each 15 minutes								2	2 +4 D-Mod, Run is max			
Jog	mph					E1 E2 E3: Checked each 10 minutes									3				
Run	mph				E1										4	_	Mod, Jo		
	5 minutes E2) 1/2 End roll or mark Fatigue Leve										5	_		rot is max					
Эргин	Sprint mph E2 E3. Checked each 3 fulls (30 seconds) E3) 1/3 rd End roll or mark Fatigue Level Cncumbrance ²												7			Valk is max			
Fani			B	CD				E F			8	8 +16 D-Mod, Walk is max							
Equi	ipment/l	racks	vvei	ght/Bulk	_				_				ע		9	_		Stroll is max	
					+	Steps +	эщ		Steps	+	Steps	† .	Steps	+ Step				Stroll is max	
						Steps +	эср	+ + +	Steps	+	Steps	+	Steps	+ Step			pse – Mu	ıst Rest	
				+ Steps + Steps + Steps + Steps			Steps	+ Step	Steps		Steps +	Sieps	Morale: Comfort Zones						
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					+	Steps +	Step		Steps	+ 	Steps	T .	Steps	+ Step					
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	T (Tot		7	+	Steps +	Step	+	Steps	+	Steps		Steps	+ Step					
			L oads		-				Ч	ncui	nbro	ence ,	Step	Effects	*				
Arms		ody #s	Bulk Size:	Steps 1	Total Steps	Tasl	k Mods	Inititiv	ve S ₁	print	R	lun	Jog	Trot	V	Valk	Stroll	Movement Distance	
	#s		Size:		1	+	D-Mod	- Tie	cks									Full	
	#s	#s		2	2	+	D-Mod	- Tie	cks		-							Full	
	#s	#s	Size:	3	3	+	D-Mod		cks									Full	
	#s	#s	Size:	4	4	+	D-Mod		cks									1/2	
	#s	#s	Size:	5	5	+	D-Mod		cks									1/2	
	#s	#s	Size:	6	6	+	D-Mod											1/2	
	#s	#s	Size:	7	7	+	D-Mod	- 11	cks									1/3 rd	
	#s	#s	Size:	8	8	+	D-Mod		cks									1/3 rd	
	#s	#s	Size:	9	9	+	D-Mod	- 11	cks									1/4 th	
Etc.	Е	tc.	Etc.	Etc.	10	+	D-Mod		cks									1/5 th	
Movement Effects					11	+	D-Mod		cks									1/6 th	
Stroll: -2 D-Mod to Dodge, +1 D-Mod to Skills					12	+	D-Mod		cks									1/7 th	
Walk: -4 D-Mod to Dodge, +2 D-Mod to Skills					13	+	D-Mod											1/8 th	
Trot: -6 D-Mod to Dodge, +4 D-Mod to Skills					14	+	D-Mod		cks							$\overline{}$		1/9 th	
Jog: -8 D-Mod to Dodge, +8 D-Mod to Skills					15	+	D-Mod	110	cks							\rightarrow		1/10 th	
Run: -10 D-Mod to Dodge, +16 D-Mod to Skills Sprint: -12 D-Mod to Dodge, no tasks possible							Etc.	- Tie	cks	Etc.	177	itc.	Etc.	Etc.	-	Etc.	Eta	Etc.	
Spriiit: -12				n the indicat	Etc.		EIC.		_			ands are		L weight (new	_	EIC.	Etc.	EIC.	

- 1) List the distance (in yards) traveled for the indicated time. The E1, E2 and E3 are rolled after the time. Each failure reduces the Energetic Level first. Once that is gone, Fatigue Level increases and the effects take place. Placing non-gloss cellophane tape over the area before writing on it will save wear on the paper.
- 2) Loads, equipment and packs includes major items like weapons, armor, cumbersome attire, backpack, sacks, anything on the body or in the arms/hands. The alpha column are for when the character have combination of those items. Mark the Steps as shown for the Encumbrance loads and any additions for from the item description.
- 3) Encumbrence Loads are the full weight (pounds) and Bulk (length + widest girth of all item together) for the step. The section is a quick reference for how much creates the Encumberence Step. The effect of the loads are as Encumberance Step Effects.
- 4) Refering to the chart in Chapter-AA of the Character Enciridian, reduce the indcated Task Mods by the Dex Bonus, Initiative Adj. is reduced by the Dex Mod, and the movement (Stroll-Sprint) is for the Str division to be inserted.

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