

Character:

Player:

Movement - Distance in Yards¹

Energetic Levels

Pace	Speed	1 Rnd	1 Turn	3 Turns	1 min	3 min	5 min	10 min	15 min	20 min	30 min	Continued	
Stroll	mph								E1	E2	E3: Checked each 30 minutes		
Walk	mph							E1	E2	E3: Checked each 20 minutes			
Trot	mph						E1	E2	E3: Checked each 15 minutes				
Jog	mph					E1	E2	E3: Checked each 10 minutes					
Run	mph				E1	E2	E3: Checked each 5 minutes			E1) Full End roll or mark Fatigue Level E2) 1/2 End roll or mark Fatigue Level			
Sprint	mph		E2	E3: Checked each 3 Turns (30 seconds)									E3) 1/3 rd End roll or mark Fatigue Level

Fatigue Level

1	+2 D-Mod, Run is max
2	+4 D-Mod, Run is max
3	+6 D-Mod, Jog is max
4	+8 D-Mod, Jog is max
5	+10 D-Mod, Trot is max
6	+12 D-Mod, Trot is max
7	+14 D-Mod, Walk is max
8	+16 D-Mod, Walk is max
9	+18 D-Mod, Stroll is max
10	+20 D-Mod, Stroll is max
X	Collapse – Must Rest

Morale:

Comfort Zones

A)	
B)	
C)	

Encumbrance²

Equipment/Packs	Weight/Bulk	A	B	C	D	E	F
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps
Total:		+ Steps	+ Steps	+ Steps	+ Steps	+ Steps	+ Steps

Encubérance Loads³

Encumbrance Step Effects⁴

[illegible]

- 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) Encumbrance 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 Encumbrance Step. The effect of the loads are as Encumbrance Step Effects.
- 4) Referring to the chart in Chapter-AA of the Character Enciridian, reduce the indicated 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.