

CARRYING CAPACITY AND ENCUMBRANCE

Strength	Light load	Medium load	Heavy load
1	3	4-6	7-10
2	6	7-13	14-20
3	10	11-20	21-30
4	13	14-26	27-40
5	16	17-33	34-50
6	20	21-40	41-60
7	23	24-46	47-70
8	26	27-53	54-80
9	30	31-60	61-90
10	33	34-66	76-100
11	38	39-76	77-115
12	43	44-86	87-130
13	50	51-100	101-150
14	58	59-116	117-175
15	66	67-133	134-200
16	76	77-153	154-230
17	86	87-173	174-260
18	100	101-200	102-300
19	116	117-233	234-350
20	133	134-266	267-400
21	153	154-306	307-460
22	173	174-346	347-520
23	200	201-400	401-600
24	233	234-466	467-700
+10	x4	x4	x4

CARRYING LOAD CONSEQUENCES

Load	Max Dex	Check Penalty	Speed (30 ft)	Speed (20 ft)	Run
Medium	+3	-3	20 ft	15 ft	x4
Heavy	+1	-6	20	15	x3

MOVEMENT AND DISTANCE

	Speed				
	15	20	30	40	50
One Round (Tactical)					
Walk	15	20	30	40	50
Hustle	30	40	60	80	100
Run (x3)	45	60	90	120	150
Run (x4)	60	80	120	160	200
One minute (local)					
Walk	150	200	300	400	500
Hustle	300	400	600	800	1000
Run (x3)	450	600	900	1200	1500
Run (x4)	600	800	1200	1600	2000
One hour (overland)					
Walk	1 ½ mi	2 mi	3 mi	4 mi	5 mi
Hustle	--	--	--	--	--
Run	--	--	--	--	--

HAMPERED MOVEMENT

Condition	Example	Additional movement cost
Difficult terrain	Rubble, undergrowth, steep slope, uneven floor	x2
Obstacle	Low wall, deadfall	x2
Poor visibility	Darkness or fog	x2

TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road or trail	Trackless
Desert, sandy	x1	x½	x½
Forest	x1	x1	x½
Hills	x1	x¾	x½
Jungle	x1	x¾	x¼
Moor	x1	x1	x¾
Mountains	x¾	x¾	x½
Plains	x1	x1	x¾
Swamp	x1	x¾	x¾
Tundra, frozen	x1	x¾	x¾

MOUNTED AND VEHICULAR MOVEMENT

Mount/vehicle	mph	Per day
Mount (carrying load)		
Light horse or light warhorse	6	48
Light horse (151-450 lbs)	4	32
Light warhorse (231-690 lbs)	4	32
Heavy horse or heavy warhorse	5	40
Heavy horse (201-600 lbs)	3 ½	28
Heavy warhorse (301-900 lbs)	3 ½	28
Pony or warpony	4	32
Pony (76-225 lbs)	3	24
Warpony (101-300 lbs)	3	24
Donkey or mule	3	24
Donkey (51-150 lbs)	2	16
Mule (231-690 lbs)	2	16
Dog, riding	4	32
Dog, riding (101-300 lbs)	3	24
Cart or wagon	2	16
Caravan, House Orien	2	16
Coach, House Orien	5	40
Lightning rail, House Orien	30	720
Ship		
Raft or barge (poled or towed)	½	5
Keelboat (rowed)	1	10
Sailing ship (sailed)	2	48
Sailing ship (sailed, House Lyrander)	6	144
Warship (sailed and rowed)	2 ½	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96
Soarwood vessel	x2	x2
Airship		
House Lyrander Galleon (water elemental)	20	480
House Lyrander Airship (air or fire elemental)	20	480

LIGHT SOURCES AND ILLUMINATION

Object	Bright	Shadowy	Duration
Candle	n/a	5 ft	1 hr
Everburning torch	20 ft	40 ft	Permanent
Lamp, common	15 ft	30 ft	6 hr/pint
Lamp, bullseye	60 ft cone	120 ft cone	6 hr/pint
Lantern, hooded	30 ft	60 ft	6 hr/pint
Sunrod	30 ft	60 ft	6 hr
Torch	20 ft	40 ft	1 hr
Spell			
<i>Continual flame</i>	20 ft	40 ft	Permanent
<i>Dancing lights</i>	20 ft	40 ft each	1 min
<i>Daylight</i>	60 ft	120 ft	30 min
<i>Light</i>	20 ft	40 ft	10 min

POPULATION CENTRES

d%	Town size	Population	GP Limit	Minor items
01-10	Thorp	20-80	50 gp	1 st level scroll, 0 level potion
11-30	Hamlet	81-400	150 gp	2 nd level scroll, 1 st level potion
31-50	Village	401-900	400 gp	3 rd level scroll, 2 nd level potion, 1 st level wand
51-70	Small town	901-2,000	1,000 gp	4 th level scroll, 4 th level potion, 2 nd level wand
71-85	Large town	2,001-5,000	4,500 gp	5 th level scroll, 3 rd level wand
86-95	Small city	5,001-12,000	15,000 gp	Any
96-99	Large city	12,001-25,000	40,000 gp	Any
100	Metropolis	25,001+	100,000 gp	Any