



DISTANT JOURNEYS

RULES AND GUIDELINES FOR LONG TRAVELS

Journeys in fantasy or post-apocalyptic games are lengthy and often dangerous ordeals. Most commoners prefer to stay in their home city, town, or collection of farms. Adventurers and merchants, however, spend as much time traveling as they do staying in civilized areas. **Distant Journeys** provides you with a simple system for *Savage Worlds* to provide a more detailed experience for those long days on the road (or hills, if you prefer to travel cross country).

The Roles

A well planned journey requires certain roles be filled to go as smoothly as possible. Ideally each role is filled by a hero, but allied Extras can also participate. Each role can only be filled by a single person, as every occupation on a **Distant Journey** is a full-time job.

The Guide

The hero designated as **The Guide** is responsible for planning the trek. They need to have a good working knowledge of the land, the general route the group wants to take, where good resting spots usually can be found, and what dangers can be expected on the journey.

To accomplish this, they roll **Common Knowledge**.

The Scout

While the guide is tasked with making the plans, it's the job of **The Scout** to actually navigate the road and land to get the group to their destination, find safe routes around unexpected obstacles, and lead them safely through rough terrain.

To ensure a smooth journey, they roll **Survival**.

The Hunter

Traveling groups are assumed to be unwilling or unable to sustain themselves on trail rations for the whole trek, so they are dependent on a steady supply of fresh water, meat, and fruit found along the way. **The Hunter** spends their time foraging and hunting while on the move.

To make sure nobody has to go hungry, they roll **Survival**.

The Lookout

While the scout is focusing their attention on the lay of the land and the route to take, **The Lookout** will keep a keen eye open for all sorts of dangers lurking along the way, whether they are people or animals.

To keep the group safe from harm, they roll **Notice**.

The Journey

The actual journey is based on **Staged Encounters** found in *Savage Worlds Adventure Edition*. Every participating hero rolls their respective skill to contribute their share of the journey's burden. Each roll is modified by the circumstances of their journey, and good preparation may help them perform their tasks more efficiently. See the **Journey Circumstances Table** on page 2 for guidelines to apply bonuses or penalties, or just make up your own using the guidelines in *SWADE*.

Resting during the Journey is also a great time to run **Interludes** for the group.

First the **Guide** makes a **Common Knowledge** roll. If they are strangers to the traveled lands, haven't been there in quite some time, or are just starting out as a guide, they suffer a penalty. If on the other hand they have access to accurate maps and first hand reports of the area they wish to travel, they may roll with a bonus.

Next up is the **Scout** to make a **Survival** roll. Navigating lands unknown to them, or terrain they have little experience with, may inflict a penalty. But should a scout need to cross lands and terrain they are deeply familiar with that may warrant a bonus on their roll.

Then it's the **Hunter's** time to also make a **Survival** roll. Hunting in sparsely populated or scant lands, not having access to gathering tools, or hunting tools like traps or a bow, may result in penalties. Traveling through lands rich in game and fruit, on the other hand, may grant a bonus on their roll.

Last is the **Lookout** to make their **Notice** roll. If they are unfamiliar with the local fauna or the political situation they may falsely assume an approaching animal or group is harmless, while in reality they are a dangerous predator or highwaymen. Having access to high quality tools however may grant them a bonus to spot distant dangers and redirect the trek.



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JOURNEY CIRCUMSTANCES TABLE

Guide	Modifier
Stranger in these lands	-1
Hasn't traveled the route in years	-1
Access to recent maps	+1
First hand scout reports	+1
Scout	Modifier
Unknown lands	-1
Inexperienced with terrain	-1
Very familiar with land and terrain	+1
Woodsman Edge	+2 as per Edge
Hunter	Modifier
Sparse animal population	-1
Scant lands	-1
No gathering or hunting tools	-1
Woodsman Edge	+2 as per Edge
Lookout	Modifier
Unfamiliar with fauna or locals	-1 each
Impaired senses	As per Hindrance(s)
Good tools (binoculars, for example)	+1
Alertness Edge	+2 as per Edge

Results

Every role contributes a vital part to the overall journey. Success or Failure on each roll will have consequences which can potentially affect everyone partaking in the trek.

The Guide

On a **success** they plan an optimal route, accounting for good places to rest and good areas for the hunter to keep the trek supplied. With a **raise** they managed to obtain a bit of extra food or gear, giving a +1 bonus to a single other Journey roll of their choosing.

On a **failure** their plans are lacking in some regards. The trek either takes double the time planned, or a single other Journey roll suffers a -2 penalty. A **Critical Failure** results in a much longer trek and every other Journey roll suffering a -2 penalty.

The Scout

A **success** leads the trek safely along the many roads or through the wild lands. On a **raise** they actually manage to find a shortcut or other way to make good time on the Journey. The travel time is reduced by 25%.

A **failure** means a grave misjudgment on the part of the scout, leading to everyone suffering 1 level of Fatigue from traveling through rough terrain. On a **Critical Failure** the territory becomes outright hostile, leading to everyone suffering a wound instead.

The Hunter

With a **success** they gather and hunt enough food, and find an ample supply of fresh water to keep the whole group well fed through the Journey. On a **raise** they even manage to find something very rare to sell at their destination, be it the pelts of a seldom seen animal, or only sparsely growing herbs.

A **failure** results in lacking supplies and food requiring rationing. Everyone suffers 1 level of Fatigue from hunger. On a **Critical Failure** the Hunter also attracted a pack of dangerous predators, which need to be fought off. This can either be played out as a normal battle, or resolved with another Quick Encounter roll.



The Lookout

On a **success** the Lookout does a good job of detecting dangers way before they reach the trek, so they can be avoided. On a **raise** they may lay an ambush themselves if the group so desires, either starting combat with The Drop, or with a +2 bonus for everyone participating in a combat Quick Encounter.

With a **failure** the group has to fight their way out. Everyone suffers a Wound during the combat. A **Critical Failure** means the group was surprised in their sleep while resting and in addition to the Wound suffered important items were stolen, either personal gear of the characters or valuable trade goods.

