This section for reference only

Select Pace	Speed mod	Nav mod	Forage mod
Exploring	0.5	-1	-2

Chance for encounters is doubled, but with a reduced chance of non-exploratory encounters

Base MPH	MPH	Hex Width	HPW	MPW
3 [3]	1.5	24 [4]	4 [5]	6

Instructions [1]

☐ *Click to reroll all randomized elements*

This sheet is based on The Alexandrian's fantastic series on Hexcrawls

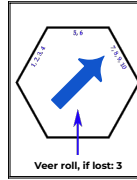*Other potentially useful Numenera tools:*

My Numenera Roller for cyphers, artifacts, oddities and encounters by location

My Aeon Calendar loosely based on the little info in the books and expanded

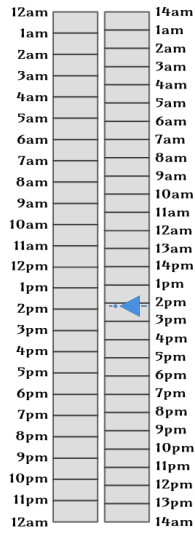*This section for reference only*

	Road [6]	Watches to cross	Trail [7]	Watches to cross	Trackless [8]	Watches to cross	Navigation Difficulty	Forage Difficulty
Dessert	1	4	0.5	8	0.5	8	6	6
Forest	1	4	1	4	0.5	8	4	1
Dense Forest, Jungle	1	4	0.75	5	0.25	16	7	2
Hills	1	4	0.75	5	0.5	8	3	1
Mountains	0.75	5	0.75	5	0.5	8	4	4
Plains	1	4	1	4	0.75	5	3	2
Swamp	1	4	0.75	5	0.5	8	4	4

Player count	4
Total rations at day start	104
Normal	0
Fast	0
Slow	7
Ration cost	8.4 (2.1 per player)
EOD ration total	95.6

Veer roll, if lost: 3

[10]	Terrain	Watch	Pace [11]	Exit on near face? [12]	Miles	Hex % crossed [9] 50% [13]	Encounter? (Trigger keyed?) [14]	Time into watch (hours)	Time lost to encounter (hours)	Encounter type if not keyed	Creature encountered
1	Mountains Trackless	14am-4am	Exploring	☐	2.25	50%	None		0		
1	Mountains Trackless	4am-8am	Exploring	☐	2.25	60%	None		0		
1	Mountains Trackless	8am-12am	Exploring	☐	2.25	70%	Yes (Yes)	2.5	0	Scaled up oddity	
1	Mountains Trackless	12am-2pm	Exploring	☐	2.25	80%	None		0		
1	Mountains Trackless	2pm-6pm	Exploring	☑	2.25	90%	None		0		
1	Mountains Trackless	6pm-10pm	Exploring	☐	2.25	110%	None		0		
1	Mountains Trackless	10pm-14am	Exploring	☐	2.25	120%	None		0		

15.75 [15]

Time Comparison Between a 24 Hour and 28 Hour Day

24 Hour	28 Hour
12am	14am
1am	1am
2am	2am
3am	3am
4am	4am
5am	5am
6am	6am
7am	7am
8am	8am
9am	9am
10am	10am
11am	11am
12pm	12am
1pm	13am
2pm	14pm
3pm	1pm
4pm	2pm
5pm	3pm
6pm	4pm
7pm	5pm
8pm	6pm
9pm	7pm
10pm	8pm
11pm	9pm
12am	10pm
	11pm
	12pm
	13pm
	14am

Trum awareness enhancer active until 6pm

Pace	Speed mod	Nav mod	Forage mod
Normal	1	0	0
Fast	1.5	1	2
Cautious	0.75	0	-1
Exploring	0.5	-1	-2
Stopped	0	-3	-2

Terrain	Road	Trail	Trackless	Navigation Difficulty	Forage Difficulty
Dessert	1	0.5	0.5	7	8
Forest	1	1	0.5	5	3
Dense Forest, Jungle	1	0.75	0.25	8	4
Hills	1	0.75	0.5	4	3
Mountains	0.75	0.75	0.5	5	6
Plains	1	1	0.75	4	4
Swamp	1	0.75	0.5	5	6

Encounter type	Percent chance (normal)	d100 roll over/under	Percent chance (exploring)	d100 roll over/under	Percent to avoid creature if cautious	Percent to trigger keyed (normal)	Percent to trigger keyed (exploring)	Creature encounter type	Creature encounter type Percent	d100 roll over/under
Creature	50	50	30	30	50	40	80	wandering	35	35
Village or trave	10	60	15	45				as tracks or	50	85
Ruin entrance	20	80	25	70	Ration cost per watch			as creature'	5	90
Weird event	5	85	10	80	Normal	Fast	Slow	in lair	10	100
Scaled up oddi	15	100	20	100	0.5	0.7	0.3			

[1] Only cells with blue outlines should ever be edited. Edit other cells at your own risk.

A lot of information on the main page is calculated based on variables on the "Data" page, much of which can be changed to suit the GM's needs.

Check cell notes for more information.

[2] In case you changed things and want to start from scratch.

[3] How fast the party travels at normal speed.

[4] in miles

[5] Hours per watch. If you change this, you'll need to manually adjust the times in the watch table below and manually add or delete rows.

[6] Speed modifier on a road

[7] Speed modifier on a trail

[8] Speed modifier on trackless terrain

[9] Each 100% indicates a completed crossing of a hex. This does not factor being lost.

[10] Manual speed modifier for the watch. 1 is 1x speed, 0.5 would be half speed, 2 would be 2x speed, etc.

This can account for instances of temporarily faster travel via some creature or device, or for particularly difficult terrain, etc.

This can also account for a party traveling only a partial watch. If, for instance, they travel 2 hours instead of 4 and decide to stop, set the value for that watch to "0.5", for one hour set it to "0.25", or for three set it to "0.75".

Set to 1 by default.

[11] At the start of a new day, set pace to "Stopped" for all watches.

As the party travels, update the pace and terrain types for the next watch, as appropriate.

As they move on, ignore any encounter results that randomize into previous watches, only taking into account the current watch's encounter results.

[12] If the party is exiting on either of the faces of the hex nearest their entry point, check this box for each watch until they exit current hex. (halves the miles required to exit hex)

[13] Percent current hex was crossed
 from previous day. If the last percentage from the previous day is over 100%, only use to the 10s place.

[14] Once you've moved onto the next watch, disregard the information in this section, other than the time lost to the encounter, which you will enter.

This is because the sheet will re-roll all random elements once you change anything, such as setting the terrain type and speed for the next watch.

Time lost to encounter can be either on the current watch or the next watch (or both), depending on how

late into the watch it happens, but is entirely up to the GM.

[15] Total miles traveled today