



d30 Foraging & Hunting Chart

FHC: FORAGING & HUNTING CHANCES FOR SUCCESS

Foraging: Number to left of slash = chance in 30 of 1 character searching for 2 turns to find 1 full day's rations. Number to right of slash = chance in 30 for the find to be both nutritional and safe to consume (non-toxic/non-poisonous). Maximum number of foraging attempts = 2. Characters with foraging proficiency check in 1 turn (instead of 2), and may make up to 4 attempts.

Hunting: Chance in 30 of "non-proficient" hunter encountering game per 4 turns spent hunting during early morning or late evening hours. Hunting at night = impossible (unless able to see in darkness).

Modifiers: -3 for hunting during "off" hours; -3 per additional hunter in group; +3 per proficient hunter.

		SPRING		SUMMER		FALL		WINTER	
		forage	hunt	forage	hunt	forage	hunt	forage	hunt
tropical	hills	30/18	15	30/18	15	29/20	15	27/21	15
	mountaints	27/21	12	27/18	12	27/20	12	25/21	12
	forest	30/21	15	30/18	15	30/21	15	30/21	15
	plains	30/17	15	30/15	15	30/18	15	30/21	15
	swamp	18/12	15	21/15	15	18/12	15	15/12	15
	desert	1/6	2	0/0	2	1/8	2	1/8	2
	coast	29/15	15	30/15	15	29/15	15	27/18	15
subtropical	hills	27/21	15	30/22	15	29/22	15	24/23	15
	mountaints	16/21	10	24/21	10	18/18	10	12/18	10
	forest	30/21	15	30/21	15	30/21	15	27/21	15
	plains	27/21	15	30/21	15	30/20	15	24/21	15
	swamp	15/15	15	15/15	15	15/12	15	12/12	12
	desert	1/5	2	0/0	1	1/9	2	1/9	3
	coast	27/18	15	30/18	15	29/18	15	24/18	18
temperate	hills	22/18	12	27/20	12	24/15	12	20/15	8
	mountaints	9/18	9	12/18	9	9/15	9	6/18	5
	forest	27/18	15	30/18	15	27/18	15	24/18	12
	plains	18/18	12	22/21	15	18/15	15	15/18	8
	swamp	10/18	10	12/15	15	10/12	15	9/12	5
	desert	2/15	2	1/9	1	2/15	2	3/7	3
	coast	20/18	12	24/18	15	20/15	15	15/15	6
subarctic	hills	9/15	3	12/18	5	8/15	5	6/15	1
	mountaints	5/15	2	6/18	3	5/15	2	3/15	1
	forest	27/18	3	30/15	3	24/18	1	21/18	1
	plains	9/18	3	15/18	5	9/15	5	6/18	1
	swamp	6/12	3	9/12	5	6/15	3	5/12	1
	desert	2/15	3	5/15	3	2/5	2	0/0	1
	coast	10/15	4	15/18	6	10/15	6	7/12	2
arctic	hills	3/12	3	3/12	3	2/15	2	2/6	1
	mountains	0/0	1	2/15	2	0/0	1	0/0	1
	plains	2/15	2	3/15	3	2/15	2	1/50	1
	desert	2/5	1	3/5	3	0/0	1	0/0	1
	coast	3/15	1	5/15	3	3/6	1	3/6	1

HNT1: GAME TYPE

Hunting characters must possess:

- proficiency with missile weapons
- missiles with range to meet distance
- ability to cause "average" amount of damage per shot required by size of creature (small=1, medium=2, large=3)

HNT2: HUNTING SUCCESS

1. Roll initial d30; reference column per HNT1 for resulting # of game.
2. Roll twice more; reference both rolls on column indicated by # of hunters; larger result = # of missiles used; smaller result = # of game killed*.

Size	#	Distance*	game: 1-3 hunters: (1)	1-6 (2)	2-8 (3)	2-12 (4+)		
1	small	1-3	20 yds.	1	1	2	2	
2	small	1-3	30 yds.	2	1	1	2	3
3	small	1-3	40 yds.	3	1	1	3	3
4	small	1-6	20 yds.	4	1	2	3	4
5	small	1-6	30 yds.	5	1	2	3	4
6	small	1-6	40 yds.	6	1	2	4	5
7	small	1-8	20 yds.	7	1	2	4	5
8	small	1-8	30 yds.	8	1	2	4	5
9	small	1-8	40 yds.	9	1	3	4	6
10	small	1-12	20 yds.	10	1	3	4	6
11	small	1-12	30 yds.	11	2	3	5	6
12	small	1-12	40 yds.	12	2	3	5	6
13	medium	1-2	40 yds.	13	2	3	5	7
14	medium	1-2	50 yds.	14	2	3	5	7
15	medium	1-2	60 yds.	15	2	3	5	7
16	medium	1-3	40 yds.	16	2	4	5	7
17	medium	1-3	50 yds.	17	2	4	5	7
18	medium	1-3	60 yds.	18	2	4	5	7
19	medium	1-6	40 yds.	19	2	4	6	8
20	medium	1-6	50 yds.	20	2	4	6	8
21	medium	1-6	60 yds.	21	3	4	6	8
22	medium	2-8	40 yds.	22	3	4	6	8
23	medium	2-8	50 yds.	23	3	5	6	9
24	medium	2-8	60 yds.	24	3	5	7	9
25	large	1-2	60 yds.	25	3	5	7	9
26	large	1-2	70 yds.	26	3	5	7	10
27	large	1-2	80 yds.	27	3	5	7	10
28	large	1-3	60 yds.	28	3	6	7	11
29	large	1-3	70 yds.	29	3	6	8	11
30	large	1-3	80 yds.	30	3	6	8	12

* maximum kill limited by smaller # of party's missiles w/ appropriate range (per HNT1) or # of available game