House Rules: Sea Travel

d20	Table 1. Weather on the High Seas (Roll Daily)
1	The Gods Go Nuts! Sailing Check DC 25 : 10 rolls on the Hazard Table
2	Heavy Storm: Sailing check DC 20 : 5 rolls on the Hazard Table
3	Storm: Sailing Check DC 15 ; 3 rolls on the Hazard Table
4	Rain: Sailing check DC 15 ; 1 roll on the Hazard Table
5	Rain: Sailing check DC 15 ; no rolls on the Hazard Table
6	Fog : Sailing check DC 15
7	Duldrums: Clear but no Wind: row at 1/2 move
8	Clear Skies, Strong Headwind : move 1/4
9	Clear Skies, Mild Headwind : move 1/2
10	Clear Skies, Mild Headwind : move 1/2
11	Clear Skies, Good Wind : normal move
12	Clear Skies, Good Wind : normal move
13	Clear Skies, Good Wind : normal move
14	Clear Skies, Good Wind : normal move
15	Clear Skies, Good Wind : normal move
16	Clear Skies, Good Wind : normal move
17	Clear Skies, Good Wind : normal move
18	Clear Skies, Good Wind : normal move
19	Clear Skies, Good Wind : normal move
20	Clear Skies, Strong Tail Wind : move x2

Table 2. Blown Off Course	
d8	Direction
1	north
2	northeast
3	east
4	southeast
5	south
6	southwest
7	west
8	northwest

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d20	Table 3. Hazard Table
1	6d6 hull damage
2	3d6 hull damage
3	1d6 hull damage
4	2d6 mast damage
5	1d6 mast damage
6	1d4 passengers or crew overboard
7	3d10 units of fresh water overboard
8	3d10 units of food overboard
9	5d100 gp worth of cargo overboard
10	2d100 gp worth of cargo overboard
11	2d6 passengers take 1d6 damage each
12	1d6 passengers take 1d6 damage each
13	taking on water - 4d20 units
14	taking on water - 2d20 units
15	taking on water - 1d20 units
16	2d6 passengers lose one personal item at random
17	1d6 passengers lose one personal item at random
18	No result - whew!
19	No result - whew!
20	No result - whew!

* Ship will sink if more water is taken on than the ship's max.
* Crew members can bail 1 unit of water per roll on hazard table.
* Bailers are at higher risk for taking storm damage or
        being washed overboard.
* (at higher risk means if a roll indicates damage or overboard, then
        it is rolled among those most at risk exclusively)
* passengers reduced to zero HP are automaticallly swept overboard next turn

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d20	Table 4. Rescuing Passengers Washed Overboard
1	…and they were never seen again
2	Victim REF Save vs DC 10; Rescuer STR check vs DC 10; failure means they drown
3	Victim REF Save vs DC 10; Rescuer STR check vs DC 10; failure means they drown
4	Victim REF Save vs DC 5; Rescuer STR check vs DC 5; failure means they drown
5	Victim REF Save vs DC 5; Rescuer STR check vs DC 5; failure means they drown
6	Victim makes Reflex Save vs DC 10 to catch rope; failure means they drown
7	Victim makes Reflex Save vs DC 10 to catch rope; failure means they drown
8	Victim makes Reflex Save vs DC 5 to catch rope; failure means they drown
9	Victim makes Reflex Save vs DC 5 to catch rope; failure means they drown
10	Hauled aboard in six rounds; FORT save vs DC 25 or 1d6 damage
11	Hauled aboard in six rounds; FORT save vs DC 25 or 1d6 damage
12	Hauled aboard in five rounds; FORT save vs DC 20 or 1d6 damage
13	Hauled aboard in five rounds; FORT save vs DC 20 or 1d6 damage
14	Hauled aboard in four rounds; FORT save vs DC 15 or 1d6 damage
15	Hauled aboard in four rounds; FORT save vs DC 15 or 1d6 damage
16	Hauled aboard in three rounds; FORT save vs DC 10 or 1d6 damage
17	Hauled aboard in three rounds; FORT save vs DC 10 or 1d6 damage
18	Hauled aboard in two rounds; FORT save vs DC 5 or 1d6 damage
19	Hauled aboard in two rounds; FORT save vs DC 5 or 1d6 damage
20	Nailed it! Hauled aboard in one round, no harm done!

* Rescue requires one passenger to make the rescue.
* If more than one person attempts a rescue at the same time, add +5 to the roll for Table 4
* Rescuers are at higher risk for taking damage or being washed overboard.