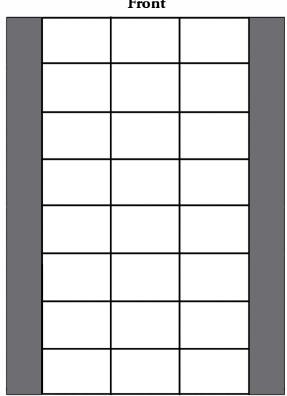
DUNGEON RUNNING SHEET

Party Name Party Speed Dungeon Fast Pace
Pace

TURN TRACKER

Tour Timenen					
EFFECT	DURATION		TRACKERS		

MARCHING ORDER Front



Back

DUNGEON TURNS

- 1. Mark ticks (to track time, resources, etc.).
- 2. Make an encounter check.
- 3. Declare actions.
- 4. Make Perception-type checks as necessary.
- 5. Resolve actions and tracker movement.

ENCOUNTER CHECK

- **1.** Roll 1d8. 1 = Encounter
- 2. If encounter, roll on encounter table.
- 3. Determine encounter distance. 2d6 x 10 feet.
- **4**. Make a reaction check.
- 5. Determine suprise, if any.

DUNGEON ACTIONS

- Movement
- Oombat
- © Conversation
- Helping
- Dookout
- Overcome Obstacle
- Ritual Casting
- Search
- Other Actions

REACTION TABLE

2D6	REACTION
2–3	Immediate Attack
4–5	Hostile
6–8	Cautious/ Threatening
9–10	Neutral
11–12	Amiable