## DUNGEON RUNNING SHEET

Party Name

Party Speed $\begin{gathered}\text { Dungeon } \\ \text { Pace }\end{gathered} \quad$ Fast Pace
TURN TRACKER
EFFECT DURATION TRACKERS

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TRACKERS

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## 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 1 d8. 1 = Encounter
2. If encounter, roll on encounter table.
3. Determine encounter distance. $2 \mathrm{~d} 6 \times 10$ feet.
4. Make a reaction check.
5. Determine suprise, if any.

| REACTION TABLE |  |
| :---: | :---: |
| 2D6 | REACTION |
| $2-3$ | Immediate <br> Attack |
| $4-5$ | Hostile |
| $6-8$ | Cautiousl <br> Threatening |
| $9-10$ | Neutral |
| $11-12$ | Amiable |

- Movement
- Combat
( Conversation
Helping
( Lookout
Overcome Obstacle
- Ritual Casting
- Search

Other Actions
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