Dungeon Running Sheet

Party Name	Party Speed	Dungeon Speed (x5)	Fast Pace (x100)

Turn Tracker

Effect	Duration/Expires	Trackers
MASTER TRACK		

Marching Order

Front

Back

The Dungeon Turn

A "Dungeon Turn" approximates activity that takes a few minutes, up to 10. There are six (6) turns per hour.

Turn Procedure

1. Mark **ticks** to track time, resources, etc.
2. Make an **encounter check**.
3. Declare **dungeon actions**.
4. Make **skill checks** as needed and resolve actions.
5. **Track movement**.

Dungeon Actions
- Movement
- Combat
- Conversation
- Helping
- Lookout
- Overcome Obstacle
- Ritual Casting
- Search
- Other/Custom

If using the **Master Track**, use relative duration(s) (e.g. "expires T6"), and only the top ticks are used.

Encounter Checks

Check Procedure
1. Roll 1d8. If 1, continue.
2. Roll on appropriate table for creature(s).
3. Roll 2d10 for Activity.
4. Roll 2d6 for Reaction.
5. Starting Distance = Reaction x 10'.
6. Determine Surprise, if any (check passives).

2d6	Reaction
2 - 3	Enraged, immediately attacks
4 - 5	Hostile
6 - 8	Cautious, threatening
9 - 10	Neutral
11 - 12	Friendly

2d10	Activity
2 - 3	Performing for a potential mate
4	Building a nest / home
5 - 6	Guarding the corpse of a recent kill
7	Protecting Younglings
8 - 9	Hunting
10	Patroling
11 - 12	Eating
13 - 14	Fleeing predator!
15	Marking territory
16 - 17	Sleeping
18	Working industriously
19	At Play
20	Magical Change