



PLAYERS DUNGEON SHEET

ADVENTURERS' ABILITY TO AVOID HAZARDS

| Base percentage | 100% |
|---|----------|
| The highest Stealth skill in the party | - ____ % |
| The highest Physics skill in the party | - ____ % |
| The highest Perception skill in the party | - ____ % |
| If a PC has a Mechanics skill of 6 or higher | - 5% |
| If a PC has a Geography skill of 6 or higher | - 5% |
| If a PC has Metaphysics skill of 6 or higher | - 5% |
| If a PC has Wilderness skills of 6 or higher | - 5% |
| If a PC has the Ability: Experienced Guide | - 10% |
| Hazard percentage | |
| Temporary modifiers | |
| If at least half of the adventurers are tired, meaning they have a penalty to rolls (not added during rest) | +10% |
| If at least half of the adventurers are wounded or critically wounded, meaning they have a penalty to rolls (not added during rest) | +10% |
| Adventurers have the blessing of a priest (Ritual: Blessing) | - 10% |
| Adventurers have the blessing of Ancestral spirit (Hunter's Blessing) | - 5% |
| Moving quickly | +20% |
| Moving stealthily | -20% |
| One of the PCs is searching for traps | -10% |
| Total on this Turn | |

ADVENTURERS' ABILITY TO FIND OPPORTUNITIES

| Base percentage | 0% |
|---|----------|
| The highest Stealth skill in the party | + ____ % |
| The highest Physics skill in the party | + ____ % |
| The highest Perception skill in the party | + ____ % |
| If a PC has a Stonework skill of +6 or higher | + 5% |
| If a PC has a Herbalism skill of +6 or higher | + 5% |
| If a PC has a History skill of +6 or higher | + 5% |
| If a PC has a Metaphysics skill of +6 or higher | + 5% |
| If a PC has a Theology skill of +6 or higher | + 5% |
| If a PC has an Art skill of +6 or higher | + 5% |
| If a PC has the Ability: Experienced Adventurer | + 10% |
| Opportunities percentage | |
| Temporary modifiers | |
| Adventurers have the blessing of a priest (Ritual: Blessing) | +10% |
| Adventurers have the blessing of Ancestral spirit (Farmer's Blessing) | +5% |
| Moving quickly | -20% |
| Moving stealthily | -20% |
| One of the PCs is searching for secrets. | +10% |
| Total on this Turn | |

ON EACH DUNGEON TURN

1. PCs decide collectively whether to stay where they are or move.
2. PCs decide collectively on the speed of movement.
3. PCs decide individually on their Actions for the turn. Relevant checks are rolled.
4. Hazards and Opportunities are rolled (Hazards are rolled every turn, Opportunities only when moving).
5. GM states if anything else happens. Appropriate notes are made on the dungeon map.

MOVEMENT SPEEDS

Normal aka cautious movement
1 sector in Dungeon Turn.

Fast movement
2 sectors in Dungeon Turn. No actions can be taken, but can flee using Chase rules. **+20% Hazards, -20% Opportunities.** Without a consistent map there is a chance of getting lost. Geography check against the Difficulty Level of dungeon mapping to avoid that.

Stealthy movement
1 sector in Dungeon Turn. **-20% Hazards, -20% Opportunities.**

Exiting the dungeon
Up to 3 sectors in Dungeon Turn. **Hazards and Opportunities are not rolled!** No additional Actions can be taken, but the characters can flee using Chase rules. This is only possible if the characters have a consistent dungeon map.

INDIVIDUAL ACTIONS

Dungeon mapping
In a mapped dungeon, it's impossible to get lost. Mapping must be done consistently. Geography check against the Dungeon mapping DL.

Searching for traps
If there's a trap somewhere, a PC can make a Perception (searching) check against the traps searching DL to find it. In addition, searching for traps **reduces the Hazard percentage by 10%.**

Searching for Secrets
PC tries to find something useful by analysing their surroundings using a skill relevant to the nature of the dungeon. A Perception check to search for secrets is always possible, but DL is 5 or 10 points harder than relevant skill checks DL. It is possible to search for Secrets even when exiting (moving backwards) of the dungeon. In addition, searching for Secrets **improves Opportunities percentage by 10%.**

**Dungeon schematics**

(During the exploration of the dungeon, mark on the map the secret paths, hiding places, unpassable obstacles, and other important details for you between the sectors. Mark which sectors have been mapped.)

One sector in the dungeon corresponds to ____ and carefully navigating through it takes ____ .