

5-16 DotS 3: Sanctum of the Sages Chase points worksheet

What scene/room?	What do they have to do?	Possible Outcome(s)	Change	Total
Begin	Nothing	5	5	5
Begin	Move speed of 40+	+1		
Begin	Move speed of 50+	+1		
Pillars of the Sun	Survival check (21 or 26)	+1		
Pillars of the Sun	%50 of the party is fatigued	-1		
Pillars of the Sun	Fatigue removed	+1		
Pillars of the Sun	LG Creatures moving slow	-1		
Death Worm Tunnels	Know: dungeon/Survival (20 or 23)	+1 or -1		
Behirs Domain	%50 of the party is fatigued	-1		
Behirs Domain	Fatigue removed	+1		
Behirs Domain	uses mythic recuperation - 1 hr	-1		
Behirs Domain	rest overnight	-4		
Mountain Campsite	%50 of the party is fatigued	-1		
Mountain Campsite	Fatigue removed	+1		
The Final Heat	Stealth Check: (16 or 19)	+1		

Made By Earl Gendron
ct.pfs.kirstov@gmail.com