

*True*  
DUNGEON®

## COACHES GUIDE



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# Greetings True Dungeon Coaches and Assistant Coaches!

A warm welcome to all our new and returning coaching staff! If you have received this packet, it means that you were selected for one of the most critical positions in the TD experience: the player coach! As a player coach, you have the very important task of getting the players set up

and ready for their True Dungeon experience. Everyone at True Dungeon wants to thank you for taking up this mantle and hopes you are excited to participate in the position that players have voted time and again as something that enhanced their TD experience the most!

## Goal of This Guide

The purpose of this guide is to give all our player coaches resources and information regarding what player coaching entails. Make no mistake, being prepared for this event will make coaching FAR less stressful on you and the players you are helping. This includes things like token rules knowledge, combat & mechanics knowledge, taking good care of

yourself, and keeping a light-hearted attitude about the whole thing. This guide is designed to point you to many of these resources and help you with the general routine so you can make the whole thing flow easily from muster area to training room. Each dungeon will have two coaches and one assistant coach, so let's jump into the job descriptions to start.

## A Quick Summary of Coaching

The primary responsibility of a player coach is to teach each of the players about the basics of True Dungeon, and get them prepared for the upcoming perilous adventure. This involves a long list of responsibilities, all of which must be accomplished under a very limited amount of time (24 minutes of coaching in the muster area, 12 minutes in the training room). This may seem daunting at first, but once you get into the "coaching groove" you might find yourself with time to spare to chat with the players. So long as you are prepared for the players before the event, this can be very, very rewarding and a great deal of fun.

As coaches, you are the "face" of True Dungeon more than anyone else. Players will be interacting with you more than with the DMs or other staff, and are counting on you to give them the knowledge to face the challenges ahead. Let's not forget that the players have paid good money for this event, and the amount of fun they have is highly dependent on knowing how to play. The more they know, the easier it is on the DMs in each room to streamline combat, fight less with mistaken rules lawyers, and have players maximize the time in each 12 minute room to succeed in the challenges set before them.

## A Quick Summary of Assistant Coaching

As an assistant coach, your job will be to facilitate the active coaches with things they need and keep the muster area in good shape. This includes making sure class and party cards are on the tables, HP trackers and lights are stocked in proper quantity, gathering strewn about chairs, and making sure that there is water available for yourself and the coaches to take a quick drink when you need one. You are also

available to answer player questions if they should need it, and guide confused players to the time slot indicated on their wristband. Another key task (discussed later) is that you will be making sure that the group is prepared for the coach to arrive.

You will also be the room's backup in case the coach is somehow indisposed. This happens rarely but DOES happen. Make sure you go over this guide well also, as you might need to cover for a coach quickly whilst they go to the bathroom, or worse, go missing. You will likely

become the de-facto coach in the room as pulling in someone with no training to coach is next to impossible. Also, we are always looking for more coaches, and this is a great way to prep yourself for next year if you want to take on the mantle of a full-fledged player coach!

## Coach Care! What you need to be a happy coach

First and foremost, let's go over what you are going to need so that you can spend your coaching experience comfortable and able to speak. Volunteering at TD can be physically and mentally draining, especially for coaches! These little things can really make your coaching experience a lot more enjoyable.

1. *Wear comfortable shoes:* Comfy shoes are paramount. You are going to be standing for 4 hours at a time, walking around tables, getting equipment, and moving to and from the training area. Chairs will be provided in the rare instance that you may be able to sit, but usually you are going to want to be near players and jotting down their important stats. Padded insoles are a grand investment and can save you from numb, sore feet.
2. *Bring throat easing lozenges:* Ricolas are fantastic for this. As a coach, you will be speaking non-stop (or close to it) at elevated volumes. Choral training with voice projection will help more than anything, but few people have that knack. This can mean shredded vocal chords from all the shouting. If your throat is getting exhausted, pop your sore throat lozenge of preference. You know your limits.
3. *Stay hydrated:* This is very important, as with all the walking you are going to get a bit hot. Keep a bottle of water with you or near you so that you can take small drinks to stay hydrated and sharp throughout your shift. This will also prevent your mouth and throat from getting dry and help you to keep that cheery coach voice going. TD will supply a good quantity of water so that this will make it easy, so just remember to drink it often.
4. *Eat well:* Before your shift, make sure you have a good meal in the volunteer area or wherever you feel the need to eat. A good mix of carbs and protein is best to ensure you don't crash during your shift, but this is a con, and let's face it, donuts are yummy. Just make sure you are well fed before your shift and you'll be a much happier coach. Keeping a small snack on your person to wolf down during the shift doesn't hurt either!
5. *Sleep well:* Make sure you get at least 7–8 hours of sleep each night. Rooms can be noisy and we know that, so be sure to ask in the volunteer area if you need some earplugs. If you need other things to sleep well, be sure to bring them. You'll thank yourself later.
6. *Dress comfortably:* You will get some volunteer t-shirts to wear at the start of the convention. Please wear either this, or a costume. But please don't kill yourself wearing a set of full plate! Be comfortable through your shift.

7. *Have an empty bladder:* Make sure you go to the bathroom before your shift! This is important as odds are that you will not have time between one table and the next to take a quick break, as it all eats into the training time. If you really

have to go, and you happen upon an experienced table that has everything ready for you, ask the table and your assistant coach if it is ok to hit the restroom quickly.

## Resources! How best to prepare before TD

As a coach, you are going to be fielding a myriad of player questions, from “What does this token do?” to “I have a +2 SLING OF IMPACT, and BRACERS OF SUPREME ARCHERY. Do those bonuses stack even though I’m not using a bow?” or “Can I use my SCROLL OF MAGIC MISSILE underwater?” It is going to help you IMMENSELY if you KNOW YOUR STUFF! Coaches need to know about rules as much as DMs, and be on the same page with them for consistency. However, there are too many things to go over just for this coaching guide. As such, here is the Resources section of the TD website for you to study:

<http://truedungeon.com/resources>

On this page there are a few critical things you will want to go over (even if you are an experienced player or avid tokenholic, to clear up any little rules you might not know). Don’t worry about memorizing absolutely everything, but knowing this stuff will save you a LOT of time and headaches. Please read over each of these well before coming to Gen Con. The players will test you on these, so brush up!

1. *Dungeon Master’s Guide:* This is the biggest one. This guide goes over combat and its assorted nuances. You can skip over the room specific stuff, but a lot of this is things you will be going over and explaining in the training area. You are going to need to know this guide pretty well. Taking the DM test in the future might not be a bad idea either!
2. *2011 Quick Token Reference:* Next to the DMG, this guide is the next important.

Since coaches are the only people to ask questions about tokens, and we spend the most time deriving stats from them, you are going to need to know a lot about tokens, young and old. There will be a token guide available for players to peruse at each table, but while you are there, there will not be time to check it out. Most tokens are pretty self-explanatory, but check this out to get your bearings.

3. *Character Class Guide:* The character classes for this year are completely different from before, and new and veteran players alike will likely not know what to do with this change. You’ll probably have some ’splainin’ to do. Going over this guide will help you field a lot of those questions.
4. *Underwater Rules Guide:* This year, TD has rooms that are “functionally” underwater. You are going to need to explain to players what this entails. This guide goes over that well.

Know these guides well and you’ll find yourself, your players, and everyone at TD much happier and relaxed as things will run very smoothly. Remember, the DMs are counting on you to provide clear rules and a consistent story to avoid player conflicts and time wasted in rooms. Now that you are armed with the needed materials, let’s go over what you are actually going to be doing as a coach in detail!

## The Muster Area

The Muster Area is the first place players enter after getting their wristbands for True Dungeon. Inside here are 5 group tables for each group of players to sit at to prepare, go over their tokens, and meet their fellow party before adventuring into the depths of the dungeon. Times are :00, :12, :24, :36, and :48 and are shown on each of the tables.

**Assistant Coaches:** When a table's listed time arrives, the assistant coach will be the first to address the group of players. You should go over the following list of things with the players:

1. Introduce yourself and explain that the group's coach will be with them in 12 minutes. They can use this time to go over their tokens, possibly trade them with each other, read the guides, and choose their character classes.
2. Ask the group if everyone has had a chance to check their bags or go to the bathroom. Explain that there may be obstacles in the dungeon and backpacks and other such items may make it hard to navigate the dungeon. Canes and the like are just fine. Flash photography is strictly prohibited and photography is only permitted with the express permission of a director. Non-TD issued light sources are also prohibited. Also explain that upon entering the dungeon, there are no bathroom breaks. TD's policy is "If you've gotta go, you've gotta go." meaning that they cannot rejoin their party if they leave the dungeon.
3. Look over the group and make sure all 10 players are accounted for. If not, ask the group if they know where the missing players are. If not, check with the admin desk. Inform them that they have missing players. They will do what they can to hunt them down or add the tickets to the "standby" list.
4. Grab a party card. Explain that the coach will be taking down stats on this from the group's tokens so they don't have to keep those tokens out, so tell the group to go through and separate out their weapons, armor, and other items that contribute to stats. Also items that last the entire adventure (as it says on the token) can be turned in to the coach and will be marked on this card.
5. Ask the group if anyone has trouble with strobe/bright lights or loud noises (epilepsy or anything of that nature) or if anyone has trouble with crawling or squeezing through tight spaces. This is IMPORTANT! If they do, write at the top of the party card "no strobes" or "can't crawl" or something short and clear for the DMs. Write the date and time of the run on the top of the card.
6. If the players already have a pre-printed party card from the website, feel free to write this info on that. Also explain that the tokens that affect stats will need to be double-checked by the player coach. The end of this guide has an example of a web-generated party card and a sample of the token mat printout it generates.

After this is done, leave the party card with the players at the table and tell them that the player coach will be with them shortly. Spend the time between tables making sure the area is tidy. Spruce up tables, get water, pick up trash, make sure chairs are not strewn about. Just generally make the area ready for the next groups.

**Coaches:** When you get to your next table (12 minutes after the “start time”) the following rough procedure should be followed to get the group ready for the training area:

1. Introduce yourself as the group’s player coach and welcome them to True Dungeon. Explain that you are going to be with this group for the next 12 minutes to get them ready for the training room and take care of their token needs.
2. Ask them if an assistant coach has been with them yet. If not, go through the list of things in the previous section. Also, ask if anyone in the group has played TD before. If so, your table will probably go faster. Usually those players are quick to help people out. Make sure everyone knows how to use their lights and HP tracking clips as well.
3. Ask the players if they have decided on their character classes. If they have not, help them with this decision. For squabbles over certain classes, 3rd+ level players (take their word for it...no time to look it up) automatically win class disputes. Otherwise, just try to solve the matter by suggesting similar classes.
4. Ask if the players want to run through the dungeon on Normal, Non-Lethal, or Nightmare modes. Non-Lethal is a flat 650 XP, Normal is 650 XP + 50 XP per room entered, and Nightmare is 1650 + 50 XP per room. ONLY set the group to Nightmare if the ENTIRE party wants to do it. If half do and half don’t, they aren’t going to survive. Try to help the party with this decision. Suggest Normal if the party is in doubt. Write “Non-Lethal” or “Nightmare” at the top of the party card if the players are running that difficulty. Nothing is needed for Normal.
5. After the party card is set up with the initial info, explain to the players that this first 12 minutes will be spent filling this sheet out and that they should get their tokens ready for analysis if they are

not already. If they have a pre-made party card from the forums, accept that and verify that the players really do have those items. (Work with players here, as we are helpers, not policemen. We do want them to have a fair shake at the dungeon but we should double check the math. Keep a cordial attitude and if they are very experienced, give them the benefit of the doubt.)

6. Go to each player and write down or verify their +hit/dmg for melee/ranged attacks, AC with and without shield, saving throws, HORN OF PLENTY or RING OF RICHES (if they have either or both), and anything else listed on the party card. If the players are missing a useable weapon or armor for their class, common tokens will be available to give to the players. They need something to fight with! This will take the most time, practice filling one out using the forum tool if you can!
  - A. If players have tokens like RUNESTONES or SCROLL MAGE ARMOR that they can turn in at the start of the adventure, you can accept them. Make sure to note it on the party card for that character. Take the token and place it in the collection bucket in the back when you are done collecting them.
  - B. For the AMULET OF WONDER, there will likely be a special die or something to use with that item. Further instructions will be given on this item at your on-site training.
  - C. If a player tries to give you a LORE, POTION OF DARKVISION, or RUMOR token, explain that these items no longer being used in TD.
  - D. For “SPECIAL ?” token turn-ins, RING OF WISHES, or other very rare items, go to the head coach on shift, or the admin desk, and have them radio a director. A director is needed to handle these very special tokens.

- E. For the Might sets, jot down the extra melee dmg (if there is any) and instruct the player to flip the character card over to the 5<sup>th</sup>-level side and adjust their hit points accordingly.
7. After you have finished the party card, ask one member of the group if they can be in charge of the party card. Explain to them that they need to give it to the DM in every room, and get it back from the DM at the end of each room.
8. Listen for the one minute warning horn. When it hits, stop what you are doing and explain to the players that that sound means they have one minute left in that room of the dungeon. If they do not solve the puzzle or kill the creature in time, they will be forced into the next room and everyone in the party will take damage. Instruct the party to gather their things, as they are about to go to the training area to practice their skills.
9. Ensure that no one leaves important items behind, and just as important, that they don't take anything like the guides

or table resources from the table. These items tend to follow players, and nobody wants to have a table with only half the guides or help items on it.

That big section about covers it for the muster area. This area is the most critical on time, as there is a lot to do. If the party card is not filled out in time, finish it up in the training room. It is important to give the players time to practice their skills, and the party card should get in the way of that as little as possible. Once you get more practice and get your token knowledge down, things will move much faster. The more you know going in, the quicker things will be!

And as always, remember to have fun with the players. If you need to wing something, wing it. If the party is a bunch of completely new people with very little to help them, feel free to toss a few tokens their way or maybe give that poor wizard's AC a little nudge from this "mage armor scroll you found lying around." Use your best judgment, and don't go overboard. We are all here to have a great time.

Now, on to the training room!

## The Training Room

This is the most critical area for players, as this is the only place they will be able to practice their abilities to survive combat in TD. It is important that the coach explains things well in this room as well as consistently, so combat proceeds smoothly for our DMs. The following is a good guideline for how to explain all the nuances of TD combat:

1. Gather all the fighter type classes (Barbarian, Dwarf Fighter, Fighter, Monk, Paladin, Ranger) and ANY people who have never played before and tell them to gather around the combat board. Anyone who already knows what they are doing is free to go to their class' individual stations.
2. First, go over initiative. At the start of combat one player rolls initiative for the group against the room DM with a die provided in the room. No modifiers are applied to this roll (except a CHARM OF AWARENESS or if the elf wizard has already cast the *alertness* spell). Players win ties, except on Nightmare.
3. Next, explain the sliders. A player's weapon token goes into a slider with their class name on it and is sent from one end of the board to the other to try to hit the monster, which represents the player's attack roll. Do a practice slide (adjust it if you fail to help with the example) to show players exactly what to expect. The following are some things to go over here:

- A. Explain that ranged and melee weapons are the same slides. Players do not need to worry about firing a ranged weapon into melee.
- B. Explain that if a slider lands in two different BLACK planes with numbers in them, the highest number is what they get. Explain this using a slider placement example.
- C. Explain that damage is calculated by the DM by whatever number on the weapon ring lines up with a small dot somewhere on the board. The DM will use the party card to quickly calculate damage.
- D. Explain that a “natural” 20 is a critical hit and does double damage.
- E. Explain that damage is calculated after EVERYONE has performed their action for the round. This means that tokens can get bumped around. If a fellow player bumps another into a better/worse spot, that is their new value.
- F. Explain the backboard/token catcher. If a player throws their token and it hits the back of the board, it is a miss. No rebound shots. A demonstration is good here too.
- G. For the Ranger: Explain dual weapon fighting. The Ranger can slide two weapons at the same time across the board, but they must be tossed at the exact same time. This does not apply to ranged weapons.
- H. For the Monk: The Monk can also do dual weapon fighting, but just with his fists or very special weapons. The fists are located on the slider, so no need to worry about having tokens. The Monk can slide either both fists at the same time, or they can slide them in very rapid succession, one in each hand.
- I. Explain that sliders need to REMAIN at the table. They will be in the rooms where they are used. Make sure they don't accidentally hold onto one as a keepsake or you will have very few sliders for training come Saturday!
4. Now is a good time to go over underwater rules. Give the players a general overview of the rules about underwater combat (need to be able to breathe, lose a round of swings if not piercing, no spells/scrolls, and NO TALKING. All of this of course with magical exceptions. Be sure you know that guide!) Reassure players that they will not really be underwater, but they are encouraged to roleplay it and ham it up. There will usually be a spot marked off for dry land or an air pocket in the room. The DM will let players know where this is.
  5. After the players know about combat, the fighter type classes should be told that they can remain at the combat board to practice. This represents their years of experience. If another class already knows what is going on and they want to practice sliding, allow them. It's their choice how they want to spend their training time.
  6. Next, guide the casters (Bard , Cleric, Druid, Elf Wizard, Wizard) to the casting stations. This is a bit more individual, so these will be listed separately:
    - A. Guide the Wizards to the Planes Board. Explain that whenever they wish to cast a spell on their card that has multiple numbers (5/8 for example) they will be asked to show the DM the correct plane that is named. If they get it correct, they get the higher number. If not, the lower number. The DM will mark the spell off the player card. This does not apply to scrolls or wands.
    - B. Guide the Druid to the Book of Leaves. Explain the same details as with the Wizard, only the DM will show a leaf and it must be correctly identified.

- C. Guide the Cleric to the Disk of Beads. Explain the same details as with the Wizard, only the DM will give the player a string of beads, and tell them to correctly identify the bead named.
- D. Guide the Bard to the Bardic Runes. Explain to the Bard that they will be given the chance to memorize these runes and that they represent their Bardic Knowledge of monsters. If they take a round to study the monster during combat and they can correctly identify the symbol the DM presents, they gain a valuable piece of information with regard to the monster. Also, explain to the bard about the bard song.
7. Next, guide the rogue to the rogue's box. Explain to the rogue that this box represents a lock to pick. The rogue must grip the stylus on the insulated part, and the metal end must touch the bottom at all times. They can work from one end to the other without touching the sides, much like the game Operation. If they touch the sides, it will flash red, and the rogue will take damage as a trap goes off. Masterwork Thieves' Tools will allow one retry per adventure, and multiple tools will not give them further retries. If they succeed, the DM will open the box and the player can either pick a clue for the room to help the party, or a random token for themselves.
- A. This is also a good time to go over the rogue's *sneak attack* ability. This

is fairly core to the class, and details are found in the Character Class Guide.

8. After all this is done, ask the melee classes practicing if they have any questions about their class abilities (Monk's Stunning Fist, Barbarian's Rage, Paladin's Guard for example) Let the players train for the remainder of the time available, and take an opportunity to get off your feet if you can!
9. About 6 minutes in, there should be a story event of some sort that will occur in the training room. Tell the players to stop what they are doing and pay attention to the story, as it could be important to their adventure.
10. At the one minute warning bell, tell the players to collect their things and get into party order. Make sure they have their party card and that no one grabbed anything from the training area (like sliders or the big die). The first room DM will be by to collect the party soon. Wish them all well and good luck in the dungeon!

Once your party has departed, it is time to grab a quick drink, maybe a throat lozenge, and head back out to meet your next group in the muster area. Every shift change or couple of hours, there will be an empty time slot or "bubble" that passes through the dungeon. This is designed to let everyone get situated and allow smoother shift changes. Time will fly pretty fast, and you will likely only get to 10 parties before your shift is over.

## Parting Shots

As a coach, things can get stressful if you let them. But remember that you are one of the most valued and important people in True Dungeon, and a critical piece to the player's enjoyment of their delving experience. We are all glad to have you here, and hope to have you come back for next year! Keep these little tips in mind to keep yourself on your feet and enjoying the event:

1. Take care of yourself! Adhere to the health tips in the previous section and you will be fine.
2. Be positive with the players! Rarely (if ever) do players react poorly to a coach who is happy and willing to help. They come out of the event remembering you and the mood you leave them with commonly carries throughout the dungeon.
3. Don't let the grumpy players get to you! If a player is just dead set on not being cooperative, it's best to shrug it off and

get to the other members of the party. If they are very persistent, head to the Admin desk to get a Director over to help them. It is not our job to deal with very obstinate players, so move on to the other, happy people and try to limit that other player's bad vibe. There will be a new group in 24 minutes without that player. Don't let it get to you.

4. Don't be afraid to ask for help! If you have a rules question, ask your assistant coach or the other coach for help. We are all in the same boat!
5. Have FUN! Develop a character with a costume for your coach appropriate to TD. Joke around with the players. Do whatever you need to do to keep the mood light and fun.

Thanks again for volunteering to be a coach! True Dungeon is very happy to have you on board, and we hope you enjoy the experience!

## Sample Party Card

The following page has an example of what a token-heavy party's completed card might look like. It was created with the Character & Party Generator on the True Dungeon web site. If you haven't experimented with it already, it's HIGHLY recommended that you familiarize yourself with it. Via this handy app, you can create individual characters and group them together to make a party. You can also import your friends' characters into your party. Once your party is complete, you can print out a completed Party Card to bring with you to the muster area.

To access the Character & Party Generator, go to <http://truedungeon.com/> and click the words "My Account" to the right of the True Dungeon logo plate at the top of the page. Once on the account page, click the "View My Characters & Parties" link in the User Panel section on the right side of the page.

If you'd like to view the complete pre-made characters and party that the examples in this guide are taken from, use this URL:

[http://truedungeon.com/components/com\\_charactergenerator/make\\_pdf.php?party=54](http://truedungeon.com/components/com_charactergenerator/make_pdf.php?party=54)

**NOTE: Before using that link, make sure you have logged out of your account** or you will be taken to your own party's page.

It's important to note the **use of the Character & Party Generator is completely optional**. In fact, especially since it's new this year, most participants will not be taking advantage of it.

Individual players or groups who use this tool must also show you the accompanying token mats for their characters. The token mats are one to two pages long and contain circles where the character must neatly lay down all the tokens used by their generated character. This will help us coaches verify the players have exactly what they say they have. There is a

sample token mat on the page following the sample Party Card. Bear in mind, some players' mats will be two pages long, so be sure you verify all of their tokens!

It's also possible, especially in piecemeal groups, that only one or two players in the party

will have a completed character sheet from the Generator. These individuals should show you their token mat and the "Party Card" with just their character's stats filled out. After you have verified all their tokens, copy that individual's stats over to the main Party Card.



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Sample Party

Party ID: 54:54-862 Page: 1 of 12

	Initiative Mod.
0	1

	Melee			Missile			Exit Room			RoR?	HoP?	Room Died?
	To Hit	Damage	AC	To Hit	Damage	AC	FORT	REFX	WILL			
Barbarian	<sup>3</sup> 8	<sup>3</sup> 14	<sup>1</sup> 25	<sup>1</sup> 2	6	<sup>1</sup> 0	<sup>6</sup> 19	<sup>2</sup> 8	<sup>2</sup> 12			
Bard	5	3	<sup>1</sup> 23	<sup>1</sup> 3	0	<sup>1</sup> 0	<sup>1</sup> 10	<sup>5</sup> 10	<sup>5</sup> 9			
Cleric	5	3	25	0	3	0	<sup>4</sup> 11	<sup>1</sup> 10	<sup>7</sup> 15			
Druid	5	3	<sup>2</sup> 29	<sup>2</sup> 2	3	<sup>2</sup> 0	<sup>6</sup> 16	<sup>3</sup> 12	<sup>8</sup> 18			
Dwarf Fighter	<sup>1</sup> 7	<sup>1</sup> 7	<sup>1</sup> 24	<sup>1</sup> 3	0	<sup>1</sup> 0	<sup>7</sup> 15	<sup>2</sup> 9	<sup>1</sup> 6			
Elf Wizard			<sup>1</sup>	<sup>1</sup>		<sup>1</sup>	<sup>2</sup>	<sup>2</sup>	<sup>4</sup>			
Fighter	<sup>2</sup> 10	<sup>2</sup> 8	<sup>1</sup> 24	<sup>1</sup> 4	7	<sup>1</sup> 0	<sup>5</sup> 13	<sup>2</sup> 8	<sup>2</sup> 8			
Monk	<sup>2</sup>	<sup>2</sup>	AC=16 + Magic	<sup>2</sup>		AC=16 + Magic	<sup>6</sup>	<sup>6</sup>	<sup>9</sup>			
Paladin	5	3	<sup>1</sup> 27	<sup>1</sup> 4	0	<sup>1</sup> 0	<sup>7</sup> 14	<sup>5</sup> 11	<sup>5</sup> 11			
Ranger	<sup>1</sup> 8	<sup>1</sup> 8	<sup>3</sup> 23	<sup>3</sup> 6	4	<sup>3</sup> 0	<sup>5</sup> 12	<sup>7</sup> 14	<sup>2</sup> 7			
Rogue <small>Mastervork Used <input type="checkbox"/></small>	4	4	<sup>3</sup> 20	<sup>3</sup> 9	2	<sup>3</sup> 0	<sup>1</sup> 12	<sup>7</sup> 16	<sup>1</sup> 6			
Wizard	6	4	16	0	3	0	<sup>2</sup> 12	<sup>1</sup> 4	<sup>4</sup> 7			

# Sample Token Mat

This particular character's token mat is only one page. But token-heavy players' characters may have mats which are two pages long. In this example, the "Page 2 of 12" refers to the entire party's print-outs—which includes the Party Card. Don't let that mislead you into thinking this player has a token mat which is 12 pages long!

Name: Barbarian **Barbarian** Team: Sample Party - 54:54-862  
Page 2 of 12

Place Token Here	Place Token Here	Place Token Here	Place Token Here	Place Token Here
+2 Scepter of Might	+1 Tower Shield	+1 Mighty Longbow	Archer's Buckler	Dragonscale Helmet
Place Token Here	Place Token Here	Place Token Here	Place Token Here	Place Token Here
Horn of Plenty	Dougal's Cloak of the Stars	Troll Hide Armor	Celestial Bracers	Mithral Gauntlets
Place Token Here	Place Token Here	Place Token Here	Place Token Here	Place Token Here
Ring of Riches	Ring of Iron Will	Girdle of Might	Boots of Might	Ioun Stone Beryl Prism
Place Token Here	Place Token Here	Place Token Here	Place Token Here	Place Token Here
Ioun Stone Faceted Amber	Ioun Stone Iridescent Spindle	Ioun Stone Emerald Prism	Rod of Seven Parts, Segment 3	Wulf's Dragonheart

