

TRACKING SHEET

THE FIRST STEP CHARACTER TRACKING

NAMES	R	P	M	S	
HEROIC PATHS	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5
Agent					
Envoy	()			
Hunter					
Leader					
Scholar					
Warrior					

IDEALS	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6
Freedom (Willshaper)						
Justice (Skybreaker)						
Potential (Elsecaller)						
Protection (Windrunner)						
Remembrance (Edgedancer)						
Secrecy (Lightweaver)				()		
Self-Mastery (Dustbringer)						
Tenacity (Stoneward)						
Truth (Truthwatcher)						

RESOURCES TRACKING

RESOURCES Start with one per character. Resources never go below 0.

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SURVIVE THE NIGHT ENDEAVOR TRACKING

SUCCESSES	FAILURES
XXXXXX	XXXX