

# TRACKING SHEET

## THE FIRST STEP CHARACTER TRACKING

NAMES	R	P	M	S		
HEROIC PATHS	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6
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

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FAILURES

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