

FAILURES	OOOO	XOOOO
SUCCESES		

SURVIVE THE NIGHT ENDEAVOR TRACKING

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

RESOURCES TRACKING

IDEALS	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6
Freedom (Willshaper)	II					
Justice (Skybreaker)						
Potential (Eiscealier)						
Rememberance (Edgedancer)						
Secrecy (Lightheaver)	I					
Self-Mastery (Dustbreaker)						
Tenacity (Stoneward)		II				
Truth (Truthwatcher)						

CHARACTERS	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6
Agent	I					
Envoy	II					
Hunter						
Leader						
Scholar						
Warrior						

THE FIRST STEP CHARACTER TRACKING

TRACKING SHEET