

# LEGACY OF DRAGONHOLT

## STORY TRACKING SHEET

**HEROES**

**FAME**

**GOLD**


**STORY POINTS**

A1	B1	C1	D1	E1	F1	G1	H1	I1	J1	K1	L1	M1	N1	O1	P1	Q1	R1	S1	T1	U1	V1	W1	X1	Y1	Z1
A2	B2	C2	D2	E2	F2	G2	H2	I2	J2	K2	L2	M2	N2	O2	P2	Q2	R2	S2	T2	U2	V2	W2	X2	Y2	Z2
A3	B3	C3	D3	E3	F3	G3	H3	I3	J3	K3	L3	M3	N3	O3	P3	Q3	R3	S3	T3	U3	V3	W3	X3	Y3	Z3
A4	B4	C4	D4	E4	F4	G4	H4	I4	J4	K4	L4	M4	N4	O4	P4	Q4	R4	S4	T4	U4	V4	W4	X4	Y4	Z4
A5	B5	C5	D5	E5	F5	G5	H5	I5	J5	K5	L5	M5	N5	O5	P5	Q5	R5	S5	T5	U5	V5	W5	X5	Y5	Z5
A6	B6	C6	D6	E6	F6	G6	H6	I6	J6	K6	L6	M6	N6	O6	P6	Q6	R6	S6	T6	U6	V6	W6	X6	Y6	Z6
A7	B7	C7	D7	E7	F7	G7	H7	I7	J7	K7	L7	M7	N7	O7	P7	Q7	R7	S7	T7	U7	V7	W7	X7	Y7	Z7
A8	B8	C8	D8	E8	F8	G8	H8	I8	J8	K8	L8	M8	N8	O8	P8	Q8	R8	S8	T8	U8	V8	W8	X8	Y8	Z8

**NOTES**


# TO NEW ROADS

## TRACKING SHEET

**TIME**

1	2	3	4	5	6	7	8
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**ENTRIES READ**


# DRAGONHOLT VILLAGE

## TRACKING SHEET

### TIME

#### TIME — DAY ONE

(Morning) (Afternoon) (Evening) (Night)

1	2	3	4	5	6	7	8
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When eight time has passed in day one...  
 ➔ Read entry 3877.

#### TIME — DAY TWO

(Morning) (Afternoon) (Evening) (Night)

1	2	3	4	5	6	7	8
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When eight time has passed in day two...  
 ➔ Read entry 9330.

#### TIME — DAY THREE

(Morning) (Afternoon) (Evening)

1	2	3	4	5	6
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When six time has passed in day three...  
 ➔ Read entry 5352.

#### TIME — DAY FOUR

(Morning) (Afternoon) (Evening) (Night)

1	2	3	4	5	6	7	8
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When eight time has passed in day four...  
 ➔ Read entry 1501.

#### TIME — DAY FIVE

(Morning) (Afternoon) (Evening) (Night)

1	2	3	4	5	6	7	8
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When eight time has passed in day five...  
 ➔ Read entry 5035.

#### TIME — DAY SIX

(Morning) (Afternoon) (Evening) (Night)

1	2	3	4	5	6	7	8
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When eight time has passed in day six...  
 ➔ Read entry 4093.

#### TIME — DAY SEVEN

(Morning) (Afternoon) (Evening)

1	2	3	4	5	6
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When six time has passed in day seven, it is time for the countess's masquerade ball...  
 ➔ Read entry 6882.

### PROGRESS

#### HEROISM

1	2	3	4	5	6	7	8
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When eight progress has been marked in heroism...

- ➔ You each gain one experience.
- ➔ Your fame increases by one.

9	10	11	12	13	14	15	16
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When sixteen progress has been marked in heroism...

- ➔ You each gain one experience.
- ➔ You each increase your maximum stamina by two.
- ➔ Your fame increases by one.

17	18	19	20	21	22	23	24
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When twenty-four progress has been marked in heroism...

- ➔ You each gain one experience.
- ➔ Your fame increases by one.

#### ACADEMIC STUDY

1	2	3	4	5	6
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As long as six progress is marked in academic study, you may learn any of the following skills—alchemy, arcana, history, reasoning, runes, or survival—at the cost of one experience per skill. You may learn a new skill at any time.

#### COMBAT TRAINING

1	2	3	4	5	6
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As long as six progress is marked in combat training, you may learn any of the following skills—archery, brawling, dueling, or military—at the cost of one experience per skill. You may learn a new skill at any time.

#### PHYSICAL TRAINING

1	2	3	4	5	6
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As long as six progress is marked in physical training, you may learn any of the following skills—agility, athletics, endurance, or stealth—at the cost of one experience per skill. You may learn a new skill at any time.

#### SOCIAL PRACTICE

1	2	3	4	5	6
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As long as six progress is marked in social practice, you may learn any of the following skills—deception, empathy, performance, persuasion, or streetwise—at the cost of one experience per skill. You may learn a new skill at any time.

#### SPIRITUAL MEDITATION

1	2	3	4	5
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As long as five progress is marked in spiritual meditation, you may learn any of the following skills—awareness, devotion, or willpower—at the cost of one experience per skill. You may learn a new skill at any time.



# PAPER FACES

## TRACKING SHEET

### TIME

1	2	3	4	5	6	7	8
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### PROGRESS — PEACE

1	2	3	4	5	6	7	8
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### PROGRESS — WAR

1	2	3	4	5	6	7	8
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### ENTRIES READ


# CRYPT OF KHARTHUUN

## TRACKING SHEET

### TIME

1	2	3	4	5	6	7	8
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### PROGRESS

1	2	3	4	5	6	7	8
9	10	11	12	13	14		

### ENTRIES READ

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# SLIVER OF SILVER

## TRACKING SHEET

**TIME**

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**ENTRIES READ**

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