LEGACY OF DRAGONHOLT STORY TRACKING SHEET

LIER	OES												F	AME						G	OLD				
Sto	ey P	OIN	TS																						
A1	B 1	C 1	D1	E 1	F1	G1	H1	I1	J1	K 1	L1	M1	N1	01	P 1	Q1	R 1	S 1	T1	U 1	V1	W1	X1	Y 1	Z1
A2	B2	C2	D2	E2	F2	G2	H2	I2	J2	K2	L2	M2	N2	02	P2	Q2	R2	S 2	T2	U2	V2	W2	X2	Y2	Z2
A3	B 3	C3	D3	E3	F3	G 3	H3	I3	J3	K 3	L3	M3	N3	03	P 3	Q3	R3	S 3	T3	U3	V3	W3	X3	¥3	Z3
A4	B 4	C 4	D 4	E4	F4	G 4	H4	I 4	J4	K4	L4	M4	N4	04	P 4	Q 4	R 4	S 4	T4	U4	V4	W4	X 4	Y 4	Z 4
A5	B5	C5	D5	E5	F5	G5	H5	I5	J5	K5	L5	M5	N5	05	P5	Q5	R5	S 5	T5	U5	V5	W5	X5	Y5	Z5
A6	B6	C6	D6	E6	F6	G6	H6	I6	J6	K6	L6	M6	N6	06	P6	Q6	R6	S 6	T6	U6	V6	W6	X6	¥6	Z6
A 7	B 7	C 7	D 7	E 7	F7	G 7	H 7	I 7	J 7	K 7	L7	M 7	N 7	07	P 7	Q 7	R 7	\$ 7	T 7	U 7	V 7	W7	X 7	Y 7	Z 7
A8	B8	C8	D8	E8	F8	G8	H8	I8	J8	K8	L8	M8	N8	08	P8	Q8	R8	S 8	T8	U8	V8	W8	X8	Y8	Z8

TO NEW ROADS

TIME **ENTRIES READ**

DRAGONHOLT VILLAGE

Tracking Sheet

Тіме

TIME — DAY ONE

(Mo	rning)	(After	rnoon)	(Eve	ning)	(Niz	ght)	
1	2	3	4	5	6	7	8	1

When eight time has passed in day one... → Read entry 3877.

TIME — DAY TWO

(Mor	rning)	(After	rnoon)	(Ever	ning)	(Niz	ght)
1	2	3	4	5	6	7	8

When eight time has passed in day two... → Read entry 9330.

TIME — DAY THREE

(Mor	ning)	((After	noon,)	(Ever	ning)
1	2		3	4		5	6

When six time has passed in day three... → Read entry 5352.

Progress

HEROISM

|--|

When eight progress has been marked in heroism...

- ➡ Your fame increases by one.

9 10 11 12 13 14 15 16

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

When twenty-four progress has been marked in heroism...

- ➡ You each gain one experience.
- → Your fame increases by one.

TIME — DAY FOUR

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

 1
 2
 3
 4
 5
 6
 7
 8

When eight time has passed in day four... → Read entry 1501.

TIME — DAY FIVE

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

When eight time has passed in day five... → Read entry 5035.

TIME — DAY SIX



When eight time has passed in day six... → Read entry 4093.

TIME — DAY SEVEN

(Mor	ning)	(After	noon)	(Eve	ning)
1	2	3	4	5	6

When six time has passed in day seven, it is time for the countess's masquerade ball... → Read entry 6882.

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



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



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.

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SOCIAL PRACTICE



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



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.

WHISPERING LEAVES TRACKING SHEET

TIME		
1 2 3	4 5 6 7 8 9 10 11 12	13 14 15 16
ENTRIES READ		
		· - <u></u>
		·
		·

PAPER FACES TRACKING SHEET

Тіме	PROGRESS — PEACE	Progress — War
1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8	1 2 3 4 5 6 7 8
ENTRIES READ		

CRYPT OF KHARTHUUN TRACKING SHEET

TIME		PROGRESS	
	5 6 7 8		
1 2 3 4	5 6 7 8	1 2	3 4 5 6 7 8
		9	10 11 12 13 14
Entries Read			

SLIVER OF SILVER TRACKING SHEET

Тіме		
	1 2 3 4 5 6 7 8	
Entries Read		

TERROR ON THE PRAIRIE TRACKING SHEET

Тіме		Progress	
1 2 3 4 5 6	7 8	1 2 3 11 12	4 5 6 7 8 9 10 13 14 15 16 17 18
Entries Read			