# Pathfinder Quest Adventure Record

*When prompted, record things on this sheet, shaping the story of your campaign!*

| Introduction | 1a | 1b |
|---|---|---|
| | | |
| **2** | **3** | **4** |
| | | |
| **5a** | **5b** | **6a** |
| | | |
| **6b** | **7** | **8** |
| | | |

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# Pathfinder Quest Character Record

*After each adventure, record each character's new class cards and items here.*

**Player Name:** **Character Name:** **Ancestry:** **Class:**

| | Introduction | 1a | 1b | 2 | 3 | 4 | 5a | 5b | 6a | 6b | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Class Cards | | | | | | | | | | | | |
| Item Cards | | | | | | | | | | | | |

**Player Name:** **Character Name:** **Ancestry:** **Class:**

| | Introduction | 1a | 1b | 2 | 3 | 4 | 5a | 5b | 6a | 6b | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Class Cards | | | | | | | | | | | | |
| Item Cards | | | | | | | | | | | | |

**Player Name:** **Character Name:** **Ancestry:** **Class:**

| | Introduction | 1a | 1b | 2 | 3 | 4 | 5a | 5b | 6a | 6b | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Class Cards | | | | | | | | | | | | |
| Item Cards | | | | | | | | | | | | |

**Player Name:** **Character Name:** **Ancestry:** **Class:**

| | Introduction | 1a | 1b | 2 | 3 | 4 | 5a | 5b | 6a | 6b | 7 | 8 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Class Cards | | | | | | | | | | | | |
| Item Cards | | | | | | | | | | | | |

## Achievements

As you play through the campaign, mark off these achievements as they happen.
When you have marked off 12 or more achievements, read entry 415 in the Challenge Book.

- ☐ Roll 0 successes in a roll of 4 or more dice.
- ☐ Roll 1 of each of the five unique die faces in any single roll.
- ☐ Roll 3 or more ★ in a single roll.
- ☐ Roll 3 or more 💀 in a single roll.
- ☐ Get a result of 18 or more successes in a single roll (including any added successes).
- ☐ Obtain a cat companion
- ☐ Obtain a dog companion.
- ☐ Complete an adventure with the current time at 5 or lower.
- ☐ Complete an adventure with the current time at 15.
- ☐ When rolling an attack, get at least 6 more successes than the enemy's defense.
- ☐ Deal 10 or more damage to one enemy with a single weapon attack.
- ☐ Have "Made a powerful enemy" recorded.
- ☐ Defeat the last enemy in a combat with no damage on any character.
- ☐ Defeat the last enemy in a combat while at least one character is unconscious.
- ☐ Defeat the last enemy in a combat while 3 characters are unconscious.
- ☐ Get the highest listed result on a skill roll when the character rolling is not skilled in that skill.

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