PFS #8-18 Champion's Chalice I: Race Tracking Sheet

Day & Phase	Starting Tile #	Progress in Starting Tile	Terrain Type	Total Progress to Complete Tile	Add'l Progress to Complete Tile	Advantage DC	Max # of Advantages	Group Tactic	PC Advantages (Options Chosen, Success, Effect on Group Progress)	Group Progress	Ending Tile #	Progress in New Tile
1 morning	1	0	Hills	4	4	12	3					
1 afternoon												
1 forced (optional)												
2 morning												
2 afternoon												
2 forced (optional)												
3 morning												
3 afternoon												
3 forced (optional)												
4 morning												
4 afternoon												
4 forced (optional)												