

ACHIEVEMENT TRACKER

THE NORTHERN TERRITORY

Player Name:

Character:

The Valley of Death Campaign

- Complete Chapter 1 (3PP/all)
- Complete Chapter 2 (3PP/all)
- Complete Chapter 3 (4PP/all)
- Complete Chapter 4 (5PP/all)

The Child of Light Campaign

Chapter 1

- Obtain the Llama Path story marker (5PP/all)
- Obtain the Heart Path story marker (5PP/all)
- Obtain the Skull Path story marker (5PP/all)

Chapter 2

- Complete the Llama Path (5PP/all)
- Complete the Heart Path (5PP/all)
- Complete the Skull Path (5PP/all)

Valley of Death

- Llama Llama Sip Sip: Show some respect by resting (1PP/all)
- Llama Llama Sip Sip: Ride a llama (1PP/all)
- Goblin Grotto: Steals at least 1 item without being caught (1PP)
- Goblin Grotto: Steal 5 or more items without getting caught (5PP)
- Hank the Hunter: Hire Hank (1PP/all)
- Hank the Hunter: Use Hank in a duel (1PP/all)
- Vault of the Bandit King: Successfully complete each phase (5PP) **The King's Altar: Steal 1 ritual item (2PP)**
- The King's Altar: Steal 2 or more ritual items (3PP)
- Valley Haven: Trade with Beardy (1PP)
- Al's Magic Market: Trade with any of the merchants (1PP)

- The Lone Titan: Trade for a secret (3PP/all)
- Bounty: Complete Chupa Trouble (5PP/all)
- Bounty: Complete Snot Nosed Nationalists (5PP/all)
- Bounty: Complete The Beast of Caerbannog (7PP/all)
- Bounty: E.T. Go Bye-bye (2PP/all)

Red River

- Gobo the Bored: Entertain Gobo (2PP)
- The Point of No Return: Visit The Point of No Return (2PP/all)
- River Rescue: Choose to help (2PP/all)
- Miss Porty: Have Miss Porty teleport you (2PP/all)
- Red Maidens: Resist the maidens (2PP)
- Billy Bob John John: Trade with Billy Bob John John (2PP)
- Bounty: Thingamabodies (6PP/all)
- Bounty: The River Baron (6PP/all)
- Bounty: Whoosh's Wishes (3PP/all)
- Bounty: I Got Wurms (6PP/all)
- Bounty: Eradicate the Everwolf (3PP/all)

The Gates of Hell

- Keeper of the Path: Take the test without being defeated (2PP)
- Transmogger Well: Use the Transmogger Well (2PP)
- Heart of the Wall: Interact with Heart of the Wall (2PP)
- Steep Trail: climb up without falling (2PP)
- Nude Snooze: Sneak by without making 4 noises (2PP)

- Dark Refugee: Help the daemon without being defeated by the Soul Hunter (2PP/all)
- Leap of Faith: Jump across the gap without falling (2PP)
- Bounty: The Witch Crafter (4PP/all)
- Bounty: Whisperers (6PP/all)
- Bounty: Off To The Races (2PP)

The Northern Outskirts

- Jane's Outpost: Buy information about the area and/or sightings (2PP)
- The Warning Wall: Choose to bury someone (2PP)
- Newcomers: Help or kill some newcomers (2PP/all)
- Execution: Interrupt an execution without being defeated (2PP/all)
- Starving: Ignore, feed or end the struggling survivor (1PP/all)
- Buried Alive: Choose to help (2PP/all)
- Bounty: The Border Butchers (6PP/all)
- Bounty: Colossus (10PP/all)

The Down Under

- Dragon's Lair: Reach the loot phase (4PP)
- Underwater Passage: Make it to the other side without drowning (2PP)
- The Reaper's Way: Make it to the other side without falling (2PP)
- Dark Door: Find the Dark Door and enter (2PP)
- Spider Nest: Successfully escape (2PP)
- Bounty: Bring It On (4PP)

"PP/all" means that the listed progress points for that achievement will be given to all players present in the game session.

PROGRESS TRACKER

Player Name:

Character:

Total current PP Allocated:

Total current PP Acquired:

Beginning your Character: All characters begin with a starting max of 5 HP and EP, and all 6 element spells. They also start with a max hand size of 5, a max stash size of 3 and a max passive space size of 1. When players create a character, they gain 20PP to spend. Players are free to build and design their character as they see fit.

Note: You may only distribute Progress Points on a Landmark area tile during the Rest phase of the Adventure turn. Doing so does not count as an action.

Signature Spells

- Hush and Foresight (8PP)
- Pandora and Immolate (8PP)
- Pierce and Specter (8PP)
- Resurrect and Unleash (8PP)
- Transmute and Stasis (8PP)
- Paralyze and Equilibrium (8PP)
- Amnesia and Withdrawal (8PP)
- Scourge and Mana Burn (8PP)
- Redirect and Rejuvenate (8PP)
- Barrier and Bloodlust (8PP)
- Exalt and Magnify (8PP)
- Siphon and Evert (8PP)
- Diminish and Alacrity (8PP)
- Nullify and Recall (8PP)*

Health Points

- Max HP of 6 (4PP)
- Max HP of 7 (4PP)
- Max HP of 8 (4PP)
- Max HP of 9 (4PP)
- Max HP of 10 (4PP)

Energy Points

- Max EP of 6 (4PP)
- Max EP of 7 (4PP)
- Max EP of 8 (4PP)
- Max EP of 9 (4PP)
- Max EP of 10 (4PP)

Hand Size

- Max Hand Size of 6 (4PP)
- Max Hand Size of 7 (4PP)
- Max Hand Size of 8 (4PP)
- Max Hand Size of 9 (4PP)
- Max Hand Size of 10 (4PP)

Stash Size

- Max Stash Size of 4 (4PP)
- Max Stash Size of 5 (4PP)
- Max Stash Size of 6 (4PP)
- Max Stash Size of 7 (4PP)
- Max Stash Size of 8 (4PP)

Passive Space Size

- Passive Space Size of 2 (4PP)
- Passive Space Size of 3 (4PP)
- Passive Space Size of 4 (4PP)
- Passive Space Size of 5 (4PP)

Nyunyo Skills

- Charged Chamber (8PP)
- Feline Springboard (8PP)
- Gun Cata (8PP)
- Hammer Time (8PP)
- Nine Lives (8PP)
- Ghost Mark (8PP)
- Showstopper (8PP)
- Spirit Voyeur (8PP)

"Cute" Kipper Skills

- Alloy Amplifier (8PP)
- Canine Counter (8PP)
- Elemental Alloy (8PP)
- Incessant Barking (8PP)
- Puppy Tum (8PP)
- Puppy Stance (8PP)
- Sword Post (8PP)
- Transmutation Alloy (8PP)

La Fleur Noir & the Professor Skills

- Vampyre Passive Abilities (8PP)
- A Bloody Friend (8PP)
- Bonne Nuit (8PP)

- De Lombre (8PP)
- Fete Facile (8PP)
- Furry Protector (8PP)
- Langue Du Sang 8PP
- Bear Medic (8PP)

Luella & the Gaia Mind Skills

- Supplant (8PP)
- Consume (8PP)
- Triage of Protection (8PP)
- Splinter Spark (8PP)
- Entangling Roots (8PP)
- Ancient Acuity (8PP)
- Arbor Annex (8PP)
- Of Two Minds (8PP)

Red Skills**

- Trash Panda (8PP)
- Crackerjack (8PP)
- Junk Trap (8PP)
- Spell Trap (8PP)
- Forage Fiend (8PP)
- Salty (8PP)
- Sleuth (8PP)
- Uber Dextrous (8PP)

Witchcraft Skills**

- Crowmage (8PP)
- Elemental Ward (8PP)
- Premonition (8PP)
- Spellarang (8PP)
- Speedcantation (8PP)
- Spellpuku (8PP)
- Twincantation (8PP)
- Super-Mega-Ultra Magic Missiles (8PP)

