



Character Name

PFS Number

Character Deck

Adventure

<b>Scenario</b>			<b>Coordinator Info</b>	
<b>Tier</b>	<b>Rewards Taken</b>	<b>Deck Upgrades</b>	<b>ID &amp; Initials</b>	
<b>Replay?</b>				
<b>Success?</b>				
<b>Notes</b>			<b>Date</b>	
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<b>Replay?</b>				
<b>Success?</b>				
<b>Notes</b>			<b>Date</b>	
<b>Adventure Rewards</b>	<input type="checkbox"/> Die Bump Gained	<input type="checkbox"/> Die Bump Used	<input type="checkbox"/> Completed Adventure	



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<b>Tier</b>	<b>Rewards Taken</b>	<b>Deck Upgrades</b>	<b>Notes</b>
<b>Replay?</b>			
<b>Success?</b>			
<b>Coordinator</b>	<b>Initials</b>	<b>PFS ID</b>	
<b>Adventure Rewards</b>	<input type="checkbox"/> Die Bump Gained	<input type="checkbox"/> Die Bump Used	<input type="checkbox"/> Completed Adventure



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Die Bumps  
 Earned:   
 Used:

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<b>Replay?</b>					
<b>Success?</b>					
<b>Notes</b>			<b>Date</b>		
<b>Scenario</b>			<b>Coordinator Info</b>		
<b>Tier</b>	<b>Rewards Taken</b>	<b>Deck Upgrades</b>	<b>ID &amp; Initials</b>		
<b>Replay?</b>					
<b>Success?</b>					
<b>Notes</b>			<b>Date</b>		
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<b>Tier</b>	<b>Rewards Taken</b>	<b>Deck Upgrades</b>	<b>ID &amp; Initials</b>		
<b>Replay?</b>					
<b>Success?</b>					
<b>Notes</b>			<b>Date</b>		
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<b>Replay?</b>					
<b>Success?</b>					
<b>Notes</b>			<b>Date</b>		
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<b>Tier</b>	<b>Rewards Taken</b>	<b>Deck Upgrades</b>	<b>ID &amp; Initials</b>		
<b>Replay?</b>					
<b>Success?</b>					
<b>Notes</b>			<b>Date</b>		
<b>Adventure Rewards</b>					



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**Season of the Shackles  
0-1: Lost at Sea**

<b>Scenario</b>	<b>0-1A: Ghosts of the Deep</b>			<b>Coordinator Info</b>
<b>Tier</b>		<b>Reward</b>	<b>Deck Upgrades</b>	ID & Initials
<b>Replay?</b>		Choose Weapon or Spell and draw a card of that type from your character deck box.		
<b>Success?</b>				
<b>Notes</b>				
<b>Scenario</b>	<b>0-1B: The Lone Shark</b>			<b>Coordinator Info</b>
<b>Tier</b>		<b>Reward</b>	<b>Deck Upgrades</b>	ID & Initials
<b>Replay?</b>		Draw a Blessing from your character deck box.		
<b>Success?</b>				
<b>Notes</b>				
<b>Scenario</b>	<b>0-1C: Brine Dragon Hunt</b>			<b>Coordinator Info</b>
<b>Tier</b>		<b>Reward</b>	<b>Deck Upgrades</b>	ID & Initials
<b>Replay?</b>		Draw an Ally from your character deck box.		
<b>Success?</b>				
<b>Notes</b>				
<b>Scenario</b>	<b>0-1D: Salvage Operations</b>			<b>Date</b>
<b>Tier</b>		<b>Reward</b>	<b>Deck Upgrades</b>	<b>Notes</b>
<b>Replay?</b>		Randomly choose a type of boon other than Loot and draw a card of that type from your character deck box.		
<b>Success?</b>				
<b>Coordinator</b>	Initials	PFS ID		
<b>Scenario</b>	<b>0-1E: Nature's Wrath</b>			<b>Date</b>
<b>Tier</b>		<b>Reward</b>	<b>Deck Upgrades</b>	<b>Notes</b>
<b>Replay?</b>		Choose Item or Armor and draw a card of that type from your character deck box.		
<b>Success?</b>				
<b>Coordinator</b>	Initials	PFS ID		
<b>Scenario</b>	<b>0-1F: The Treasure of Jemma Redclaw</b>			<b>Date</b>
<b>Tier</b>		<b>Reward</b>	<b>Deck Upgrades</b>	<b>Notes</b>
<b>Replay?</b>		Card Substitution: Besmara's Tricorne, Vindictive Harpoon (different characters).		
<b>Success?</b>				
<b>Coordinator</b>	Initials	PFS ID		
<b>Adventure Rewards</b>	<input type="checkbox"/> Die Bump Gained		<input type="checkbox"/> Die Bump Used	<input type="checkbox"/> Completed Adventure
	Each player unlocks the ability to play Jirelle from the Skull & Shackles Base Set with the Rogue Character Deck.			

