

[illegible]

Experience Paths

To complete a Path, complete each of the six "Experience Points".

THEME – Roleplay progress on your Path, and describe details of one of your Themes (and/or Signature) that support the Path. For example, if you are learning a new spell then you might describe how your background as a "Black Wizard" allows you to decipher the Guildurine Glyphs of the deep old ones.

EFFORT – Roleplay how you spend effort and time training or working hard towards your Path. For example you might practice swordsmanship all day, carry logs up a mountain, or spend a day bent over mouldy tomes looking for a particular bit of lore. Alternatively, roleplay how a Dark Secret or Doom moves you forward on your Path. For example, you might flee from an ambush with giant spiders, if you have a Dark Secret phobia, which helps you to learn to run fast. Or you could roleplay how a "arrow in the leg" Doom slows you down when the Doom makes you [-] EFFORT, and helped you to learn courage by standing your ground. Overcoming adversity is a path to strength.

ASSET – Expend valuable Assets to help you progress on your Path. For example, a wizard might obtain special ink or paper for a new spell. The Asset(s) must have a value of at least 100gp, so you can pay a heavy sack of 100 crowns, pawn a Signature Asset, etc. Tip: Look for special materials and monster parts on your adventures, such as weird glowing cave crystals, "cave squid ink", "fire beetle glands", etc. They are worth 10gp of progress each.

COMBO – Roleplay using your Path to earn [+] COMBO on a roll. For example, you might describe how you conjure fire to startle a foe in combat, in relation to your "fiery circle" spell Path.

ULT – Obtain training from someone/something who is the "ultimate" at your Path. This could be a "master" (i.e. expert teacher, sensei, guild master, grandmaster, etc.), dragon, rare tome, etc. Or, pay a "Master" for training. This requires at a minimum one day of intense training (at least 4-6 hours) and 100gp payment (or equivalent compensation such as a Signature Asset). Or, face and overcome a Monster that is ultimate at something strongly related to your Path. For example, you could defeat a fire-breathing wyrm to finish your "fiery circle" spell.

PREP – Spend time between game sessions preparing something creative to share with your group of players. You must prepare something creative, such as a backstory, adventure log, character backstory, character sketch, a miniature, sketch of your castle, details for an NPC (friend, foe, or other relationship), essay on your religion, etc.