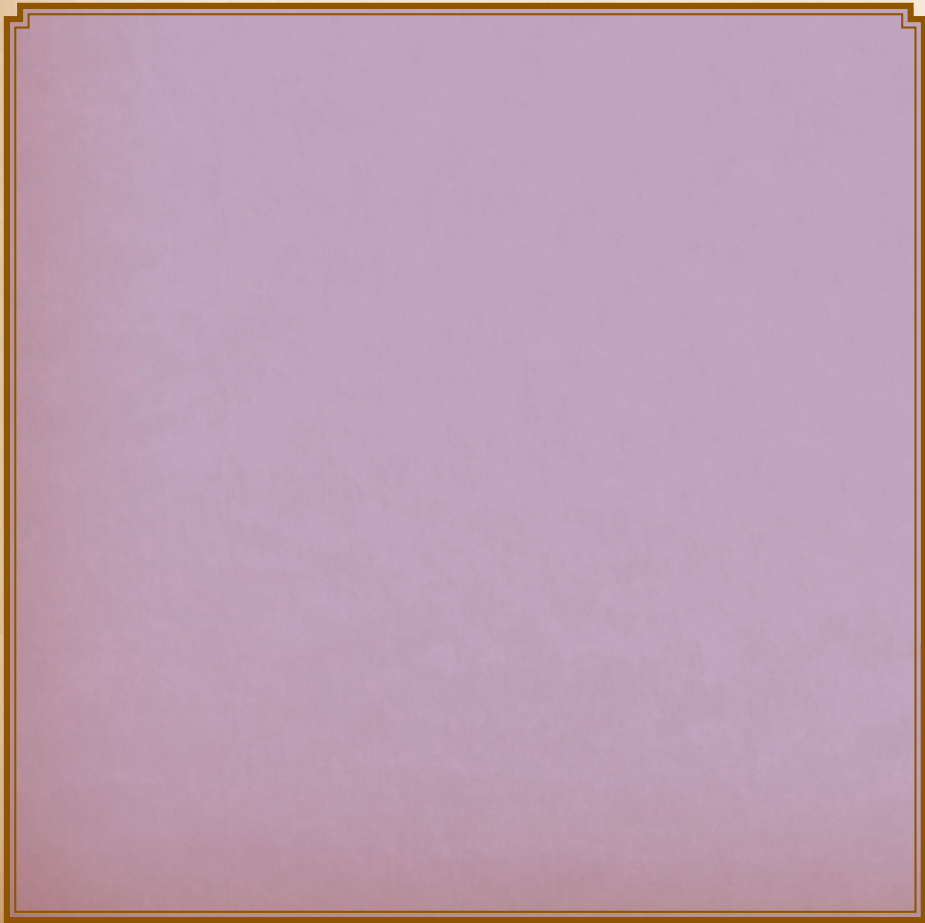
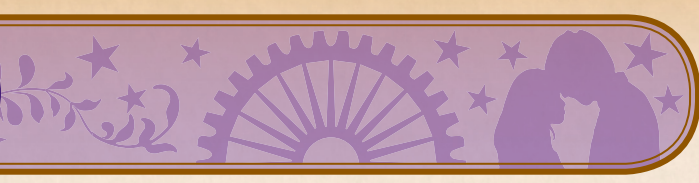


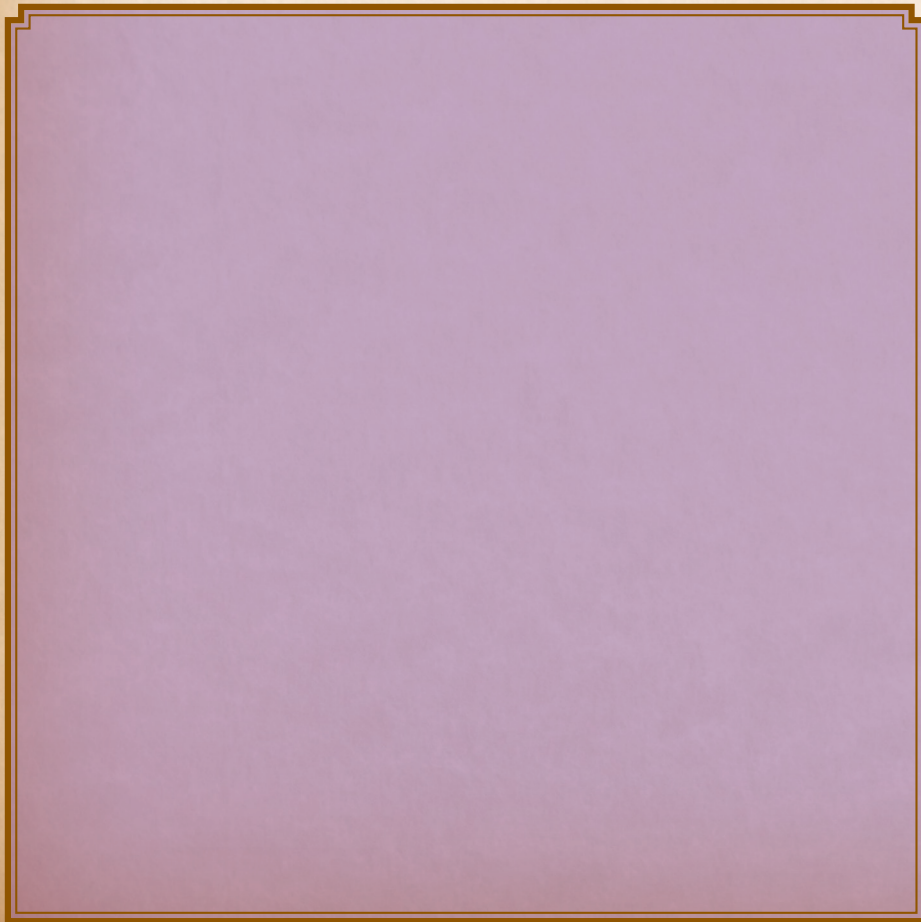
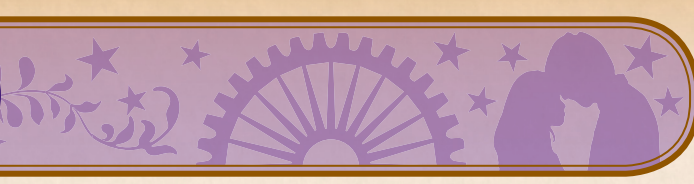
A vertical number line with circles at every 5 units. The circles are labeled 15, 20, 25, 35, and 60.



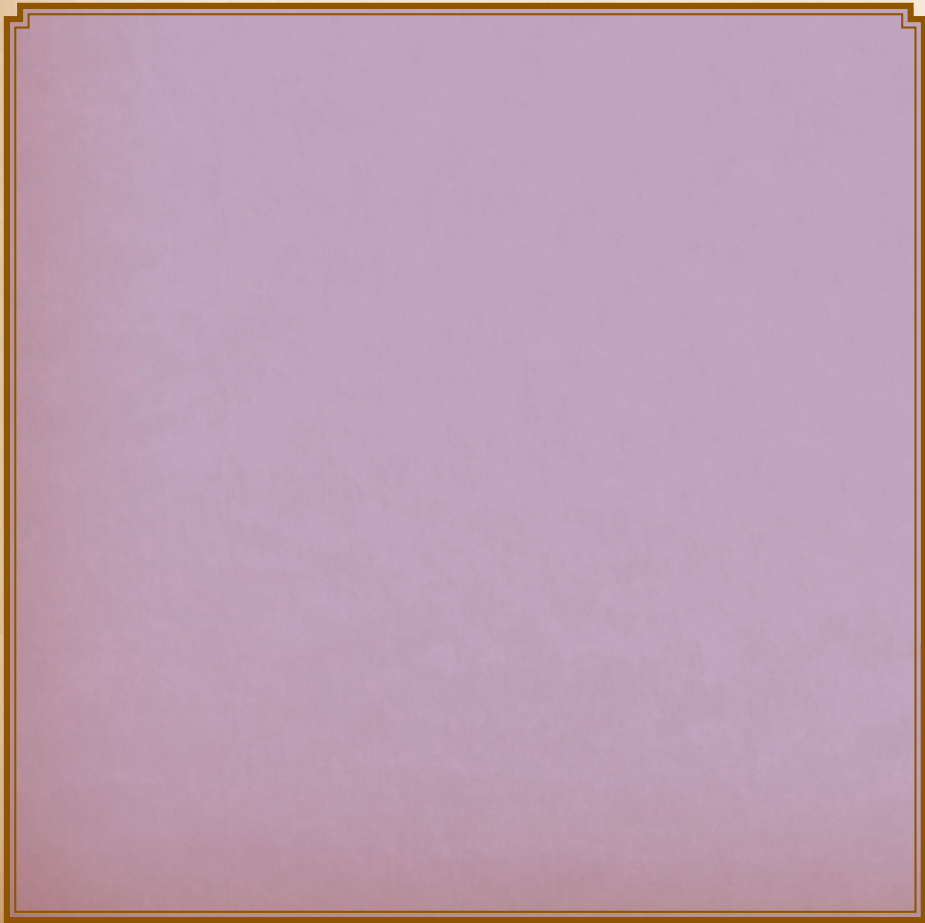
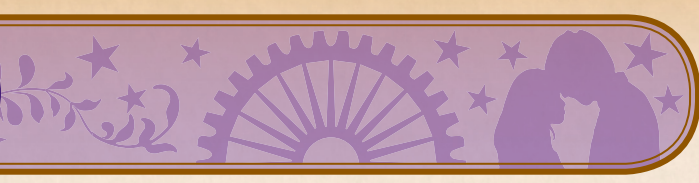


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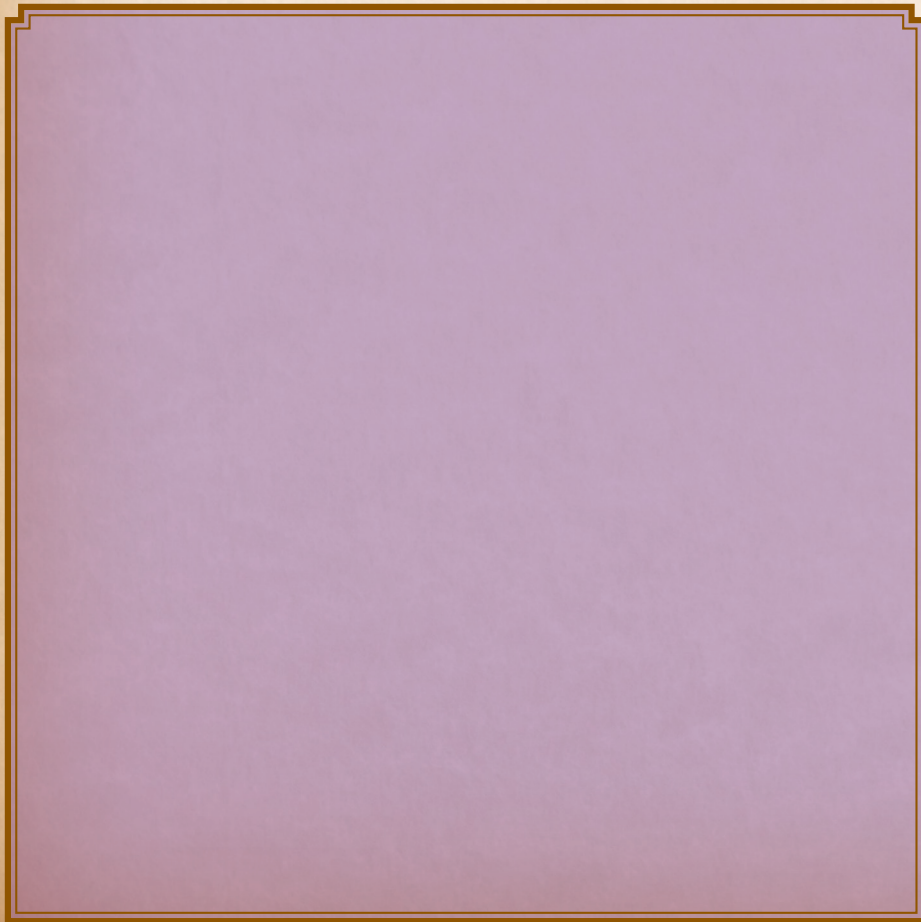
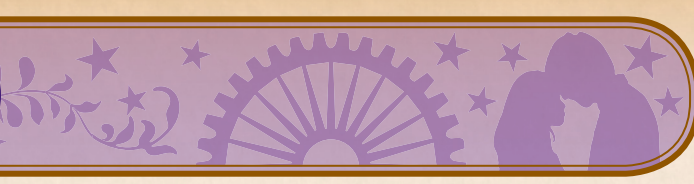


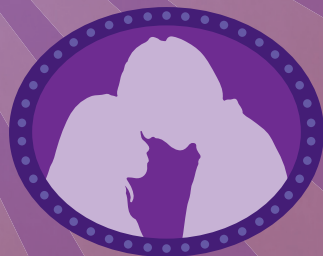


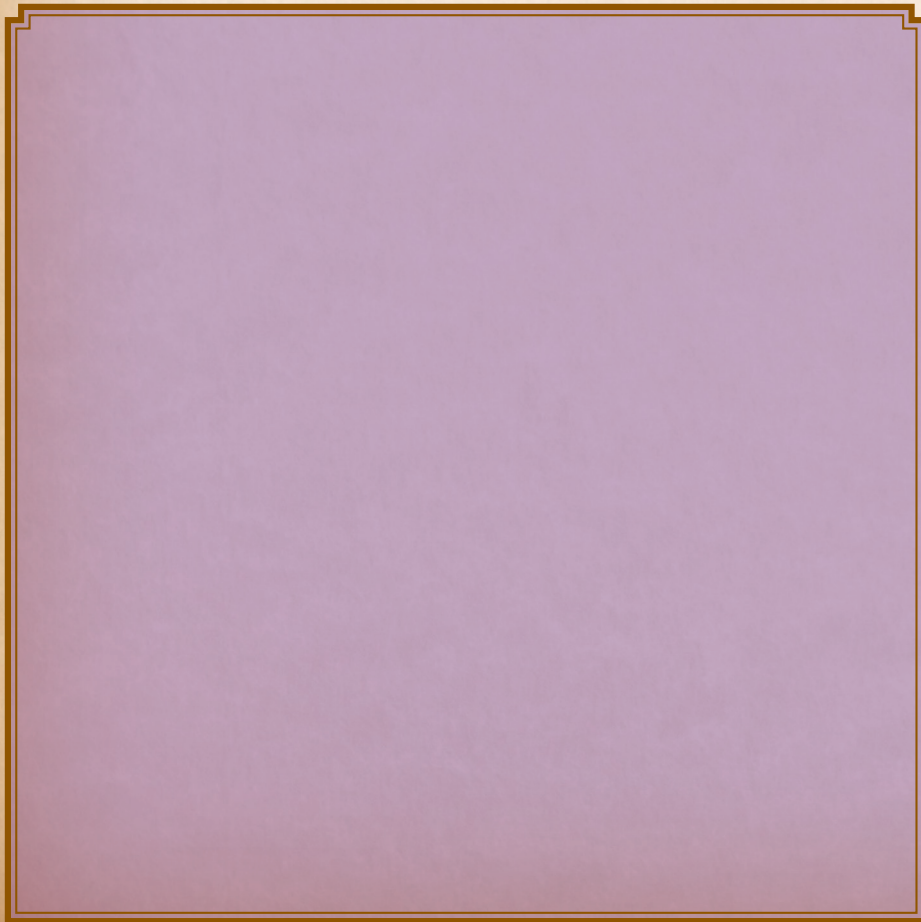
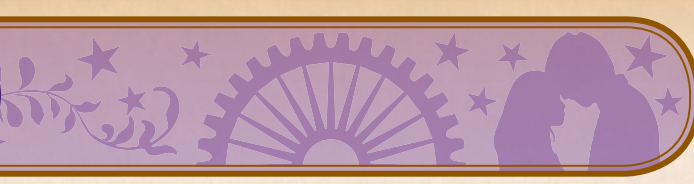


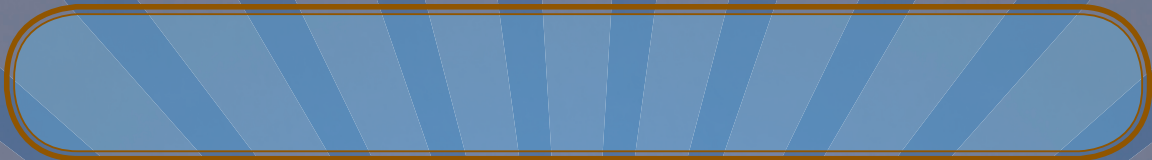
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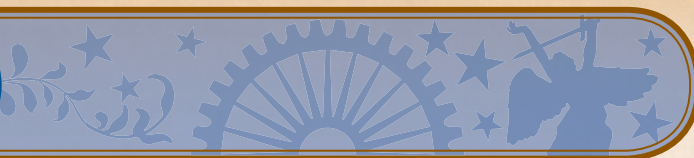
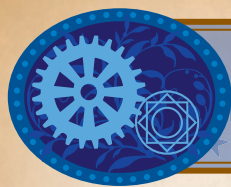




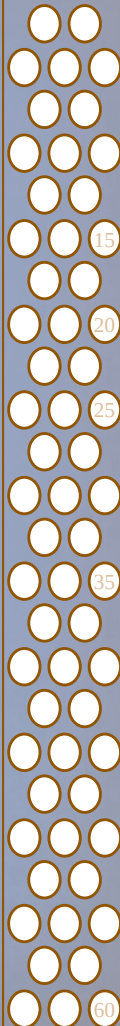


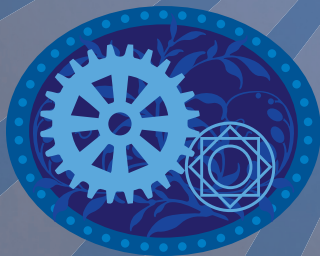
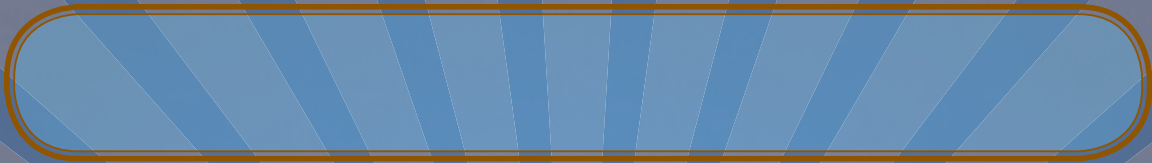


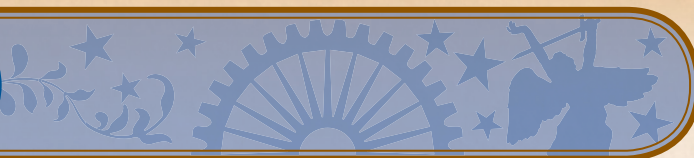
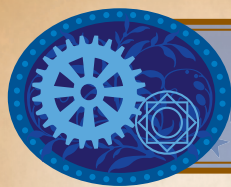




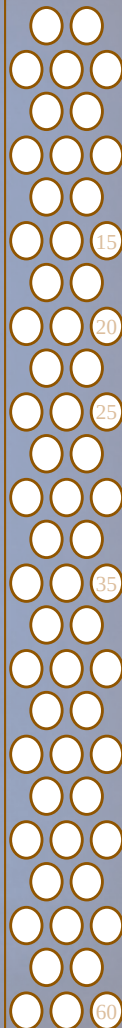
XP

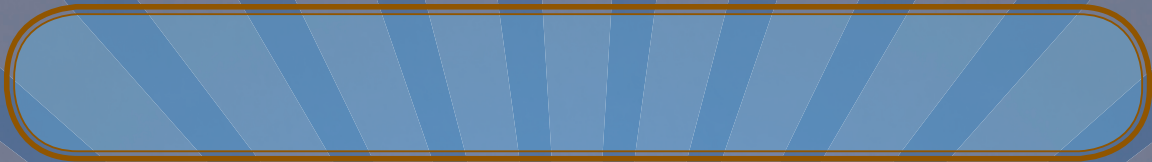


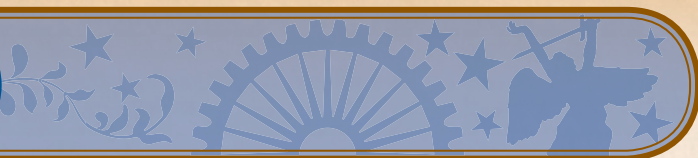
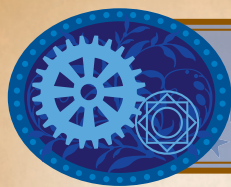




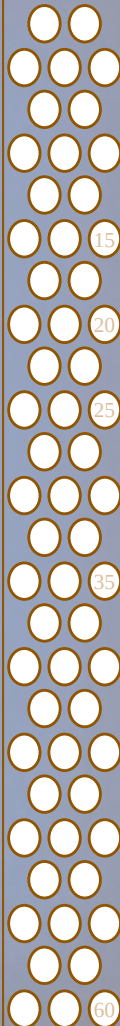
XP

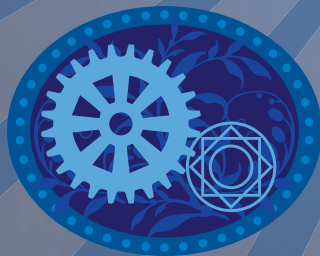
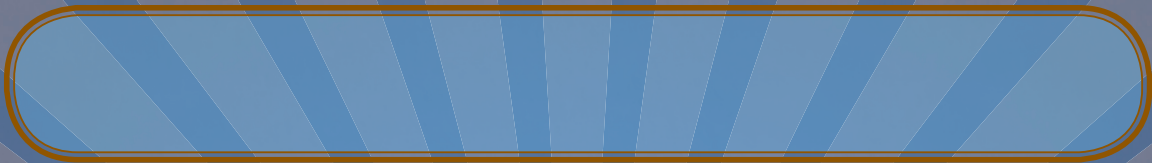


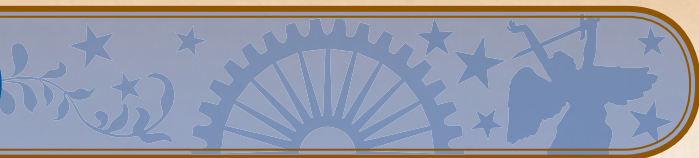




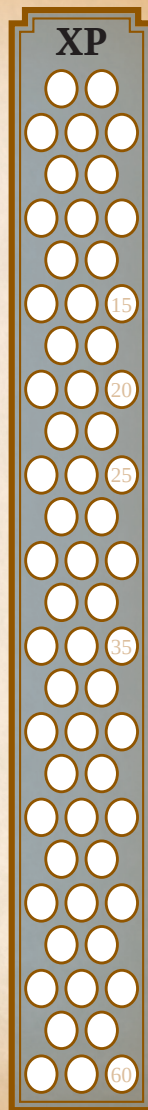
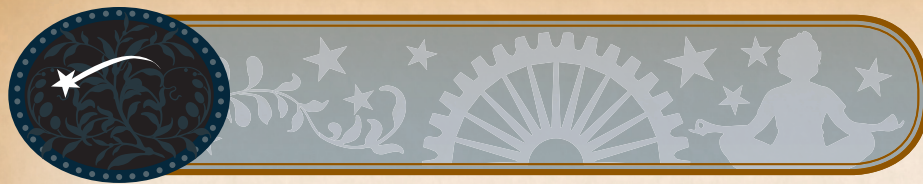
XP



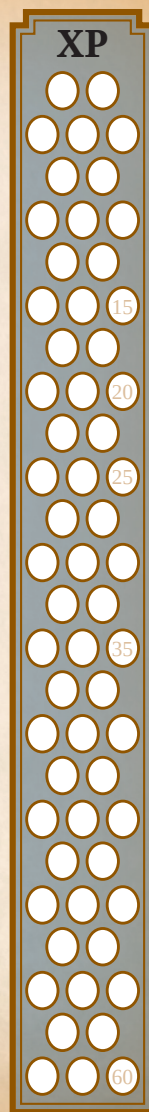
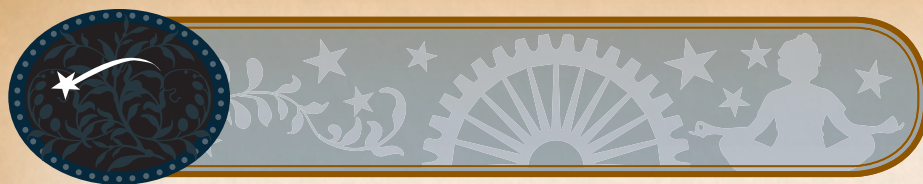


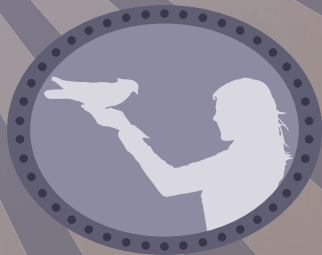
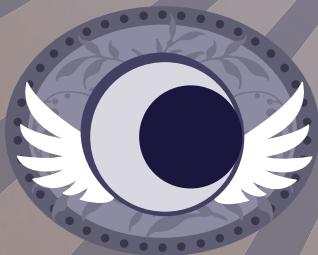
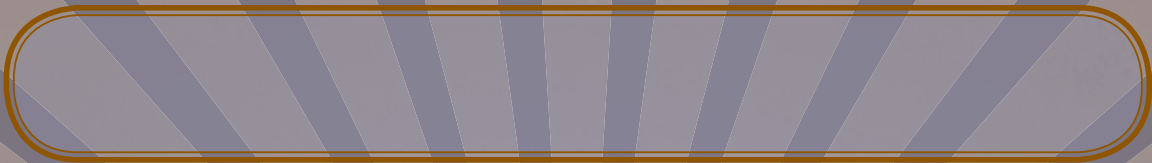



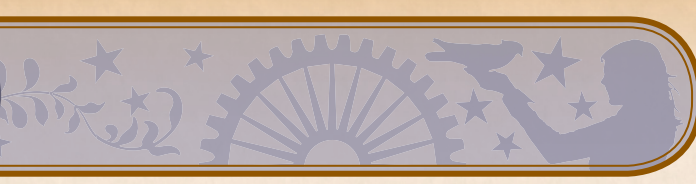
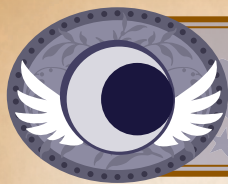






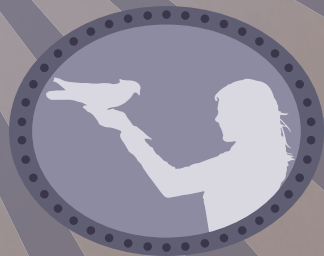
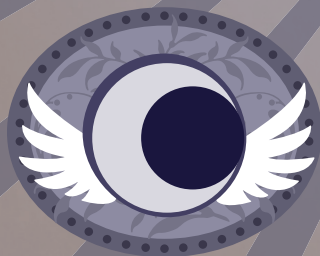
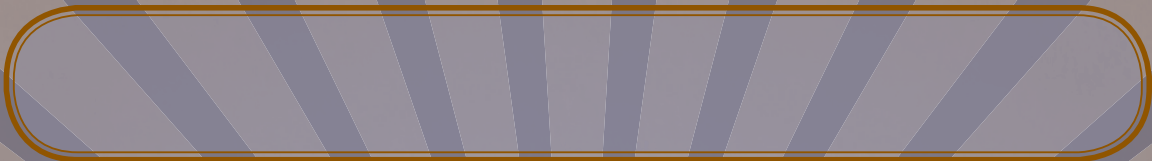



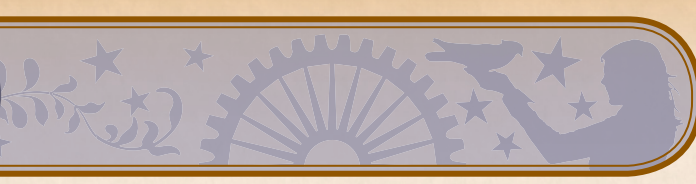
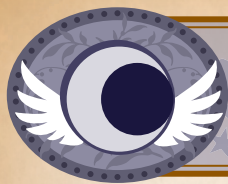




XP

A vertical number line starting at 0 and ending at 60. Circles are placed at every 5 units (0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60). The circles are arranged in a staggered pattern, with two circles per unit. The numbers 15, 20, 25, 35, and 60 are labeled next to their respective circles.

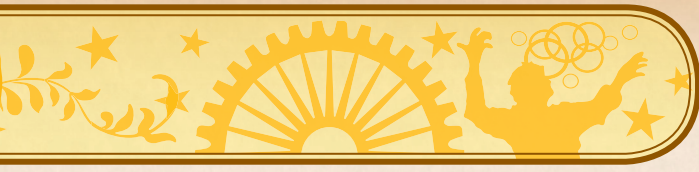




XP

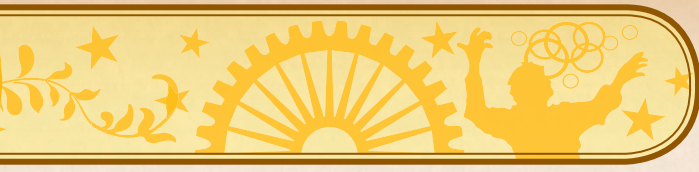
A vertical number line with circles at every 5 units. The circles are arranged in a staggered pattern. The numbers 15, 20, 25, 35, and 60 are labeled next to their respective circles.



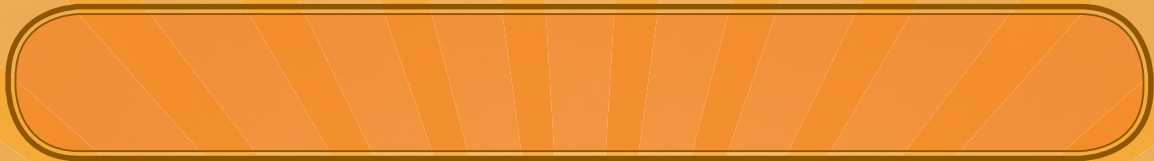


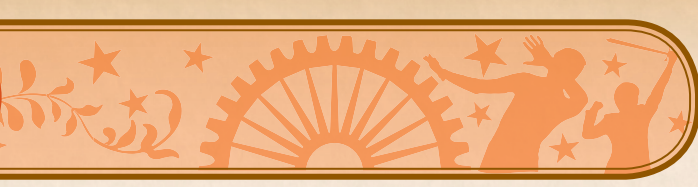
A vertical number line with circles at every 5 units. The circles are labeled 15, 20, 25, 35, and 60.





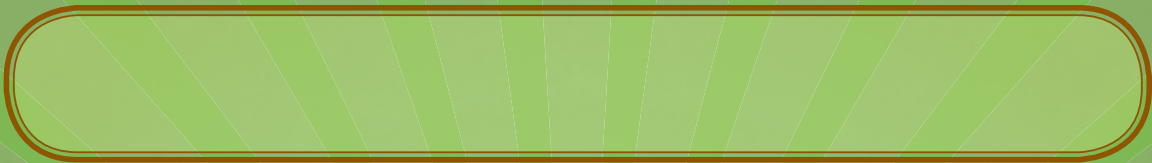
A vertical number line with circles at every 5 units. The circles are labeled 15, 20, 25, 35, and 60.

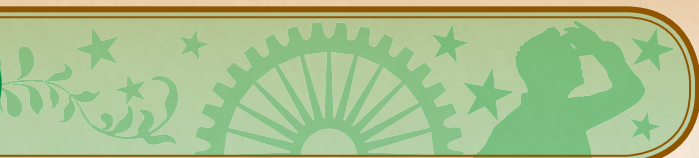


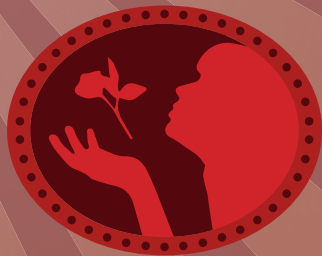
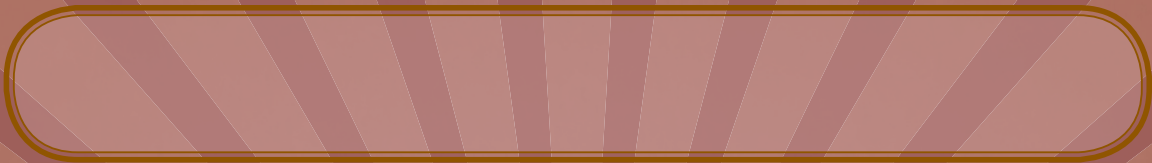


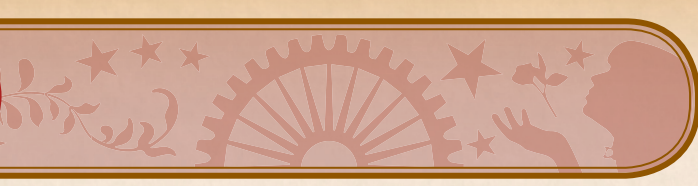
A vertical number line with circles at every 5 units. The circles are labeled 0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, and 60. The number 15 is circled in red.

This is a blank, cream-colored page, likely an endpaper or flyleaf of a book. The page is framed by a thin, dark brown border. The paper has a slightly textured appearance with some minor discoloration and faint, darker spots, characteristic of aged paper. There is no text or other markings on the page.







This is a blank, cream-colored page, likely an endpaper or flyleaf of a book. The page is framed by a decorative border consisting of a thin, dark line. The corners of the page are slightly rounded, and the paper has a subtle, aged texture. There is no text or other markings on the page.

A vertical number line starting at 0 and ending at 60. The line is marked with circles at every 5 units. The numbers 15, 20, 25, 35, and 60 are explicitly labeled next to their respective circles.

Work and Study— A Generic Pastoral Quest





Bonus XP

There's something you're working on:

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by explaining away what you've been doing or trying for in the current scene as part of that thing you're doing.

Pick a standard phrase to indicate this, and then just say that phrase or some close variant when you want to claim the bonus.

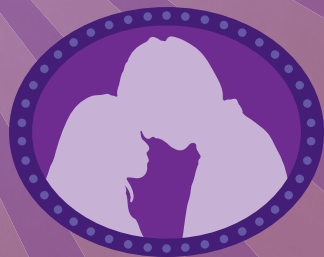
What's your phrase?

The idea is that by saying that, you either confirm that something is about the thing you're working on, or you make yourself a little goofy and perhaps overly earnest.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP

Work and Study— A Generic Pastoral Quest





Bonus XP

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You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by explaining away what you've been doing or trying for in the current scene as part of that thing you're doing.

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Work and Study— A Generic Pastoral Quest





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XP

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Work and Study— A Generic Pastoral Quest





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XP

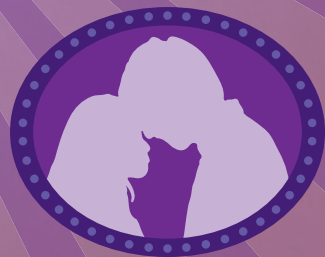
Work and Study— A Generic Pastoral Quest



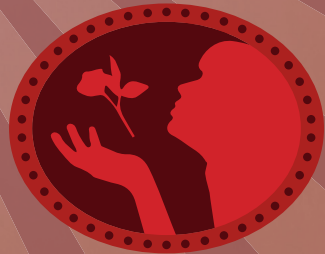
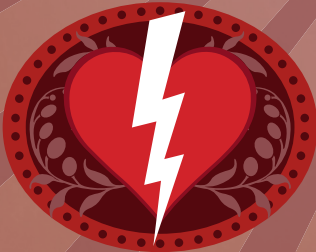
Work and Study— A Generic Pastoral Quest

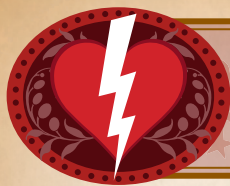


Work and Study— A Generic Pastoral Quest



...And React!—
A Generic Melodramatic Quest





Generic Quest (Melodramatic)

Bonus XP

There's something that just rivets your attention when it happens; or when you think about it; or when something fits your thoughts about it.

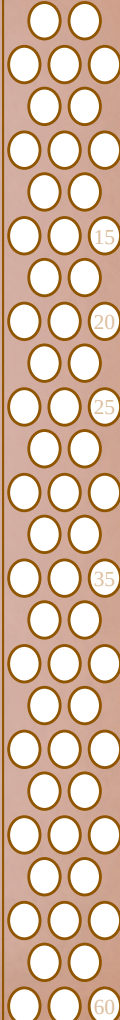
Something you love. Something you fear. Something like...

Pick a catchphrase for this. You don't have to use the exact same catchphrase every time, but it's the core of your experience here. It's what you say to show that your attention has been totally caught.

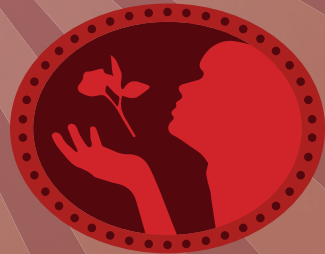
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) with an emote or a statement that goes basically like that!

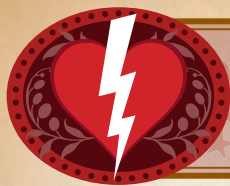
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XP



...And React!—
A Generic Melodramatic Quest





Generic Quest (Melodramatic)

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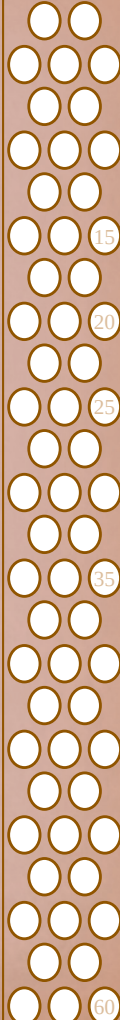
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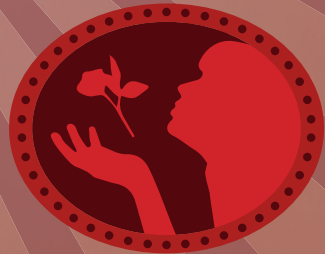
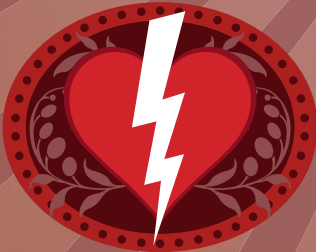
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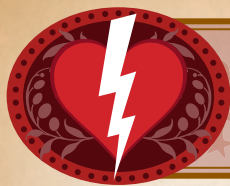
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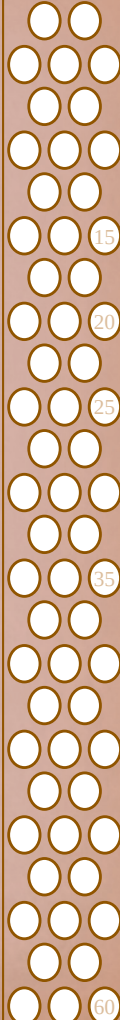
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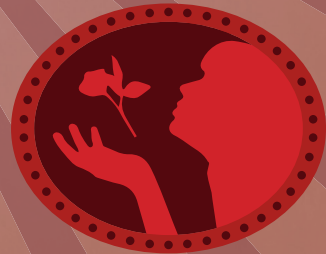
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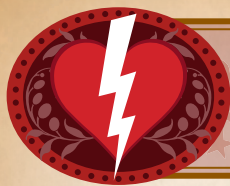
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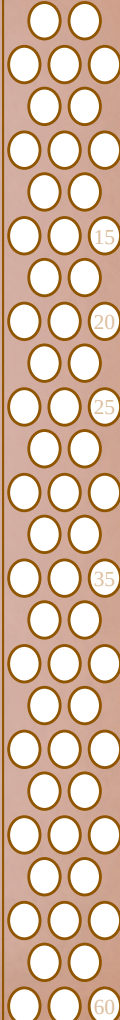
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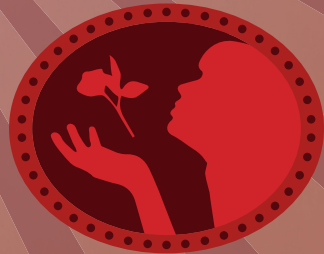
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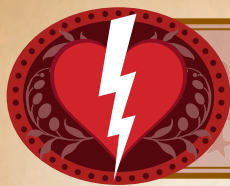
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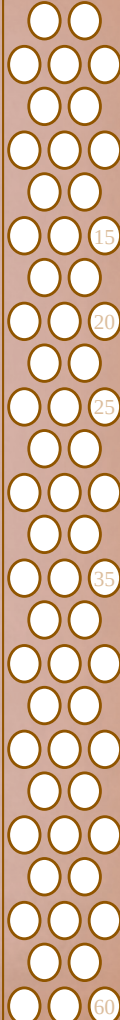
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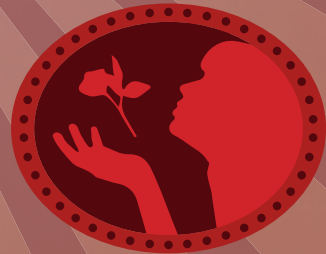
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) with an emote or a statement that goes basically like that!

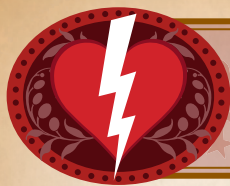
This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



...And React!—
A Generic Melodramatic Quest





Generic Quest (Melodramatic)

Bonus XP

There's something that just rivets your attention when it happens; or when you think about it; or when something fits your thoughts about it.

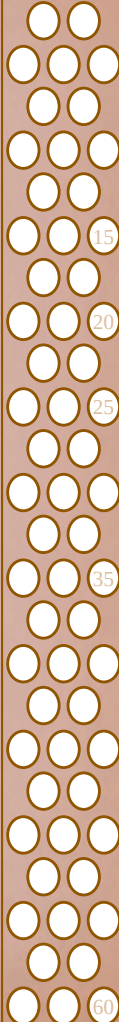
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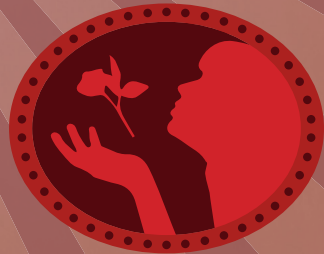
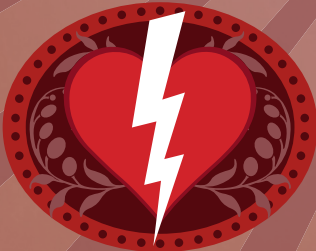
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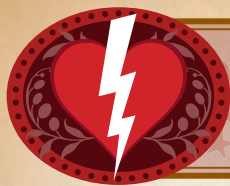
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Generic Quest (Melodramatic)

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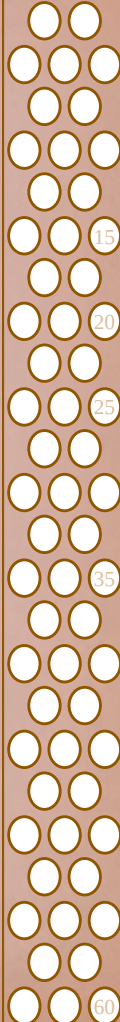
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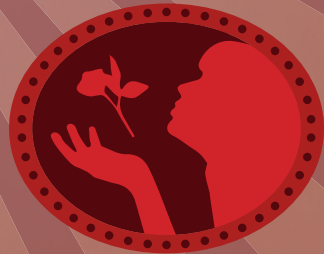
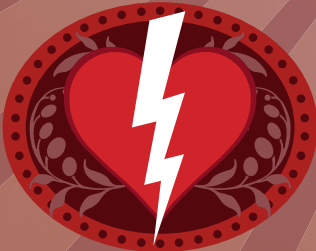
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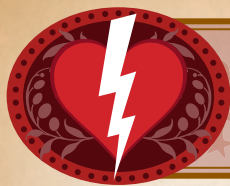
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Generic Quest (Melodramatic)

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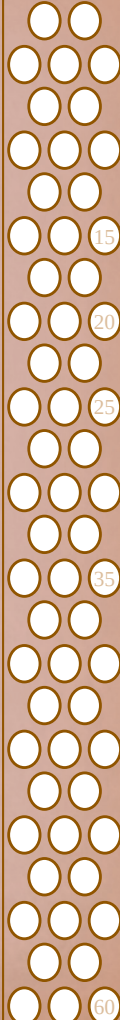
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This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Worldview/Paradigm— A Generic Blue Quest





There's something you're always thinking about. It's a lens that you see everything else through.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a new theory about that thing you're always thinking about.**

Make sure to actually stop and consider the theory—I mean, it’s OK if someone stops you, but the point isn’t to come up with something goofy to say, the point is to come up with new thoughts to *genuinely consider*.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP

15

(20)

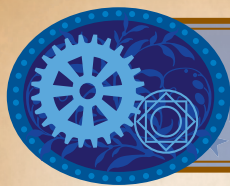
(25)

35

60

Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



XP

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Bonus XP

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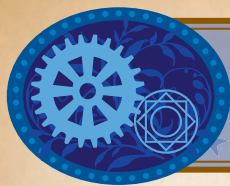
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Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



Bonus XP

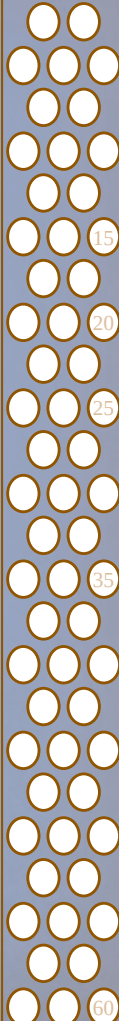
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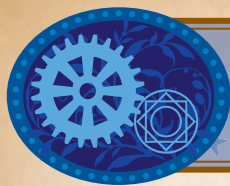
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XP



Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



Bonus XP

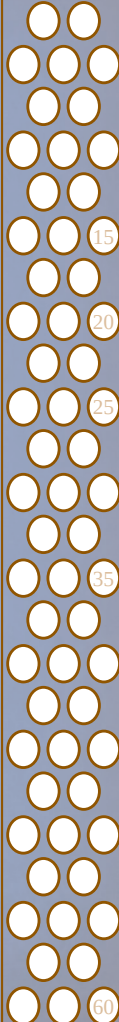
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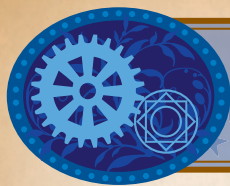
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Worldview/Paradigm— A Generic Blue Quest





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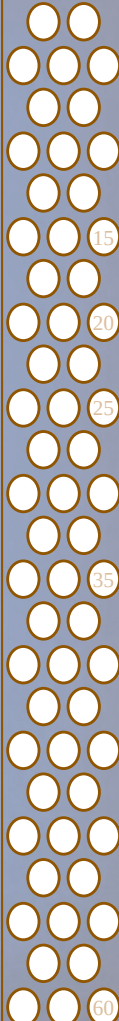
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35

60

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XP

15

(20)

(25)

35

60

Let's Get Passionate About This— A Generic, Exciting! Quest





Bonus XP

There's something you're doing:

...and you get really worked up over it. Well, you do, or the world does. Ridiculous, absurd things happen. Things get hectic.

So, look. Arrange for a sign.

It should say “**Over the Top.**”

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when your quest, or its consequences, or what you do about it, gets a little over the top.

Or, for that matter, when you *decide* to make them a little over the top.

When that happens, hold up the sign or otherwise declare/observe that things have gotten over the top and you can claim the XP.

You don't even have to say anything in character! You just have to be willing to hold up a sign. It's even OK if sometimes you're being ironic or making a suggestion instead of an observation, as long as an observation is more typical.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP

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XP

15

20

25

(35)

60

OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



Torn Between Two Worlds or States— A Generic Lurid Quest





Generic Quest (Lurid)



Bonus XP

You're torn between two worlds or two selves; between:

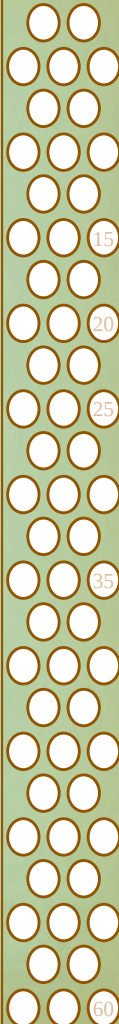
and

Ideally, you'll make a sign for this—a reversible card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between the two states.

If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Torn Between Two Worlds or States— A Generic Lurid Quest





Generic Quest (Lurid)



Bonus XP

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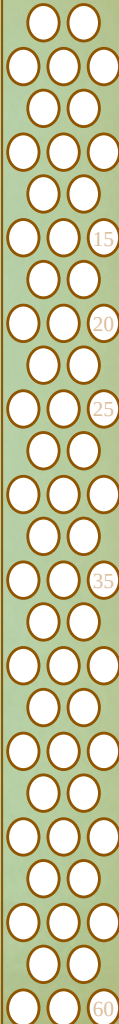
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XP



Torn Between Two Worlds or States— A Generic Lurid Quest





Generic Quest (Lurid)



Bonus XP

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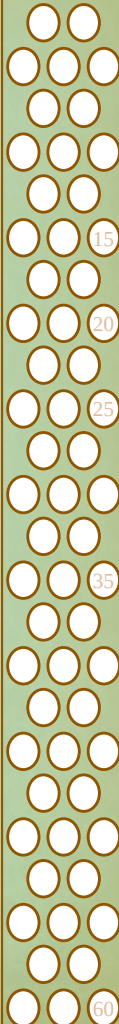
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This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Side A



Side B



Side A



Side B



Side A



Side B

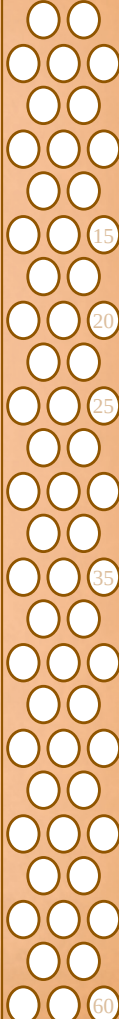


Troubled by ...— A Generic Struggle





This can be a 15 XP, 20-25 XP, or 35-60 XP Quest



Troubled by ...— A Generic Struggle





Bonus XP

There's something you're trying to do or be. It's probably even a good thing!

...but this quest comes with a psychological or social burden—a private cross to bear. Something you can't handle as well as you like to pretend. Something you have trouble processing. When you're saying or emoting *this* to everyone...

Some deeply- or shallowly-buried part of you is actually thinking *this*:

Create or pick out a two-sided sign: one side is your public face, the other shows your hidden thoughts. You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that emotion—normally, by holding up the sign.

The back side of the sign reminds you of your flaws. If you're not playing in a place where you can actually hold up the sign, it's OK to just remind yourself quietly of what it says, or, if you must, ignore the back side in its entirety.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP

Troubled by ...— A Generic Struggle





Bonus XP

There's something you're trying to do or be. It's probably even a good thing!

...but this quest comes with a psychological or social burden—a private cross to bear. Something you can't handle as well as you like to pretend. Something you have trouble processing. When you're saying or emoting *this* to everyone...

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The back side of the sign reminds you of your flaws. If you're not playing in a place where you can actually hold up the sign, it's OK to just remind yourself quietly of what it says, or, if you must, ignore the back side in its entirety.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP

Side A



Side B



Side A



Side B



Side A

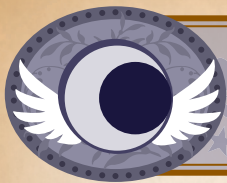


Side B



The Background of Your Life— A Generic Setting Quest





Generic Quest (Background)

Bonus XP

There's something you just have to live through, day by day.

And there's something—some experience or memory—that helps mark out those days. There is something that draws your attention when this quest casts its shadow or its light upon your life.

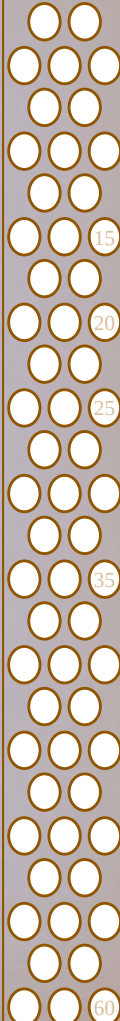
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by directing attention to this experience. This usually relies on a specific catch phrase—e.g., your attention drifts to the birds flying out over Big Lake, and you say, “Listen to those birds.”

...or whatever.

What catch phrase do you use?

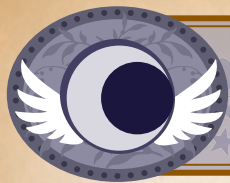
This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



The Background of Your Life— A Generic Setting Quest





Generic Quest (Background)

Bonus XP

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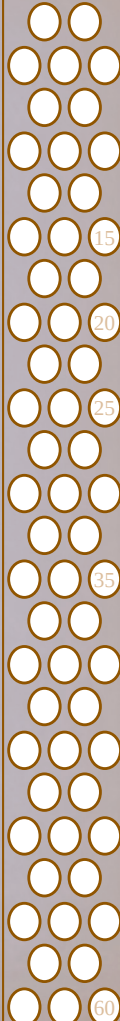
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...or whatever.

What catch phrase do you use?

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



...

—A Generic, Symbolic Quest





Generic Quest (Symbolic)

Bonus XP

There's something going on. You think it means... you think it... it *relates* to...

You can earn a bonus XP towards this quest at any time (though only once per scene/15 minutes) by declaring that you can feel the touch of it, the thing, the it, the miracle, the strangeness, the dissociation, the unnameable, the it, the thing

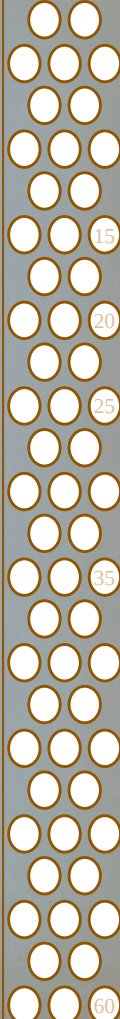
—you can phrase it another way; just give some indication that you're triggering this quest condition—

and then free-associating for a few moments about what your character is experiencing, feeling, thinking.

Talk about being cold, or warm; talk about visions; whatever. Clenching muscles in your arms. Hunger in the sky. Whatever. Random rambles and chill sensations across your back, gnashing stars in the glory beyond the world. That kind of experience, the taste of bugs chattering in the summer, and that brings you in a bonus XP for this quest.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



...

—A Generic, Symbolic Quest



