

Reference

Initial Questor Traits

Trait	Lead Questor	Supporting Questor
Aptitudes	10 Talent + 4 T/S	14 Skill + 8 T/S/Potential
Potential	20	0
Strengths	1	2
Weaknesses	2	2
Narrative Points	0	= Potential

Judging Epiphany Quality

NPs Used	Probable Quality
1-2	9-10
3-4	7-9
5-6	5-8
7-9	2-6
10-12	1-4
13-15	1-2

Assigning Difficulty

1-3 for most Trials,

4-6 for particularly hard Trials that only the Lead or a few SQs might do,

7+ for extremely hard Trials requiring multiple cooperating Questors.

Assigning Complexity

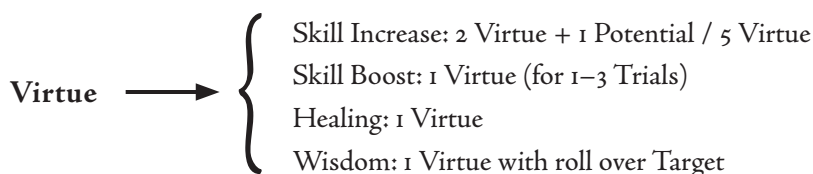
-2 for simple tasks that most anyone could attempt,

0 for ordinary Trials,

+2 for complex tasks, where some experience helps,

+4 for very complex tasks, where experience is necessary,

+6 when only experts have a chance.



Revealing Mysteries
Virtue + Epiphanies



Wisdom

Invocation of a Weakness

Good play

Give up Trial Narration

1/hour for SQs' players

Regression



Narrative Points

Wisdom Requirements for Relics

Aptitude Bolster	Infirmity Relief	Wisdom Needed*
0	1	3
1	2	5
2	3	10
3	5	15

*Wisdom necessary for either Bolstering or Relief. Endowment must be judged by the GM.

Narration Cost by Benefit

NPs	Benefit
+3-4	Big help in the main quest
+2	Resolves the local situation or is a minor help in the main quest
+1	Significant help in the immediate situation
0	Neutral or minor, local effect
-1	Significant harm in the immediate situation
-2	Introduces a problem or hurts the main quest a little
-3-4	Significantly harms the main quest

Narration Cost by Size

NPs	Size
1	A few vague, circumscribed Statements.
2	One or two detailed or more significant Statements.
3	Multiple detailed or significant Statements.
4	A very detailed, sweeping Statement.
5	Multiple, major Statements.