

Şimal

the Apprentice

QUEST HISTORY

Breaking the Absurd Chain
Str = 1, Con = 1, Int = 1, Cre = 0

Authenticity
Str = 0, Con = 1, Int = 0, Cre = 0

Obituary
Str = 1, Con = 1, Int = 1, Cre = 0

Monism / Dualism
Str = 0, Con = 1, Int = 0, Cre = 2

Library of Death
Str = 1, Con = 1, Int = 2, Cre = 2

EXPERIENCE POINTS

Talents	Levels
Structure	04
Conceptualization	06
Integration	05
Creativity	05
Participation	05
Total XP	25

Structure: Structural and organizational excellence of the assignments.

Conceptualization: Use of learned concepts efficiently.

Integration: Ability to transfer the related concepts from other courses or use of individual experiences and / or knowledge.

Creativity: Making something new.

Participation: Sharing concepts and knowledge to other students in class sessions.

TITLE

Apprentice

Novice: A new voyager who is walking around.

Apprentice: The voyager who is feeling something absurd.

Magician: The voyager who is looking his or her absurdness.

Wizard: The one who sees.