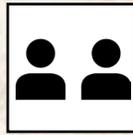


Creative Worlds
The Hero's Oath



Framing behavior in Creative Worlds and reflecting upon our Hero's Journey

As Heroes, this is how we act with each other and the world.



What does it look like when we cooperate and work together?

How important is it to be honest?

What goals do we have today on our adventure?

What do we want to learn? What did we learn on our last adventure together?

As heroes, you have armor, weapons, and powerful magic. When is it ok to use these against people and things?

Heroes challenge themselves to be better? What is something you are good at? What is something you are not as good at? How could you get better at them?

How did it feel when someone helped you today? When did you help someone else?

What good ideas did your group have today? How well did you listen when someone else was sharing a good idea?

How did we make the natural world of Seorsus a better place today?

How can we make our real world a better place today?



Creative Worlds

The Hero's Promise



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How can we make our real world a better place today?



What is your character's personality, and background?

My Character...

- is intelligent and knows many things about the world.



- is quick and sees things other people don't.

- is strong and wants to protect people.



- is wise and wants to help people.

- is full of personality and people are drawn to them.



My character's training looked like...

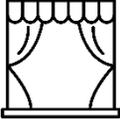
Physical training,
Skill practice,
Athletics



Exploring,
Making Plans,
Survival skills

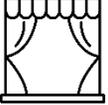
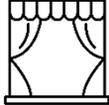
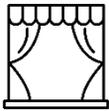


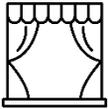
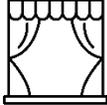
Public speaking & teaching
Singing & performing,
Dance & movement



Studies and reading,
Practicing magic,
Healing people



Guardian	Financier Expeditionist	Storm Warden
 	 	 
Isle Warden	Knemarian Explorer	Arcane Navigator
 	 	 
Magineer	Arcanologist	Storm Warden
 	 	 
Knemarian Agent	Bard	Sky Sailor
 	 	 
Cleric	Guardian	Druid
 	 	 
Bard	Financier Expeditionist	Financier Expeditionist
 	 	 

Sky Sailor	Druid	Financier Expeditionist
 	 	 
Cleric	Storm Warden	Knemarian Agent
 	 	 
Guardian	Cleric	
 	 	