

MAGESTRY GUILDS

APPRENTICE ADVANCEMENT FORM

This form must be printed out and signed off by guild member witnesses at guild meetings and by the Guildmaster at guild meetings or Magestry events. Any Game Master's signature will suffice if the Guildmaster is not present.

REQUIREMENTS TO ADVANCE TO JOURNEYMAN STATUS:	DATE	WITNESS SIGN	GM SIGN
Show competency in Effective Communication, giving at least 3 "I Feel..." Statements to the group and 3 pieces of Constructive Feedback to individuals in the group.			
Show Knowledge of Magestry rules by passing a rules test (administered prior to the General Meeting at every event; just ask a GM).			
Help 2 new players to make characters and histories (preferably at a Guild Meeting). (PCs' signatures belong in the spaces for "Witness Signature." Also, though multiple guild members may earn Guild Points for helping, only one guild member per new player may have this requirement signed off.)	-----	-----	-----
Play 3 consecutive Magestry events without being reported as talking out-of-game, breaking character, cheating, or boffer fighting too aggressively.			
Teach a skill to no less than 3 other people at a guild meeting.			
Initiate and lead a discussion on a controversial or analytical topic, using Effective Communication.			
Prepare a meal for your guild.			
Participate in a Community Service project.			
Participate in one day-long outdoor activity with your guild.			
Participate in a mini-Magestry game with your (or another) guild.			