

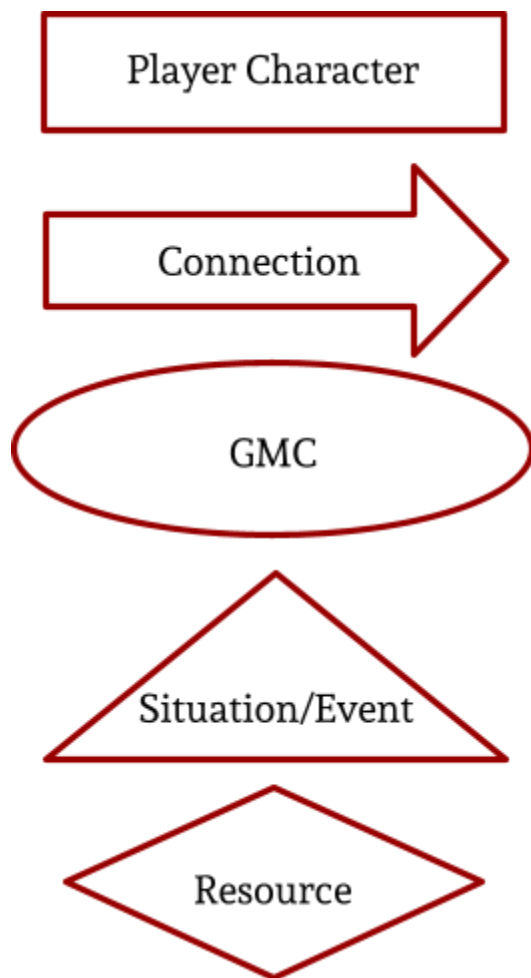
PATHWAYS CREATION CHEAT SHEET

Pathways is hard to explain. Here's a breakdown so you can quickly create pathways for your Cortex RPG.

What is Pathways

A "map" or "org chart" showing the connections between the Player Characters (PCs), GMCs, places, events, and objects.

It uses symbols for each of these **elements**.



Element	What it represents
Rectangle	Player characters (PCs)
Line	Connection; usually a short statement that inspires trait statements
Oval	Game moderator characters (GMCs)
Triangle	Situation or event
Diamond	Resources such as extras and locations

Stages represent each decision point for a character. About 5 stages is a good average.

There are three different types of stages: standard, major, and meta.

Standard stages:

- ❖ Connect to an existing element, or add and connect to a new one.
- ❖ Gain a resource, signature asset, skill or specialty related to the element (new D6 or step up an existing).

Major stages:

- ❖ About 1/3 of the stages should be major.
- ❖ The first and last are always major.
- ❖ Connect to an existing or add and connect to up to two elements.
- ❖ Gain a resource, signature asset, skill or specialty related to each.
- ❖ Add and define a distinction.

Meta stages:

- ❖ About 1/4 of stages should be meta stages.
- ❖ Connect to an existing element, or add and connect to a new one.
- ❖ Do one of the following:
 - Draw a connection between two non-PC elements and define a relationship between them.
 - Destroy a connection between your PC and any element, then add/connect to a new element...this all implies an event that caused this change.
 - Introduce a new element for another PC...but that PC's player defines the connection.
 - Gain a resource, signature asset, skill or specialty related to a new connection.
 - Define a new distinction.
 - Add a power or ability.