| Merit Badge | Limit | Cost | Session 1 | Session 2 | Session 3 | Session 4 | Session 5 |
|---|---|---|---|---|---|---|---|
| ADVENTURE | | | | | | | |
| Archery | 12 | $5 | X | | | X | |
| Climbing | 12 | | | | X | | |
| ARTS/COMMUNICATIONS | | | | | | | |
| Art | 12 | | | | X | | |
| Communications | 12 | | X | | | | |
| Graphic Arts | 12 | | | | | X | |
| Leatherwork | 12 | $10 | | | | | X |
| ECOLOGY | | | | | | | |
| Environmental Science | 12 | | | | X | | |
| Fish/Wildlife Management | 12 | | X | | | | |
| Nature | 12 | | X | | | | |
| Reptile Study | 12 | | | X | | | |
| Sustainability | 12 | | X | | | | |
| SCOUTCRAFT | | | | | | | |
| Emergency Preparedness | 12 | | | | X | | |
| Exploring | 12 | | | | X | | |
| First Aid | 12 | | | | X | | |
| Geocaching | 12 | | | | | | X |
| Wilderness Survival | 12 | | | | X | | |
| S.T.E.M. | | | | | | | |
| Animation | 12 | | | | X | | |
| Astronomy | 12 | | X | | | | |
| Competitive Gaming | 12 | | X | | | X | |
| Digital Technology | 12 | | X | | | | |
| Electronics | 12 | | | | X | | |
| Game Design | 12 | | | X | | | |
| Photography | 12 | | | | | X | |
| Radio | 12 | | X | | | | |

## 1.Dragonborn Path: Survival, Crafting, and the Wilds

***Learn to thrive outdoors and forge practical fieldcraft.***

- Archery*
- Competitive Gaming
- Environmental Science
- First Aid
- Leatherwork
- Nature
- Wilderness Survival

## 2.Frontier Path: Marksmanship, Stock, and Survival

***Frontier skills with ethical outdoor practices.***

- Archery*
- Competitive Gaming
- Environmental Science
- Fish & Wildlife Management
- Leatherwork
- Nature
- Wilderness Survival

## 3.Wastelander Path: STEM, Systems, and Resilience

***Tinker, test, and think like a problem solver.***

- Competitive Gaming
- Digital Technology
- Electronics
- Emergency Preparedness
- First Aid
- Radio
- Sustainability
- Wilderness Survival

## 4.Wayfinder Path: Exploring, Survival, and Adventure

***Wayfinding and survival skills with a treasure hunting twist.***

- Astronomy
- Climbing
- Competitive Gaming
- Exploring
- Geocaching
- Wilderness Survival

## 5.Arcade Builder Path: Design, Media, and Story

***Build worlds, tell stories, and prototype games.***

- Animation
- Art
- Communication
- Competitive Gaming
- Digital Technology
- Electronics
- Game Design
- Graphic Arts
- Radio