

MARK XP:

When you...

- ... introduce someone to a group of people.
- ... help someone find their game.
- ... pitch in to help out the staff or volunteers.

Basic moves. Also mark XP when you...

- ...ask someone what their playbook is.
- ...answer someone's questions about the game.
- ...help someone be awesome.

WHEN YOU MARK YOUR 5TH XP...

Turn your playbook in for a new one.

MARK XP:

When you...

- ... ask someone about their game or this con.
- ... play a game you've never played before.
- ... invite a new friend to share a meal

Basic moves. Also mark XP when you...

- ...ask someone what their playbook is.
- ...answer someone's questions about the game.
- ...help someone be awesome.

WHEN YOU MARK YOUR 5TH XP...

Turn your playbook in for a new one.

The

AMBASSADOR

You've been here before. To Big Bad Con or other events. You welcome newcomers and help them find a home here as well.

PRINCIPLES

- Think about the wellbeing of those around you.
- Address yourself to the other attendees.
- Make room for others at the table.
- Shine the spotlight on your fellow players.
- Learn everyone's name, let them be human.

The

EXPLORER

Fresh paths, unknown shores. These are the things that draw you. New adventures and companions await!

PRINCIPLES

- Think about the wellbeing of those around you.
- Address yourself to the other attendees.
- Make room for others at the table.
- Shine the spotlight on your fellow players.
- Learn everyone's name, let them be human.

MARK XP:

When you...

- ... promote someone else's game.
- ... teach someone how to play a game.
- ... pull up a chair for someone at your table.

Basic moves. Also mark XP when you...

- ...ask someone what their playbook is.
- ...answer someone's questions about the game.
- ...help someone be awesome.

WHEN YOU MARK YOUR 5TH XP...

Turn your playbook in for a new one.

MARK XP:

When you...

- ... check on someone to make sure they are doing ok
- ... make a small change to the environment to make someone (even yourself) more comfortable
- ... introduce yourself to someone

Basic moves. Also mark XP when you...

- ...ask someone what their playbook is.
- ...answer someone's questions about the game.
- ...help someone be awesome.

WHEN YOU MARK YOUR 5TH XP...

Turn your playbook in for a new one.

The

MAGE

You've seen things you can't wait to share. Attack ships off the shoulder of Orion, Dragons in Dungeons of a past age. You have such games to show us.

PRINCIPLES

- Think about the wellbeing of those around you.
- Address yourself to the other attendees.
- Make room for others at the table.
- Shine the spotlight on your fellow players.
- Learn everyone's name, let them be human.

The

ROGUE

An individual is still a part of the community. Lone wolves are an important part of the ecosystem. Little considerations make all the difference.

PRINCIPLES

- Think about the wellbeing of those around you.
- Address yourself to the other attendees.
- Make room for others at the table.
- Shine the spotlight on your fellow players.
- Learn everyone's name, let them be human.