

# The Adventurer

This playbook is for those brave enough to explore  
All which Ettin Con has to offer!

Travel the land, garner new experiences,  
Then return home all the richer for it.

## Principles

*Protect the comfort & fun of those around you.*

*Make room for others at your table.*

*Take regular breaks for self-care.*

*5 XP earns you the badge and a different playbook.*

## Experience:

**Mark a point of experience whenever you...**

...play a different type of game

(board/card/rpg/video)

...play in a different part of the venue

(areas 1/2/3 etc)

**Also mark XP whenever you...**

...join a new table or accept a new player

...share a game you brought from home

...return a perfectly-packed library game

...compliment a fellow player

# The Scholar



This playbook is for those hungry for knowledge,  
Just as eager to share their wisdom  
With the community at large,  
And who never stop seeking new discoveries.

## Principles

*Protect the comfort & fun of those around you.*

*Make room for others at your table.*

*Take regular breaks for self-care.*

*5 XP earns you the badge and a different playbook.*

## Experience:

**Mark a point of experience whenever you...**

...use a “Help Us” sign to teach or learn a game

...attend a demonstration

...introduce staff to an unknown game

...make a note to research a game afterward

**Also mark XP whenever you...**

...join a new table or accept a new player

...share a game you brought from home

...return a perfectly-packed library game

...compliment a fellow player

# The Hero



This playbook is for those special ones  
Who put others first, who take the time  
To reward those around them  
And seek to better the world.

## Principles

*Protect the comfort & fun of those around you.*

*Make room for others at your table.*

*Take regular breaks for self-care.*

*5 XP earns you the badge and a different playbook.*

## Experience:

**Mark a point of experience whenever you...**

...offer the first turn, your seat or the controller

...tidy a messy table or area

...offer someone else a break or refreshments

...take a moment to improve safety or comfort

**Also mark XP whenever you...**

...join a new table or accept a new player

...share a game you brought from home

...return a perfectly-packed library game

...compliment a fellow player

# The Herald



This playbook is for those who shout from the rooftops, paint self-portraits or immortalise others, chronicling historic events, and spread stories far and wide, for all to hear.

## Principles

*Protect the comfort & fun of those around you.*

*Make room for others at your table.*

*Take regular breaks for self-care.*

*5 XP earns you the badge and a different playbook.*

## Experience:

**Mark a point of experience whenever you...**

...photograph, record or document your game

...receive consent to photograph a table

...share your game online

...promote Ettin Con virtually or physically

**Also mark XP whenever you...**

...join a new table or accept a new player

...share a game you brought from home

...return a perfectly-packed library game

...compliment a fellow player

# The Curator



This playbook is for those generous collectors who share favourites from their shelves, carrying their own light as a contribution to brighten everyone's day.

## Principles

*Protect the comfort & fun of those around you.*

*Make room for others at your table.*

*Take regular breaks for self-care.*

*5 XP earns you the badge!*

## Experience:



**Mark a point of experience whenever you...**

...pre-book your ticket & library card

...use the library contribution online form

...collect your library card at the door

...check-in a game for others to enjoy

**Also mark XP whenever you...**

...check the table/floor for stray components

...teach a game you provided

...return a perfectly-packed library game

...are gracious with novices and children

# The Curator



This playbook is for those generous collectors who share favourites from their shelves, carrying their own light as a contribution to brighten everyone's day.

## Principles

*Protect the comfort & fun of those around you.*

*Make room for others at your table.*

*Take regular breaks for self-care.*

*5 XP earns you the badge!*

## Experience:



**Mark a point of experience whenever you...**

...pre-book your ticket & library card

...use the library contribution online form

...collect your library card at the door

...check-in a game for others to enjoy

**Also mark XP whenever you...**

...check the table/floor for stray components

...teach a game you provided

...return a perfectly-packed library game

...are gracious with novices and children

# The *Treasure*



This playbook is for those generous patrons and charitable souls who contribute hard-won coin to sustain our community events.

## Principles

*Sustain yourself first*

*Never give what you can't do without*

*Enjoy your rewards, because you've earned them*

*4 XP earns you ticket vouchers equal to your pledges.*

## Experience:



Mark a point of experience whenever you...

...enter a new month of patronage at either the \$2 or \$5 pledge levels.

*...Seriously, that's it. Signing up helps us so much, because we can better gauge community interest and expected attendance, as well as knowing what we can and can't afford to do to make the event better. We could finally print more T-shirts, or source more equipment, or reward GMs a little better. You rock!*

# The Treasure



This playbook is for those generous patrons and charitable souls who contribute hard-won coin to sustain our community events.

## Principles

*Sustain yourself first*

*Never give what you can't do without*

*Enjoy your rewards, because you've earned them*

*4 XP earns you ticket vouchers equal to your pledges.*

## Experience:



**Mark a point of experience whenever you...**

**...enter a new month of patronage at either the \$2 or \$5 pledge levels.**

*...Seriously, that's it. Signing up helps us so much, because we can better gauge community interest and expected attendance, as well as knowing what we can and can't afford to do to make the event better. We could finally print more T-shirts, or source more equipment, or reward GMs a little better. You rock!*