




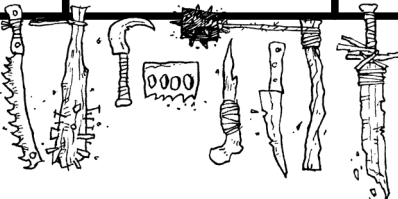




BINGO STYLE



EXPERIENCE POINTS

				
	Thwarted a rival.	Discovered secret lore.	Made a dangerous enemy.	
	Overcame a challenge with cunning.		Recovered ancient lost treasure	
	Earned the trust of a wondrous ally.	Added a new detail to the map.	Saved folk from the tyranny of monstrous beings.	
				

Before play the group puts ideas for things that they'd like to see in the game. Each item in the outer ring has to be something anyone could do. If you want to see the Barbarian overcome their mistrust of Sorcerers, don't put, "Barbarian overcomes their mistrust of sorcerers." Instead try, "Overcome a cultural bias you've brought with you from your homeland." That way any character might trip over it. The barbarian might hit it but the druid might really dig coffee, tea and literate, long legged lovers that the city has to offer.

Once you make a row, you get one level. I love when groups are asymmetrical, so I'd have one level that goes to one character and then you wipe the outer board clean and start again. Which character gets the level?

- The character with the most failed rolls.
- The character who seems to have learned the most.
- The character with the least levels.
- Hand out the level by going around in a pre-established order.
- The one character who is destined to become a living deity.

Outer Rim Suggestions

- Told a tale of my people so that my friends could learn from our wisdom.
- Broke a law or went against a cultural norm that is an important part of my heritage in order to accomplish a goal or keep a friend from harm.
- Used an arcane tool (spells count) in an unconventional way to solve a problem.
- Used a tool or mundane item as a weapon.
- Made a binding oath with a powerful antagonist in order to accomplish a party goal.
- Offered an enemy mercy rather than vengeance or anger.
- Told our enemy a lie so brazen that it shocked the room and used it to get something.
- Dressed up as an enemy to trick our way into a forbidden place.
- Saved a friend from the brink of death.
- Gave a rousing speech in the face of fell enemies.
- Celebrated my friend's cunning in public so all would know of their amazing heroics.
- Toasted the dead so that none would forget the fallen.
- Perished in a heroic feat so that others might live.
- Died in a quick and brutal act of violence, a cautionary tale parents will tell their children when they say they want to be heroes.
- Unravelled a mystery by asking good questions.
- Learned about my comrade by asking them about their homeland.
- Used the wisdom of my comrade's people, taking a tale they told of their people and applying it.