

Gamer Badges

Important note










If you have made these badges, send me a photo of someone wearing one or more (send to my name at yahoo or gmail) and I'll create a badge for you to be put on this page, with attribution.

Legend

- **Achievements** — are those badges you wish to earn, or have earned. They are denoted with a white background on the table below. The badges themselves are brown and circular.
- **Labels** — have a blue background on the table below and are descriptive badges that usually aren't earned or achieved through active effort. The badges are blue and pentagonal.
- **Systems** — have a yellow background in the tables below and are patches that other badges could be mounted on. The patches are multicoloured and rectangular.
- **Campaigns** — Enter the name of your campaign and your GM for a ribbon bar —[Campaign Ribbon Creator](#)










Achievements

	Academics	RPGs were the subject of my doctoral thesis or other major research work.
	Art and craft I	I paint my own figurines or handouts.
	Art and craft II	I make my own maps or terrain.
	Art and craft III	I make my own 3D maps and props for games.
	Athlete	Live action, baby!










	Childcare I	Experienced GM.
	Childcare II	I have created and educated the next generation of gamers.
	Childcare III	As above, but I also find their anecdotes endearing.
	Civics	I have used my gaming experience to real world advantage in a significant way.
	Classical Literature	I own at least 3 different editions of the same game
	Collector I	I must have all the published material for a setting
	Collector II	I must have all the published material from this game company
	Con Org I	I help organise cons.
	Con Org II	I am chair of a con committee.

	Con Org III	...and have been for five years or more.
	Don Juan I	I have romantically seduced other NPCs on a regular basis.
	Don Juan II	My personal libido is acted out in my character and has caused more than a few arguments among my game-mates.
	Evangelist I	I convinced another person to become a gamer.
	Evangelist II	I organised and created my current gaming group from non-gamers.
	Health and Fitness	I bathe regularly, even while attending a gaming conventions too!
	Jack of All Trades	I have played more than 10 role-playing systems
	John Munch I	I've played the same character in 2 campaigns.
	John Munch II	I've played the same character in 3 campaigns.




	John Munch III	I've played the same character in 5 campaigns.
	John Munch IV	I've played the same character in 10 campaigns.
	Killer GM I	I have permanently killed a character before.
	Killer GM II	I have permanently killed multiple characters in the same game before.
	Killer GM III	There was an incident in one of my games where... it wasn't that pretty.
	Lateral Thinker I	Other players always come to me when they can't figure out how to make their PC better, don't have any concept at all or just like the way that I do things.
	Lateral Thinker II	they always end up consulting me first for plans.
	Lateral Thinker III	The GM consults with me for ideas.
	Logistics Officer I	I routinely supply snacks and other nourishment for starved gamers.

	Logistics Officer I variant	I routinely supply snacks and other nourishment for starved gamers and I am the GM
	Logistics Officer II	I routinely supply snacks, nourishment, and gaming supplies(papers, pencils, calculators), for those ill prepared souls at the table.
	Logistics Officer II variant	I routinely supply snacks, nourishment, and gaming supplies(papers, pencils, calculators), for those ill prepared souls at the table and I am the GM
	Logistics Officer III	I routinely supply snacks, supplies, AND sourcebooks for the people at the table who aren't even trying anymore.
	Logistics Officer III variant	I routinely supply snacks, supplies, AND sourcebooks for the people at the table who aren't even trying anymore and I am the GM
	Longevity I	I've gamed for at least 24 hours
	Longevity II	I've gamed for at least 48 hours and would have gone longer if the others hadn't wussed out and called it a day.
	Lumberjack I	5 gaming trophies on my shelf.
	Lumberjack I variant	GO they were earned at the same con.

	Lumberjack II	10 gaming trophies on my shelf.
	Lumberjack II variant	GO they were earned at the same con.
	Lumberjack III	20 gaming trophies on my shelf.
	Lumberjack III variant	GO they were earned at the same con.
	Lumberjack IV	50+ gaming trophies on my shelf.
	Lumberjack IV variant	GO they were earned at the same con.
	Master of Disguise I	I wear different hats for each NPC I play
	Master of Disguise II	I even use puppets!
	Master of Disguise III	People confuse me with my characters.

	Mimic I	I orally provide every sound effect for the game.
	Mimic II	I provide pre-recorded versions of the sound (sometimes delaying the game due to mis-cues).
	Named Gamer I	I am known at my local cons.
	Named Gamer II	I am known at interstate cons.
	Named Gamer III	People talk about me even at the few cons I dont attend.
	Pentathalon	I participate in RPGs, minatures games, board games, collectible card games and wargames
	Polygamer	I play RPGs and boardgames
	Roleplayer I	I play role-playing games with classes and levels, preferably with random character generation
	Roleplayer II	I play role-playing games without classes or levels, preferably with non-random character generation

	Roleplayer III	I play narrative or indie games
	Roleplayer IV	I playtest role-playing game systems
	Triathalon	I participate in RPGs, minatures games and collectible card games
	Trophy I	I have a gaming award named after me.
	Trophy II	I have a perpetual gaming trophy named after me.
	Worldbuilder I	I have created a believable setting and world.
	Worldbuilder II	GO including cultures, fashions and history
	Worldbuilder III	GO including languages, economy, proverbs and heraldry
	Writer/Artist I	I've written gaming material/illustrated for beer money.

	Writer/Artist II	I'm regularly paid money for writing or illustrating games.
	Writer/Artist III	I'm regularly paid a lot of money for writing or illustrating games.
	Writer/Artist IV	People tell me anecdotes for games they don't know I wrote or compliment me on art they didn't know was mine.










Labels








	Anecdoter I	Strangers have wandered off during the middle of a story I've been telling.
	Anecdoter II	Friends have wandered off during the middle of a story I've been telling.
	Anecdoter III	The GM of the game I'm currently in has wandered off during the middle of a story I've been telling.
	Beginner's Luck	I always win or come out in the lead the first time I play a new game.
	Beginner's Luck (Variant)	I always win or come out in the lead the first time I play a new game, as long as I haven't read the rules.
	Bloodbath I	The best way out of any situation is through carnage!

	Bloodbath II	I've killed at least one other PC by 'friendly fire'.
	Bloodbath III	I've killed my whole party by some stupid, arrogant or ill-tempered move.
	Boarder I	I play traditional boardgames (monopoly, scrabble)
	Boarder II	I play "Euro" games (settlers, ra, carcassonne)
	Boarder III	I play "Euro" and traditional games
	Cursed	Nine out of ten new characters I've made died in the first battle.
	Debating	I argue the merits of my favourite or least favourite system at the drop of a hat.
	Devious	At some point during the game, sooner or later, I find myself in the highest position of power by effortlessly wading through of the squabbling struggles of the other players. Who it was that instigated the squabbling in the first place is of no real importance. Trust me on this.
	Dice Shaman I	The ritual of the cleansing of the dice should be done this way, just before the rites of lucky high rolling are enacted.

	Dice Shaman II	GO and the ritual involves a certain amount of intimacy.
	Dice Shaman III	Forget about dice-cleansing rituals. I destroy poorly-rolling dice, as an example to others.
	Dragon	Any gaming problem can be solved with the judicious and timely application of a large fire breathing flying reptile. (also see The Mecha label)
	Drama Queen	If my character dies or is taken out of the game for the rest of the story arc, I am such a baby about it that I ruin it for everyone else.
	Kamikaze	I always want to be the first one into the fray!
	Killer GM I	I have permanently killed a character before.
	Killer GM II	I have permanently killed multiple characters in the same game before.
	Killer GM III	There was an incident in one of my games where... it wasn't that pretty.
	Law I	I know the rules backwards.


	Law II	I have found rules loopholes never previously exploited.
	Law III	I have found rules loopholes never previously exploited in systems I don't even play.
	Library	I carry every single rulebook/supplement/optional rules guide for a system wherever possible.
	Martyr I	I am constantly looking for ways for my game-mates to get in some action, even at the cost of my own role-playing satisfaction.
	Martyr II	King of Angst just so I can expound in yet another tirade/soliloquy.
	Mecha	Any gaming problem can be solved with the judicious and timely application of a giant robot. (also see The Dragon label)
	Munchkin	My goal in the game is to amass as much power and kills as possible, whatever the costs to role-playing, the storyline, fairness, or logic
	Netplayer I	I have participated in one or more E-Mail or Forum campaigns.
	Netplayer I variant	... and I have trouble stepping out of character for other posts.

	Netplayer II	I have initiated one or more E-Mail or Forum campaign stories.
	Netplayer II variant	... because I have trouble stepping out of character.
	Paronomasia I	I pun. Other players tend to grind their teeth or develop facial tics when near me.
	Paronomasia II	I go out of the way to create situations where I can use the perfect pun, even if it is pointless and puts my character in peril.
	Procrastinator	All angles of what I will next do should be examined, and all possible repercussions, and what I am planning on having for dinner tonight, and if there is anything worth watching on TV after the game....
	Python I	I incessantly quote from movies and books
	Python II	I'm known for quoting so often, other players tell me to shut up even before I say anything.
	Suitcase	I carry every single collectible power piece/card known for a game wherever possible.
	Suppressor I	I put the kibosh on good role-playing just because I can't do it as well as others.

	Suppressor II	I take up loads of game-time trying to hog all of the action and/or attention.
	Team Player I	I always play the missing characters in the team when their players don't show up.
	Team Player II	I always play the missing characters in the team when their players don't show up. And play them as well their own players sometimes better.
	Thespian	I prefer good role-playing over hack-n-slash most of the time.
	Type A I	Any stray marks, glass rings or crumbs left on my pristine paperwork will be punishable by death.
	Type A II	By the time I'm done 'perfecting' my character I'm already tired of him or her.
	Type A III	I'm never done tweaking, fiddling, and rebuilding my characters.

System Patches

For badges to be placed on.

	Action!	Gold Rush Games
	Amber: Diceless Role-playing	Phage Press, Guardians of Order

	Ars Magica	Atlas Games
	Big Eyes, Small Mouth	Guardians of Order
	Call of Cthulhu	Chaosium
	Castle Falkenstein	R.Talsorian Games, Steve Jackson Games
	Cyberpunk	R. Talsorian Games
	D20	Wizards of the Coast
	D6	West End Games
	Dogs in the Vineyard	Lumpley Games
	Freeforms	Freeforms, LARPS and systemless games
	FUDGE	Free, Universal, Do-it-Yourself Gaming Engine by Steffan O'Sullivan
	GURPS	Steve Jackson
	HERO System	Hero Games

	In Nomine	Steve Jackson
	Indie games	Other indendently published role-playing systems not otherwise mentioned
	Palladium	Palladium
	Paranoia	Mongoose Publishing
	Rolemaster	Iron Crown Enterprises
	Shadowrun	FASA
	Traveller	GDW
	Warhammer Fantasy Roleplay	Games Workshop
	World of Darkness	White Wolf

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