

RP FINDER TUTORIAL

The RP Finder is one of RPR's most recent additions to the site. It's aimed to help members set up quick concepts for roleplays that are ready to go without much fuss, and it's amazingly useful to jump right into the middle of things!

There are many questions about this feature. This tutorial aims to answer any question you may have.

- The difference between the finder and the forums
- Creating a game
- Joining a game
- Adding Groups to the RP Finder
- Using the Search Feature

The difference between the finder and the forums

There are a few distinct differences between the RP Finder and the forums that make each useful in their own way.

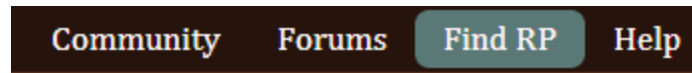
The RP Finder was created as a tool to help find **active** concepts so you can create a game with other active members. Concepts that you see when visiting the "[Join a Game](#)" page are only from members who were actively using the site in the past 10 minutes. This means you're almost guaranteed to get in touch with this person right away! Each concept is also designed to give you an immediate, quick overview of what is being proposed in a concise bundle of information.

The forums are useful to create more in-depth plots and have extensive discussion possibilities before the RP is created. They are always visible 24/7, making it an excellent choice to get in touch with people from different timezones or people with busy schedules. It has the distinct advantage of reaching a larger number of people, but it's usually a lot slower as well.

Is one better than the other? Not at all! They are designed to target different players, so the best choice is the one that closely matches your needs.

Creating a game

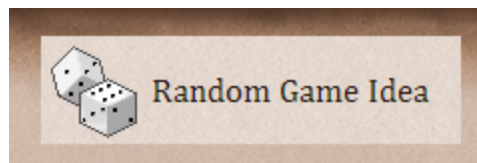
You can reach the RP Finder from anywhere on the site. Look for the **Find RP** button at the top of every page.



You can do two different things from here on: *Join a Game* or *Propose a Game*. As we're trying to setup our own game, click on [Propose a Game](#).

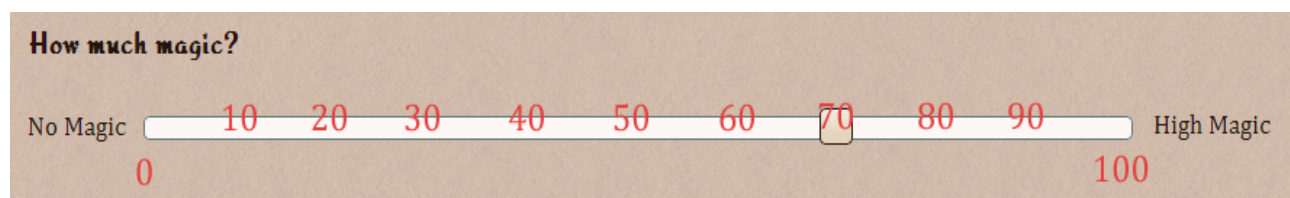
The first thing we need to do is get our concept written down, pick the character we want to use in this game and the number of players we're looking for. Try to keep the concept under 500 characters long. (This means the individual letters and spaces, not words!)

Not sure what kind of game you want to play? Click the *Random Game Idea* button at the top right for a surprise!



Now comes the hard part: we have to set the so called *sliders* to define the setting. They're very important to ensure people will suggest characters that fit in your setting. If your world doesn't have magic in it, you don't want someone to suggest a wizard for your game.

The sliders have a value of 0 to 100. Each time you move the slider along, it jumps 10 points ahead. Try picking a number that closely matches the amount of magic in your world and move the slider to this area.

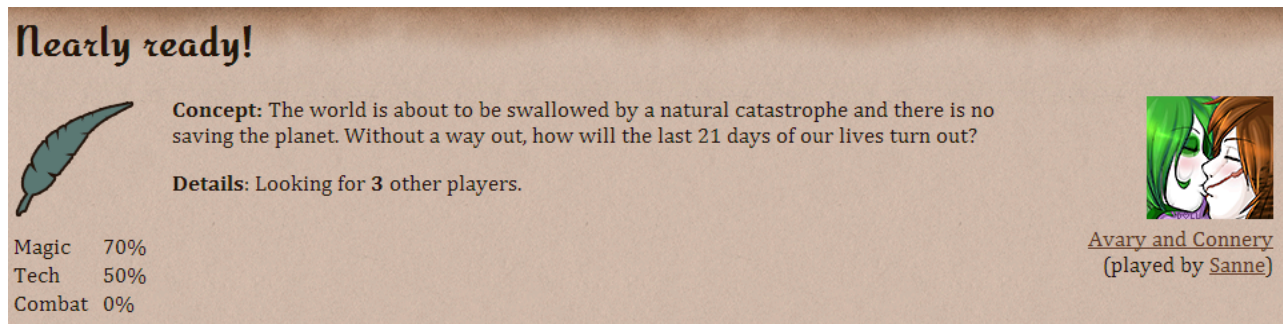


In this screenshot, I have set **Magic** to 70. It exists in this world, but not everyone knows about it or acknowledges it. It is commonly present though.

Set the other sliders for **Technology** and **Combat** to suit your needs, then click the *next*

button.

This next page gives up an overview of the settings we created just now. You have the results of the sliders to the left with a fancy icon, your concept and the number of players you're looking for in the middle, and the character who's hosting this game to the right.



If you want to make any changes to these settings, you need to hit the back button and adjust where necessary. **Your sliders will reset**, and depending on your browser you may lose your concept as well. Copy and paste everything into *Notepad* before hitting the back button so you don't lose it!

Once you're satisfied with the concept, we have to make a couple of choices for the finishing touches.

Playstyle

- **Freeform:** You do not require strict rules for dice and detailed character sheets. This RP is intended to 'go with the flow' and focuses primarily on writing a fun story together.
- **Occasional dice use:** Your RP will sometimes use dice in a mild form to complement the story. It's used as a tool to help make decisions or introduce random events, but the story functions without it. ([How do I use dice?](#))
- **Character sheets & strict mechanics*:** Your RP is ruled by a strict set of mechanics. Dice are a must to play in this game, and characters must have detailed sheets with statistics and information that is going to be utilized by the dice. All of it determines what your character can or can't do in the game.

** This is not the same as requiring a detailed profile with a background on a character! The term 'character sheet' refers to the statistics of strength, speed, health, stamina and other mathematical values for dice usage. It also indicates a possible requirement to keep track of experience, inventory, abilities, skill proficiency and other such assets.*

The amount and type of information is variable per game, but the list above is an indication of what is commonly expected.

Still confused about what a strict character sheet is? [Download the official D&D Character Sheet](#) to gain an understanding of what it is!

You can also compare this to the Pokemon games: your Pokemon has statistics for its moves, strength, speed etc. It also equips items you give it and needs to be healed and regenerated regularly. Without these stats, it can't play in your game. The same idea applies in strict character sheets.

Writing style

- **Concise:** Posts in this game don't need to be long. They can be quick responses and are usually only one or two sentences long.
- **Adjustable length:** Posts in this game can be short and long. It doesn't really matter if it's one sentence or twenty sentences!
- **Paragraphs required:** Each post must be a whole paragraph. This usually means five sentences or more, although it's common for posts to be much larger than that in this style.

Other options

- **Long term:** The purpose of this game is to have the characters develop their personalities and relationships over multiple scenes and plots.
- **One-off scene:** The characters work together in this scene to reach a goal, but there is no immediate follow-up for new scenes in the near future. They part ways after this.

Adult themes: Be sure to check this box if your game will contain **sexual** themes, **violence** or uses **heavy language**.


*Please don't enter any sexual, violent or heavy swearing content in the **Game Concept** field, even if you mark this box. You may mention you look for these themes and roleplay them in properly tagged groups or private messages, but the content of the concept has to be in keeping with our PG-13 guidelines. The forum and site rules apply here.*

Click the *Find Players* button to start your search for roleplay!

Waiting for responses

After submitting your concept to the Finder, you're presented with a lot of information on one screen. Most of it is pretty straightforward and shouldn't give you any problems.

Your Game Idea



Concept: The world is about to be swallowed by a natural catastrophe and there is no saving the planet. Without a way out, how will the last 21 days of our lives turn out?

Details: Freeform, adjustable length posts, one-off scene. Looking for 3 other players.

[✕ Close game to new players](#)

Avary and Connery is hosting this game

Magic 70%

Tech 50%

Combat 0%


Pitching your idea to players...

Your game idea has been posted. We're just waiting to give players a chance to read it and respond... We will automatically forward you in a couple of minutes so you can see if anyone has responded to your idea.

If you'd prefer to go do something else, go ahead! We'll let you know when someone responds.

In the meanwhile


Check out these groups that play in similar settings!



Concept: Strict Roleplay dream in Furcadia - Medieval Fantasy setting

Details: Occasional dice use, adjustable length posts

[Visit group](#)



[The Land Of Rayneth](#)

53 members

Magic 50%

Tech 30%

Combat 20%

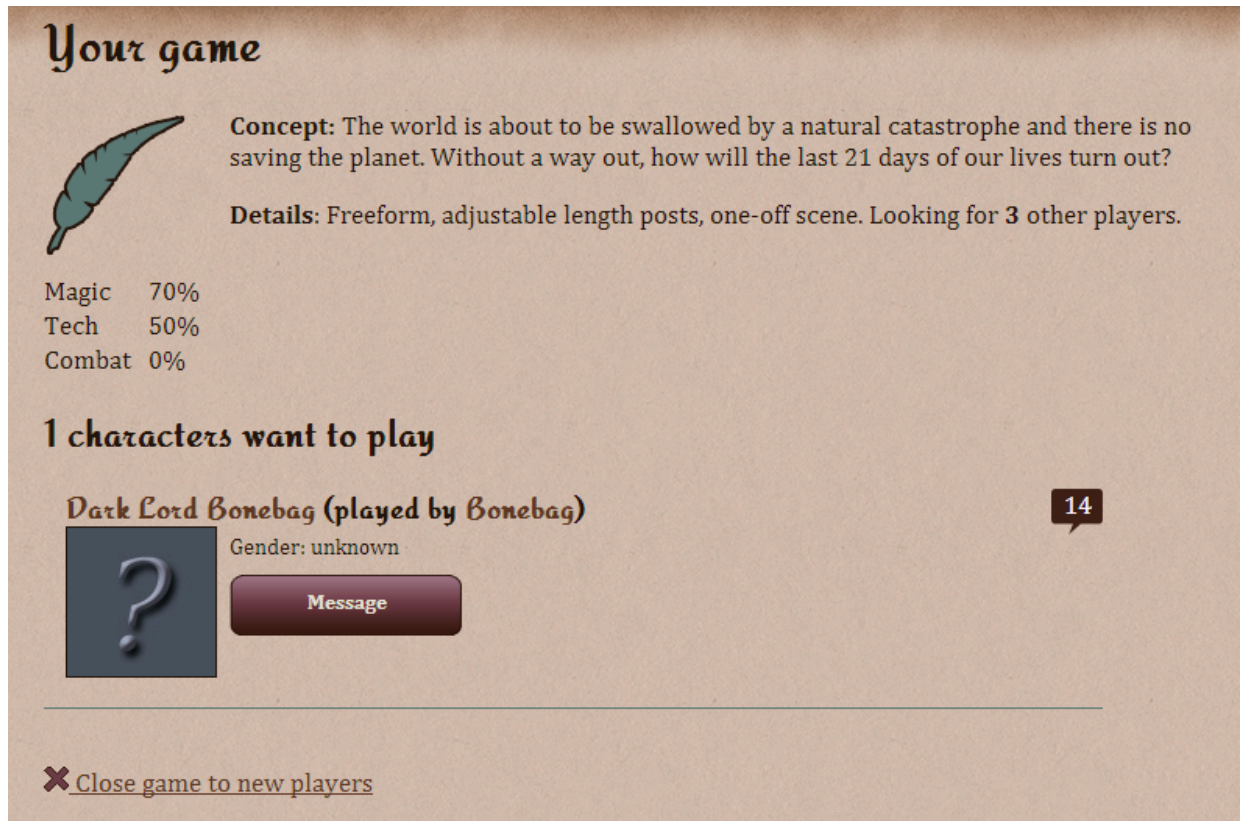
[Check out other games](#)

What does the loading bar do?


The loading bar is just a timer. When the loading bar is full (this take approximately 5 minutes), your page will refresh to show if you have any responses to your game yet. This refresh will also ensure you are active and your game shows up in the list in case you're not browsing the site in the meantime.

The page will continue to refresh every 5 minutes until you close it, or until you have a

response to your game. You will see the following when that happens:



Your game


 **Concept:** The world is about to be swallowed by a natural catastrophe and there is no saving the planet. Without a way out, how will the last 21 days of our lives turn out?


Details: Freeform, adjustable length posts, one-off scene. Looking for 3 other players.

Magic 70%
Tech 50%
Combat 0%

1 characters want to play

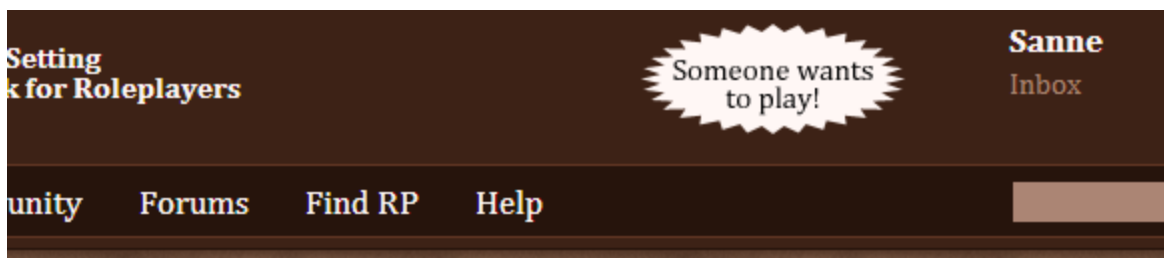
Dark Lord Bonebag (played by Bonebag) 14

 Gender: unknown [Message](#)

 [Close game to new players](#)

Can I leave the page if I don't want to wait?

You most certainly can! If somebody has suggested a character for your game while you're browsing the site, you will get a fancy notification at the top of the page. It looks like this and is very hard to miss:



Setting
k for Roleplayers

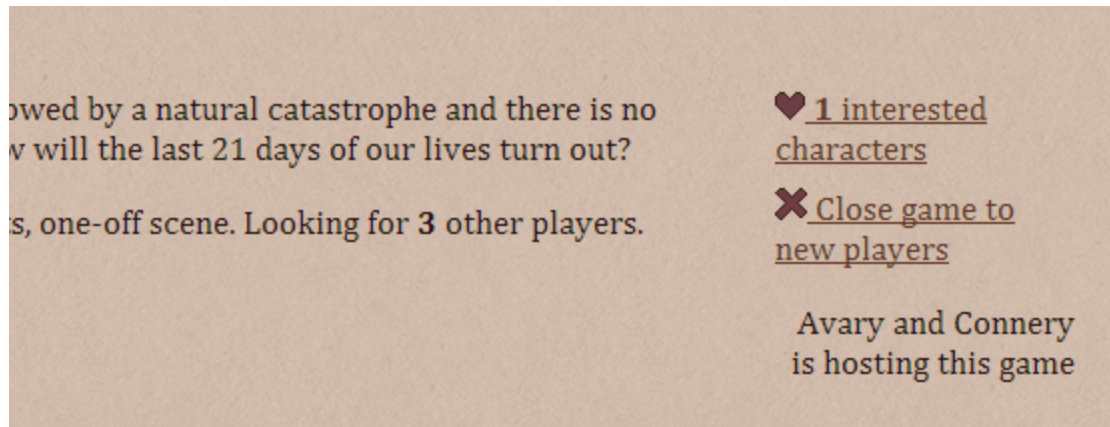
Someone wants to play!

Sanne
Inbox

unity Forums Find RP Help

Click on *Someone wants to play!* to be taken to the Find RP page. All games you posted and are still open can be found on here.

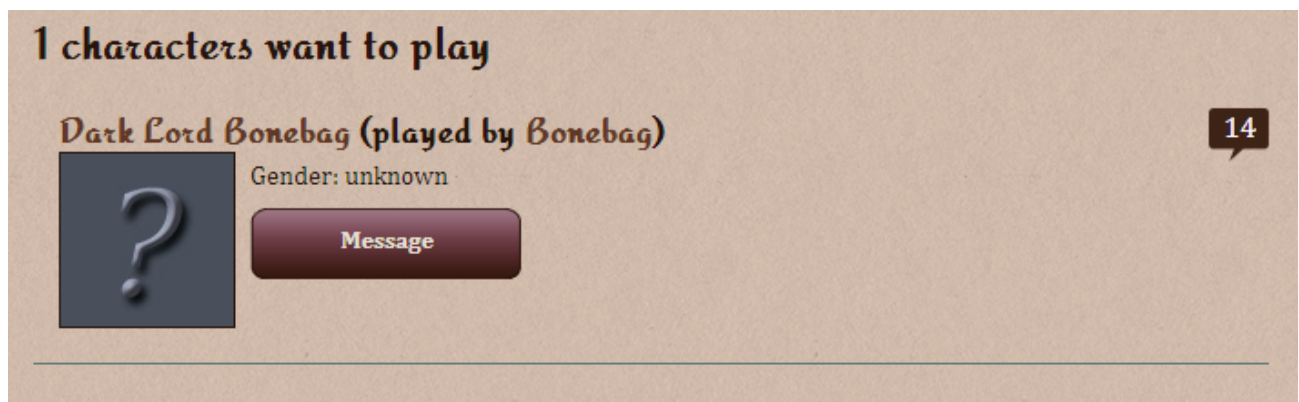
Click on '*X interested characters*' to view the list of people who have responded so far.



If you no longer want to play or you found somebody to RP with, click on *Close game to new players* to remove the concept from the list. *You won't be able to see the characters that were suggested to this game if you close it, so only do this when you're sure you no longer want it!*

Starting a game

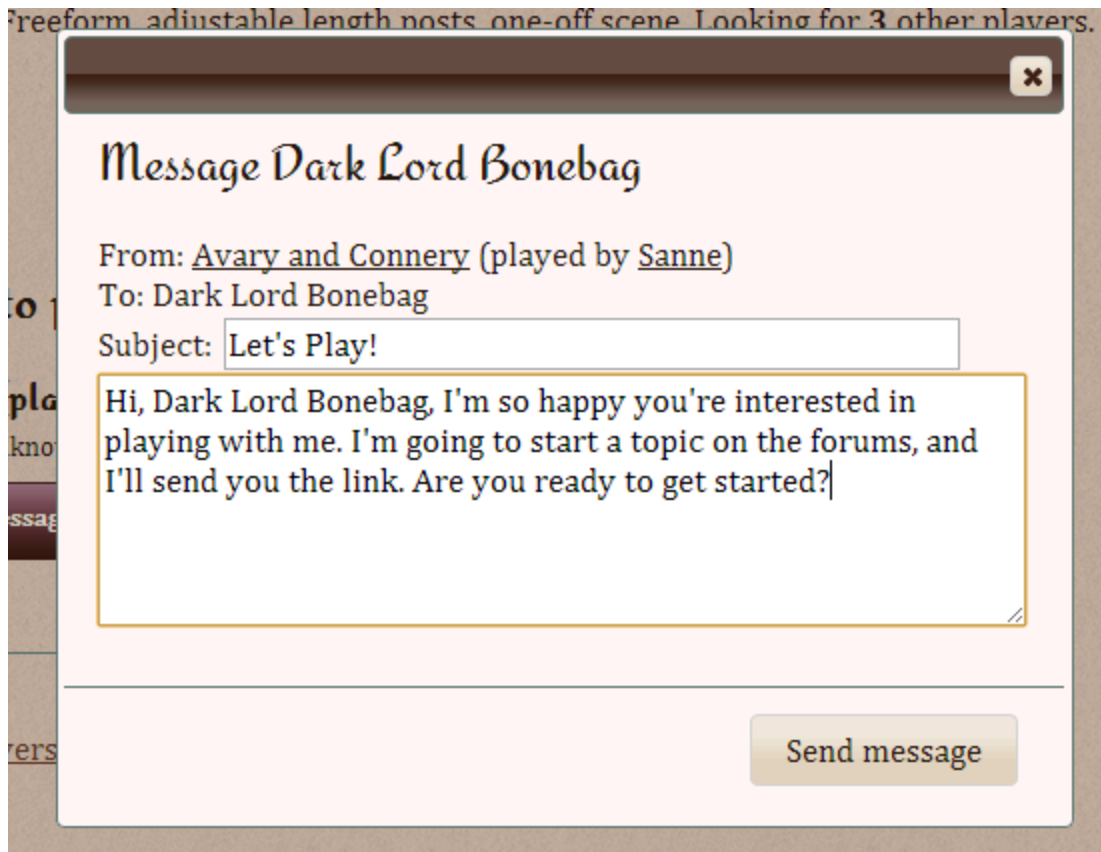
Before you rush off to make your game on our public forums, in your group or through PMs, you have a few options you can explore. After clicking on '*X interested characters*', you're presented with a list of all the characters people suggested.



You can click on the character's name to visit the character profile. Or you can check out the player by clicking their name (unless they're anonymous)!

Click the speech bubble at the top right to see the kudos this player and their character got from other members. Kudos are very useful to determine if s/he/they have the same style and ideas and make a good match with you.

If you want to contact them to invite them to play, click on the big *Message* button.



The screenshot shows a message composition window with a title bar that says "Message Dark Lord Bonebag" and a close button (X). The window has a light pink background. The message fields are as follows:

- From:** Avary and Connery (played by Sanne)
- To:** Dark Lord Bonebag
- Subject:** Let's Play!

The message body contains the text: "Hi, Dark Lord Bonebag, I'm so happy you're interested in playing with me. I'm going to start a topic on the forums, and I'll send you the link. Are you ready to get started?"

At the bottom right of the window is a button labeled "Send message".

You'll see that we already gave you a basic message to work with, but you can customize it any way you want to! The recipient will receive your message with the game concept quoted at the bottom, so they know what it's about. Once you sent it off, you can proceed to start your game or wait for a response first - whatever you like!

If I'm anonymous, will my identity be compromised by this form?

Nope! It will be sent from your anonymous character. The recipient will never know who you are, unless you make the character public sometime during this process.

Remember to close your game concept once you found all the people you want to play with!

Joining a game

Suggesting a character to a concept you like is the first step to successfully joining a game.


To start, visit the *Find RP* page again and click on *Join a Game*.

You will be presented with a list of game, but only if someone with an open concept has been online in the past 10 minutes. If there's no list, it means nobody with a concept is online. Bummer!

For this tutorial I'm going to assume someone is online and you're interested in their idea. Here is what that would look like:

Games to play right now

The host of each of these games was active on the site within the last 10 minutes. Let them know you're interested!




Concept: A virus kills 50% of the world's population... The other 40% are flesh eating monsters. Several survivors all find the same bunker at once. Resources are short and tempers are high.

Details: Freeform, paragraphs required, long-term RP partner preferred. Looking for 1 other players. This RP will include some **adult themes**.

Magic 0%
Tech 50%
Combat 100%

[I'm interested!](#)

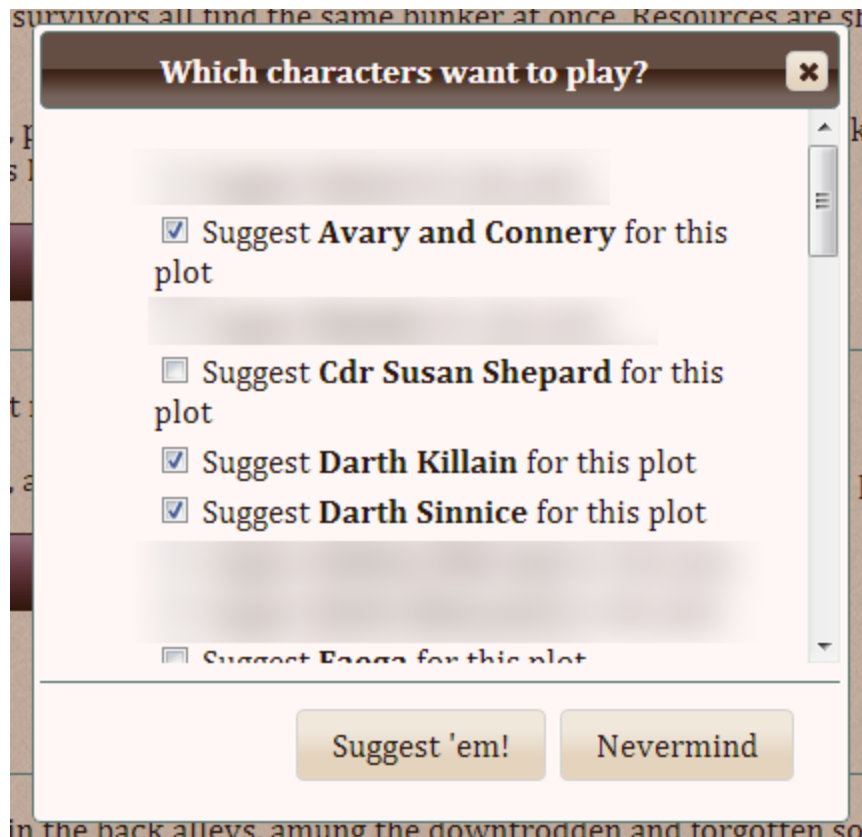


[Dagger](#) (played by [Jane](#))

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You can check out this character's (and player's) kudos by clicking the speech bubble on the bottom right. You can also click the character name and player name to look at their profiles.

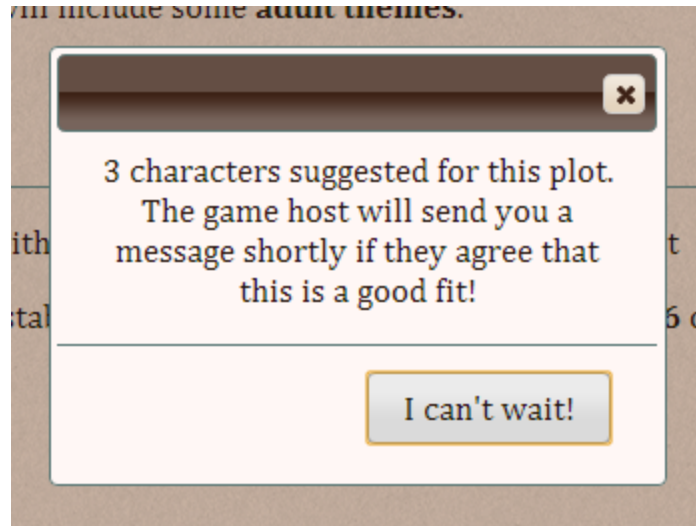
To suggest your own characters for this game, click on the button saying *I'm interested*. A window will pop up.



(Names in this list were blurred to protect anonymous characters.)

You will find a complete list of both your anonymous and public characters. You need to pick at least one character to suggest, but you can select as many as you like. When you're done selecting them, click on *Suggest 'em!*

The player will be notified of your suggestion. You will see a confirmation as seen below:



Remember, you don't necessarily get a quick response. You may not hear from them at all in some cases. If they're interested, you will receive a PM letting you know what will happen next. Easy, right?

Adding Groups to the RP Finder

Although they're not immediately visible, groups are a huge part of the RP Finder. Remember when we created our own concept and, while waiting for responses, the Finder suggested a group to us? That is thanks to some nifty new settings for groups.

Go to your *Dashboard* and scroll down until you see *Your Groups*. Click on the pencil next to your group name. You will see the management page.



At the bottom right you will see a lovely, heart shaped icon saying *Publicity*. Click on it to proceed to the settings page.

If your group is **not listed** and set to **top secret**, you will have to change these settings first before we can do anything else. Don't forget a tagline, this is a 350 character (letters and spaces, not words!) description of your group that people will see when they search the RP Finder.

Make sure your settings look like this with your own custom tagline:

Click the *Update* button to make the changes. Click the *Go back* button, and the Publicity page has changed to allow customization.

These options are pretty similar to the sliders and settings as when you create your own game. Set the sliders for **Magic**, **Technology** and **Combat** to the desired amounts. (Refer to *Creating a Game* for help with this) and pick the options for *Playstyle* and *Writing style* to what you require in your group.

How much magic?

No Magic High Magic

How much technology?

Spears & Fire Blasters & Spaceships

How much combat?

None Non-stop

Just a few finishing touches...

Play style

☐ Freeform ☒ Occasional dice use ☐ Character sheets & strict mechanics

Writing style

☐ Concise ☒ Adjustable length ☐ Paragraphs required

Click on *Update* to save your changes. Now when you use the *Search* feature on the RP Finder, your group will pop up when the right conditions are met!

Using the Search Feature

What if there are so many games, you're not sure how to go through all of them? Or maybe you want to exclude adult themes?

That is where the Search features comes in handy. It allows you to filter by multiple settings and has adjustable sliders. You can also find groups in the RP Finder this way!

Let's head over to *Find RP* at the top of the page, then *Join a Game*. Scroll down to the bottom of the page to the search feature. Chances are, it looks a little confusing.

Games to play right now

The host of each of these games was active on the site within the last 10 minutes. Let them know you're interested!



Concept: Looking for crew to join or a ship to hitch a ride with, a young character gets drawn into a deal with someone/something that could change their life forever... For better or for worse. You can either offer the bargain, or be looking to join a crew.

Details: Freeform, adjustable length posts, one-off scene. Looking for **1** other players.

Magic 40%
Tech 100%
Combat 60%

[I'm interested!](#)

[Waresh Khan](#)
(played by [Darth Angelus](#))

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Find more games

No Magic ☐ ☐ High Magic

Spears & Fire ☐ ☐ Blasters & Spaceships

No Combat ☐ ☐ Non-stop Combat

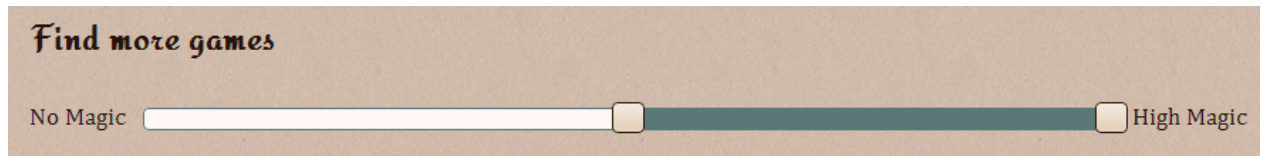
[More options](#)

[Find games!](#)

We see a couple of features here. We see games from active members, and we see sliders. There is also a link for *More options* beneath the sliders.

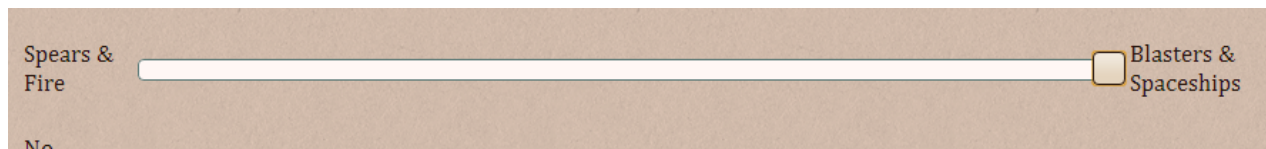
Adjusting the sliders

This is the most confusing part for most people. These sliders don't have **one slider block**, but two! This way you can set a range and broaden your search in case you didn't find anything.



For example, we want a game that has between 50%-100% magic, so we set our sliders like in the picture above. The green area is the range we set.

What if we want 100% technology? Then we make sure both sliders are as far to the right as possible.



This sets technology to 100%.

You can adjust all three sliders however you like. Just remember, the more specific you set it, the fewer results you get. Click on *Find games!* to start your search. Try making the range larger to find more games.

More filter options

We can refine our search a little more than this. Click on *More options* to open the checkbox menu. By default, all checkboxes are marked except for *Exclude adult themes*.

Play style	Writing style	Other options
<input checked="" type="checkbox"/> Freeform	<input checked="" type="checkbox"/> Concise	<input checked="" type="checkbox"/> Long term
<input checked="" type="checkbox"/> Occasional dice use	<input checked="" type="checkbox"/> Adjustable length	<input checked="" type="checkbox"/> One-off scene
<input checked="" type="checkbox"/> Character sheets & strict mechanics	<input checked="" type="checkbox"/> Paragraphs required	<input type="checkbox"/> Exclude adult themes

[Find games!](#)

Uncheck any option you **don't** want. So if you don't want search results to include *Character sheets & strict mechanics*, you uncheck that box. As with the above, the more you uncheck, the less results you will get. Click on *Find games!* to start searching.

If you get no results at all, try checking more boxes.

I'm only seeing a whole bunch of groups.

That is possible! Groups will always show up in search results when they match your criteria. It's entirely possible to get no player games and only see groups. That means there were no player games found that match your criteria.

I don't want to see adult themed games. How do I filter those out?

Leave all slider bars fully green in the 0%-100% range and mark every checkbox, including *Exclude adult themes*. This way you see all available games and groups except for adult themed games and groups.