

## INTRO & BASICS

Hi there! I'm Az, and my preferred pronouns are they/them (though he/him and she/her are also okay, I'm not fussy). I'm non-binary, high-functioning neurospicy, in the second half of my thirties, employed and living in Europe. I'm an RPG enthusiast, and I love video games, all things fantasy and some sci-fi. English is my second language, but I'm very proficient with it.

It's always been somewhat difficult finding games to fit me - between Europe-friendly times and real-time text-based format, the pickings are fairly slim. Hopefully, you've something leading to the unicorn I've been hunting!

## TIMEZONE, GENERAL AVAILABILITY & PLAY FREQUENCY

I'm in the Central European timezone: CET/GMT+1. If Daylight Savings are in effect, then it's CEST/GMT+2 instead.

**I'm employed, so on weekdays I'm only available in the evening, with solid, long-term free hours from 18:30 till about 23:00 in my timezone.** The end time is always slightly flexible rather than rigid - for example, if the session lasts till 23:20 or something, that's absolutely fine - but it should end no later than midnight.

**Currently, the start time is also somewhat flexible due to working from home (I could do as early at 17:30), but that may suddenly change** (I sure hope not, though).

**Saturdays and Sundays I'm available most of the day** - I like to sleep in, so I'm good to play from **noon onwards, again ending around 23:00**. I can generally go a bit later on Fridays and Saturdays than on other days, but I do prefer not to completely ruin what little excuse I have for a sleeping schedule.

**I prefer to play once a week** (not counting extra sit-downs for character interactions for the purpose of character development or just for fun etc.), though I'll happily consider playing twice a week as well, especially for shorter sessions (eg. 2 hours).

I might be persuaded to go for something less frequent, such as two weeks out of three or once every two weeks instead, though from my experience, that makes text games very, very slow.

## PRIOR TTRPG EXPERIENCE, GAME FORMAT & SYSTEMS

I've an overall experience of just a bit over two decades when it comes to tabletop roleplaying games in general. This includes various editions of D&D + Pathfinder and a variety of formats (IRL, online voice, online text. I've played both 'standard' games and living world style games).

**Presently, I am only looking for text-only games that play via scheduled sessions (also known as 'live text' or 'real-time text'), with no camera or voice component.** I generally prefer any extra play to also be done via live play sit-downs (inject the extra RP directly into my veins, please!), but an asynchronous PbP component to the game is alright as well, as long as live text play is the 'core' of the game.

**I am mostly looking to dive into a game of D&D 5E (mostly 2014, but 2024 or a mix would be fine, too).** I'd also be happy with a FFG Star Wars RPG or Genesys game, as I enjoy their narrative dice system. D&D 4E is also on the table, though that one's rare nowadays.

I am familiar with Pathfinder 1e and Dragon Age RPG, having played them in the DAYS OF OLD, though those are of lesser interest currently.

Of course, there's many systems out there and I'm willing to learn new things for the right game/group - **if you think I'm the right player for you but you're playing something else, let me know and I'll happily look into the system you're suggesting!**

**I'm cool with one-shots, mini-campaigns, full campaigns. I'll happily play in both published settings and homebrew ones, and either published modules** (I happen to adore Curse of Strahd, as I love vampire stories), **homebrew tales or a mix of the two are a-okay.** If I've encountered a published module before, I'll still very happily play your interpretation of it and keep any and all metagame knowledge out of it.

**I am currently not interested in community games, West Marches, Living Worlds and similar.** Apologies.

## ME AS A PLAYER

At one point, I asked [a beloved former GM of mine who ran a live text game with me in it that spanned 4 years](http://dustin.wikidot.com/player-types), to help me describe my player type using this: <http://dustin.wikidot.com/player-types>, and this is what he said of me:

"Not Watcher. Definitely Actor with elements of the others. Quite a bit of Storyteller, very little if any Slayer or Power Gamer (but you're conscious of the effects of those choices and the game mechanics), sometimes Instigator and Thinker.

Actor > Storyteller > Instigator > Thinker > Power Gamer > Slayer=Watcher"

As you can likely tell from this, my focus in any given game tends to be roleplay - I'm an Actor first, Storyteller second, and the rest is a smaller percentage.

When a game is right for me, I'll be very invested in my character, the game world and the game itself, and I'll be a fan of the other PCs as well. I like to work with the GM to craft a character that'll fit into the sort of game they mean to run, rather than come with fully pre-made characters and try to fit a square peg in a round hole.

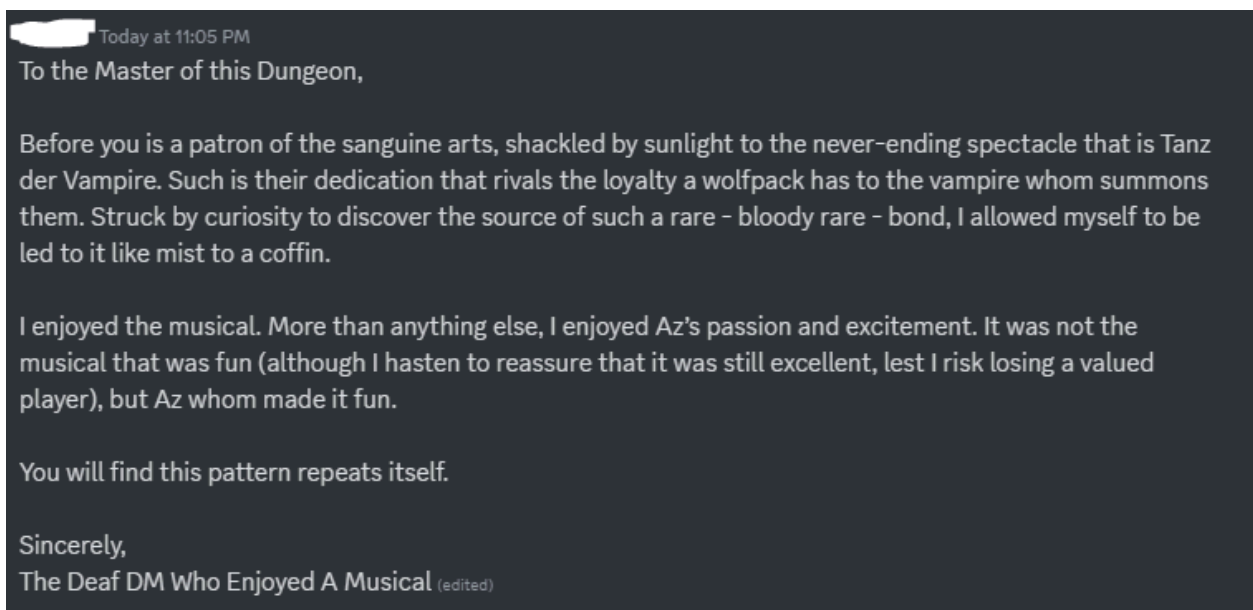
I enjoy stories with a more serious tone, though I do expect that any heavier subjects tackled be approached with the tastefulness and respect they deserve. OOCly, I can sometimes be a goofball, enjoying engaging in memes and jokes with other players.

**I think communication is the core of a healthy gaming group.** I'm open to providing feedback and I welcome it in return. If we find out we're not gaming-compatible for whatever reason (fair's fair, not every table is right for everyone), I'll never just vanish without explanation, and I'd highly prefer my GMs and fellow players who do so as well rather than ghosting.

I do my absolute best to be dependable and punctual when it comes to sessions, and am looking for the same. Life happens, of course - some dropped sessions or announced breaks are no big deal - but constant rescheduling, frequent sudden back-to-back cancellations and the like will probably have me losing interest in the game.

During sessions, I'll have most if not all of my attention on the game, much as one would a voice or IRL session, and I expect similar of my co-players and GM.

Just for fun, you can also have this humorous review of me as a player from another GM:



## ME AND THE RULES

Depending on your definition (and I think labels like this are problematic, since everyone has a different idea of what it means), I might sometimes be a bit of a "rules lawyer". For example, I might politely point out "Hey, I think this is how this works in the book" now and then, or discuss the rules outside of game time. I'm never malicious about it, and I'm not silent when the rule is disadvantageous to me (fair's fair, the pendulum swings both ways).

I do try my best not to waste any time in-session arguing about a particular rule or ruling, and recognize that the GM is the final arbiter. The one possible exception where waiting might be detrimental are situations when an incorrect rule being used directly causes extremely dire consequences (dismemberment, character death, etc).

I am somewhat put off by things being overly loosey-goosey rules-wise. In other words, if we've agreed to play a game using a particular system, I kinda expect the core of that system to actually be used (with the Rule of Cool, Rule of Drama etc. coming in as appropriate). If there's more houserules than the rulebook of the system has rules, it's probably not the right game for me. (Though note that - in my mind, at least - there's a difference between homebrew and houserules. I've no issue with homebrew!)

**I also like my characters to be competent at what they do, which usually involves a certain level of optimization - as long as it remains within the parameters of their backstory and what's available in a given campaign.** Note, please, that this does not mean the same thing as minmaxing or munchkinism: **I'm always willing to work with the GM over details, and I actively avoid outright cheese and/or things that break the game.**

I also happily use any rules knowledge I have to help out other players, when asked!

## MY DEALBREAKERS / HARD NO's

### ***1. People who are anti-LGBTQ+***

I'm part of the LGBTQ+ community. I'm non-binary, and neither that nor my gender assigned at birth may match the gender of my characters. If any of that freaks you out from the outset / as a concept, I'm definitely not the player for you.

### ***2. GM or players in their teens (I'm in my 30s, it's just a bit weird for me otherwise)***

This is both due to my own age and my propensity for the occasional adult/crass joke and swearing. 25+ is ideal, but I won't outright refuse people in their early twenties.

### **3. *Generative AI use***

This includes using it to generate ideas, pictures, maps - and especially to generate the actual posts. If generative AI is being used, it's not my type of game.

### **4. *Pay-to-play games***

The short answer? No, thank you. Sorry.

The long answer is a little more involved and can be found at the bottom of this document, if you're curious.

### **5. *Games that center around eRP / smut / kinks***

While 18+ content in general is more than fine, I'm not interested in games that revolve around smut and eRP. In most cases - and especially when playing with a new group/strangers - I very much prefer to avoid fully RPing out any... ahem, deeply intimate moments between characters, be they NPC or PC. A fade to black will do, thank you.

### **6. *Fully hack-and-slash style campaigns (for oneshots, it's fine)***

I'm looking for something immersive and with a heavy dollop of roleplay. The chips, soda and slingin' dice style of gaming can be very fun, but I prefer more involved and thematic stories I can properly sink my teeth into - especially for campaigns.

Not to say I don't want combat, though! I enjoy being tactical, and besides - stories are about conflicts, and those conflicts in fantasy and sci-fi tend to be physical in nature.

### **7. *Disruptive or non-teamwork players***

I am put off by PvP or PvP-like activity. Please note, this doesn't mean the party has to be a big happy family - disagreements and tension are fine and well, but things such as pick-pocketing or backstabbing party members (literally or figuratively) and similar tend to decrease the amount of fun I'm having. There's a big difference when it's a group where we've all been friends for a while and trust each other and have agreed to it prior, but when meeting new people, I think it's best avoided.

Essentially, if there's someone in the group who intends to overall not be a team player or enjoys parties that are regularly dissonant to the point of severe conflicts, it's probably not a good group for me.

### **8. *Having more than 6 players total (not counting the GM)***

Live text is generally faster than asynchronous PbP, but still a lot slower than voice. Having too many players bogs things down more.

I find that the ideal number of players on the top end is 4. It's a bit of a stretch to bring it to 6, but I imagine it's doable in some cases, which is why I'd be willing to tentatively give it a go.

Of course, I'll happily consider games with less players, including solo games! (I've even a particular solo game idea I wanna explore!)

### **9. *Individual rolling for stats (okay for oneshots)***

Here's the core of it: I like consistency and starting off on the same foot, and gambling on something as long-term as ability scores or HP doesn't excite me, it makes me anxious. Communal rolling (where the group uses a randomly-generated, but shared array) is fine, just not individual.

I don't like playing the village idiot and being constantly out-shined by my co-players, but I also dislike playing a godling among mortals. I don't want to be the Robin to someone's Batman, nor for someone to be the Robin to my Batman. Hope that makes sense.

## FINAL NOTES

Thank you so much for reading! If there's something you want to know that I haven't covered here, by all means, ask away, and I'll do my best to answer. I look forward to meeting you and possibly playing with you!

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## ADDENDUM: PAY-TO-PLAY, THE LONG ANSWER

While I have absolutely nothing against the practice of paid GMing, I think it tends to skew the relationship between players and GM from friendship to something more professional, which isn't what I'm looking for when it comes to TTRPGs.

There is also the issue of... let's say lack of regional pricing? Most pay-to-play games are budgeted towards high-income countries such as the US or UK. I live in a country with an average wage that's a lot lower than that, so I simply can't afford to drop the kind of money that's commonly being asked for on a weekly basis.

That said, while I would like to avoid pay-to-play models, I am open to (within reason) sharing costs for things such as campaign assets, access to D&D Beyond books, music or whatever else is needed to facilitate and/or enhance play, if the rest of the group wants to explore that.