

Lady Sapho L. Byron's Guideline for Fulfilling Your Wildest Online Roleplaying Dreams

Hello! I'm Lady Sapho L. Byron. Welcome to my Guideline for Fulfilling Your Wildest Online Roleplaying Dreams. In writing this guideline, I assume that one of your WORDs is having your character interact with other characters on a regular and recurring basis. Since most of your other WORDs probably entail this in *some* way, it's all I will talk about here.

To have your character regularly and recurrently interact with other characters

There must be a reason for other players and their characters to want to interact with you and your character.

There, that's the Guideline.

This Guideline is easy to follow because most people *want* to interact with your character (it's true, don't laugh) Here are four ways to make that easy:

Talk to People. More people are shyer than you think, so don't wait for them to come to you. Say, "Hey, I've read some of your posts and I really love [specific thing] about your character and I'd really like to do a scene with you. What do you think about [scene idea]?" The *worst possible thing* that could happen is that they say "No thanks," ... and that is not so bad. Another great way to Talk to People is to say, "I'm new here and I'd like to play, but I'm not entirely sure how to fit in. Can you help?"

Notice that I said, "talk to *people*", not "talk to a person." If you are more comfortable starting with only one person for a time that's fine, but more people = more fun + more chances to fulfill your WORDs. Seriously, you will have more fun if you play with more than just one person; I promise.

Personality. Perhaps people simply want to be around your character because she is ebulliently extroverted and flirtatious (like me!) or because he makes people feel appreciated by always looking for the best in them. You needn't be saccharine sweet of course; it is fine for your character to be a standoffish, secretive, depressed, sarcastic, deceptive, or brusque. Don't have your character be all six, however. And remember, develop in your character at least one or two personality traits for others to be drawn to.

Skills. Offering relatively concrete and specific descriptions about a few (a *few* ... many is a turn off) things your character does well helps players think about how their characters can interact with your character. They might think, "If I write a scene in which my character gets trapped under a carriage, maybe Gunther Mightythews can rescue her," or "My character really really wants the locked-away *Book of Wicked Poems*, perhaps Sally Sneakytoes can help her get it."

Plot. What are your character's goals? What plans are he or she pursuing? *Just* as importantly: what kind of *help* does your character need to reach those goals? How can the skills, interests, and pursuits of other characters be incorporated into the things your character does? Is another character or group of characters doing something you would like your character to be involved in? Once you've answered these questions with relative specificity, Talk to People.

And that's it!

Write fun and happy roleplaying! –S. B.