
Research Learning Experiences (RLEs)

Student Works

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Roll Perception

Dom Breton

University of Maine at Farmington

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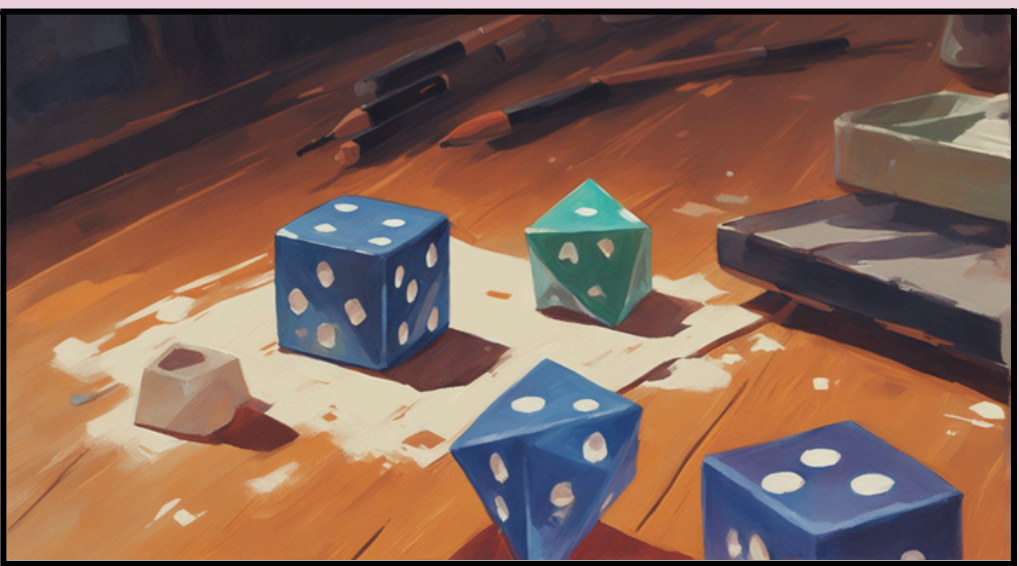
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Roll perception

for tabletop topics and things I manage to make feel related



Disclaimer: AI generated art is used in this
(Mostly)

Cursory Overview

(The Basics of Tabletop)

Did you ever play pretend as a kid? Tabletop RPGs (Role-Playing Games) are like that, only around a table with a bunch of nerdy guys, gals or non-binary pals. There's also an agreed upon set of rules so nobody will start claiming to have a super death laser that kills everything, or an ultra magic shield that blocks super death lasers that kill everything.

You're possibly also an elf with a silly voice. This is basically a requirement.

Tabletop lets you dive into other worlds, like reading a good fiction novel. The main difference is that here, you are able to influence the vibe (The 'feel' of things), the plot & the outcome of the story. In that respect, it is very much like a CYOA (choose-your-own-adventure) book; except you are even more involved, and the story is richer. Every "player" acts out the role of a protagonist of their design, called a "PC" (Player Character).

In the rest of this short magazine, I will walk you through a few of the PCs I've roleplayed as. In the process, I hope to provide you with a small insight into the many possibilities that exist.



Pictured is a minifigure designed in Hero Forge. They wear a purple and red suit and top hat, and carry playing cards

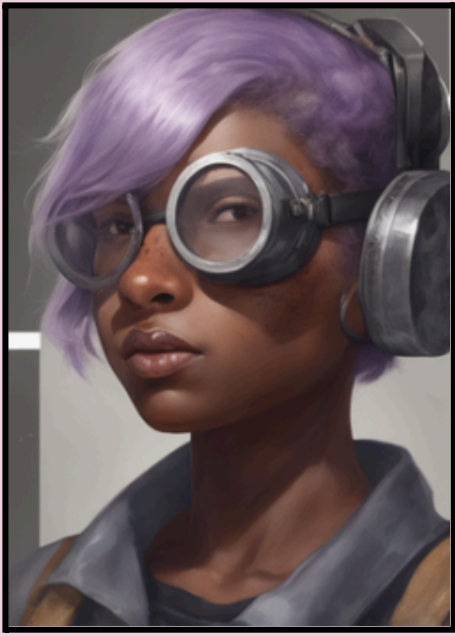
This is Jebidia Marquee. He's a "halfling" (Think of them as Hobbits, as that's what initially inspired them) who was once poor, but gambled his way into wealth. He was so talented and lucky that he was able to beat the Devil at poker, and gained a small degree of their magic power. That is basically all there is to his character. He's an arrogant jerk with magic, pretending to be old money.



Pictured: The face and upper body of a bearded white man in black and gold armor.

This is Robert de Salian, the first PC I ever used AI generation to make art for.

He was a noble who was the former heir to the throne of Emera, following his older brother's death. During a jousting tournament for knighthood Robert became crippled, and as such was disinherited in favor of his sister. The embittered scholar would, following the death of his mother and father, lead armies in a three-way civil war, against his sister and younger brother, for the throne. However, he would ultimately relinquish his claim, and in the waning days of the conflict he sacrificed himself to close a portal to an alternate dimension full of apocalyptic monsters; saving Emera from armageddon.



Pictured: An AI-made art piece of the face of a POC (Person of color) woman with lavender hair and metal safety goggles.

Tifanoa Bofabel is my current PC, and the greatest proof that in tabletop, you can be anything; so long as your group is comfortable with it. I am as white as a ghost, and a male. Tifanoa is neither of those things, which raises a question: Why do I play a PC so different to who I am? The answer is simple: Because I can, and it's fun! It's also a good way to explore different avenues of identity and personhood.

Tif is a magical engineer, by the way. It's really cool, and #WomaninSTEM!



Pictured: An AI generated art piece of a woman in black and gold armor.

The final PC I want to show you is Ser Erylis de Ginere. I have not got to play Erylis yet, as they are a back-up for if Tifanoa should die.

Ginere is a knight who was turned into a vampire, but refuses to hide what she is. She wishes to prove through continued acts of valor and chivalry that vampires aren't any more inclined to villainy than anyone else.

Th-Th-Th-Th-That's all folks!

I just wanted to show some of the kinds of stories you can tell in tabletop RPGs, and the freedom it offers! I also wanted to highlight the value they have, because of their freedom of design, in exploring many serious topics; such as identity, or discrimination. I lastly wanted to show how AI art generation might be utilized in allowing character design! As someone who cannot visualize things in my head, and is neither artistically talented nor able to afford to commission artists due to how many PCs I have, it is really helpful!

Stay tuned for Vol. II of *Roll perception!*