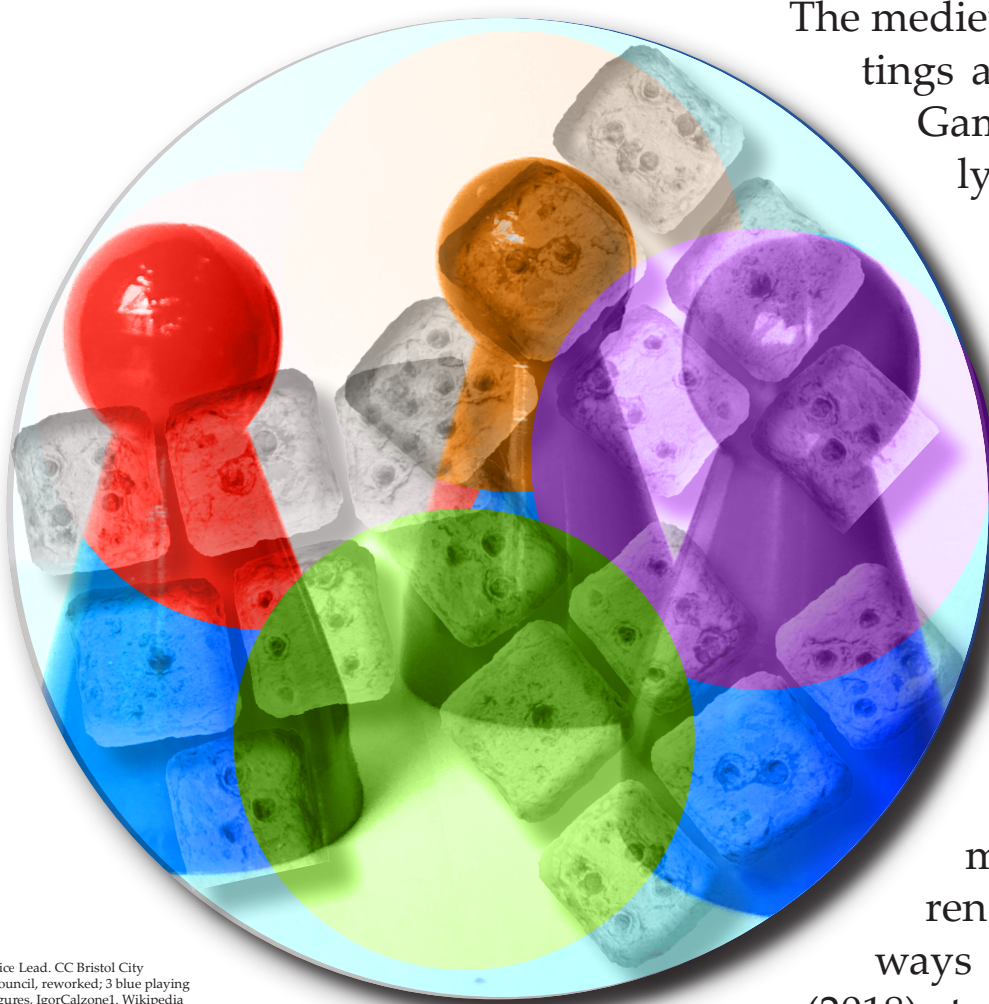


MEDIEVAL STUDIES AND TABLETOP ROLEPLAY GAMING DISCUSSION GROUP | SESSION 3

CHARACTER



Dice Lead. CC Bristol City
Council, reworked; 3 blue playing
figures, IgorCalzone1. Wikipedia
Commons; Collage Dagmar Giesriegl

The medieval - and medievalisms - thrive as settings and inspiration in TableTop RolePlay Games (TTRPGs), and are in need of analysis from gamers and medievalists alike. This discussion group aims to bring these subjects to the table, and to explore scholarship on „pen & paper“ roleplay gaming, medievalism and the role of the medieval past in TTRPGs. The third session of the *Medieval Studies and Tabletop Roleplaying Game Discussion Group* brings our attention to the creation and role of characters as the avatar of the player and their presence within the game. We shall examine Sarah Lynne Bowman and Karen Schrier's theorisation of the different ways that players' embody their character (2018), to ask the question of the extent that that can be applied to the creation and depiction of semi-historical characters within a medieval inspired setting. We shall also expand the focus to consider the Global Middle Ages, and the relationship of medieval-set TTRPGs into that encompassing perspective. These threads will be brought together, through case studies of characters across a range of TTRPGs set in Europe, the Steppes and the Islamic World. If you are interested, please contact me to be added to the group mailing list and for a link to the off prints of the papers in question.

IN SESSION 2 WE SHALL DISCUSS:

- (Bowman and Schrier 2018), 'Players and their Characters in Role-Playing Games'.
- (Young and Finn 2022), 'Introduction: What are the Global Middle Ages'.
- Basic Roleplaying 4E: Wind on the Steppes (Dubreuil 2014)
- Chronica Feudalis (Keller 2010)
- Dungeons & Dragons, 5E: Medieval: Tales from Europe (Oneglia, Santonicola, and Laudante 2022; 2025)
- True 20: Tales of the Caliphate Nights (Infante-Levy 2006)



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