

# REVERB GAMERS 2012 MASTER LIST

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REVERB GAMERS 2012, #1: What was your first roleplaying experience? Who introduced you to it? How did that introduction shape the gamer you've become?

REVERB GAMERS 2012, #2: What is it about gaming that you enjoy the most? Why do you game? Is it the adrenaline rush, the social aspect, or something else?

REVERB GAMERS 2012, #3: What kind of gamer are you? Rules Lawyer, Munchkin/Power Gamer, Lurker, Storyteller/Method Actor, or something else? (Search "types of gamer" for more ideas!) How does this affect the kinds of games you play? For example, maybe you prefer crunchy rules-heavy systems to more theatrical rules-light ones.

REVERB GAMERS 2012, #4: Are you a "closet gamer?" Have you ever hidden the fact that you're a gamer from your co-workers, friends, family, or significant other? Why or why not? How did they react if they found out?

REVERB GAMERS 2012, #5: Have you ever introduced a child to gaming, or played a game with a young person? How is gaming with kids different than gaming with adults?

REVERB GAMERS 2012, #6: Describe your all-time favorite character to play. What was it about him/her/it that you enjoyed so much?

REVERB GAMERS 2012, #7: How do you pick names for your characters?

REVERB GAMERS 2012, #8: What's the one gaming accessory (lucky dice, soundtrack, etc.) you just can't do without? Why?

REVERB GAMERS 2012, #9: Have you ever played a character of the opposite sex. Why or why not? If yes, how did the other players react?

REVERB GAMERS 2012, #10: Have you ever played a character originally from a book/TV/movie? How did the character change from the original as you played? If not, who would you most like to play?

REVERB GAMERS 2012, #11: Have you ever played a character that was morally gray, or actually evil? Why or why not? If yes, did you enjoy it?

REVERB GAMERS 2012, #12: Do prefer collaborative or competitive games? What do you think that says about you?

REVERB GAMERS 2012, #13: Who's the best GM/storyteller/party leader you've ever had? What made him/her so great?

REVERB GAMERS 2012, #14: What kinds of adventures do you enjoy most? Dungeon crawls, mysteries, freeform roleplaying, or something else? What do you think that says about you?

REVERB GAMERS 2012, #15: People often talk about the divide between what happens "in game" and "in real life." Do you maintain that divide in your own play, or do you tend to take what happens to your character personally? Why?

REVERB GAMERS 2012, #16: Who was the most memorable foe you've ever come up against in a game? How did you beat him/her/it? Or did you?

REVERB GAMERS 2012, #17: What was the best reward you've ever gotten in a game? What made it so great? How much do you need tangible rewards (loot, leveling, etc.) to enjoy a game?

REVERB GAMERS 2012, #18: Have you ever "cheated" on a die roll/random chance outcome, or looked up a quest solution on a fan site? Why or why not? If yes, was it worth it?

REVERB GAMERS 2012, #19: What's the weirdest character you've ever played? How did you end up with him/her/it?

REVERB GAMERS 2012, #20: What was the most memorable character death you've ever experienced? What makes it stick with you?

REVERB GAMERS 2012, #21: What's the best bribe you've ever given (or received as) a GM? What did you get (give) for it?

REVERB GAMERS 2012, #22: Describe the worst game you've ever played in. What made it so bad? Did your fellow players help, or make it worse?

REVERB GAMERS 2012, #23: Have you ever experienced Total Party Kill (TPK), or been close to it? What effect did that have on you personally? On your group of players? Have you ever used retroactive continuity (retcon) to save yourself? Why or why not?

REVERB GAMERS 2012, #24: Have you ever been to a game convention? What was it like to be surrounded by so many other gamers? If not, would you like to go to one? Why or why not?

REVERB GAMERS 2012, #25: If you game enough, you're bound to run into someone being an ass. What's the most asinine thing someone's done in a game with you? How did you react? Did that experience change the way you game?

REVERB GAMERS 2012, #26: Who or what was the most memorable NPC you've ever encountered? Why?

REVERB GAMERS 2012, #27: If you were an Ent, what kind of Ent would you be? Or, what other NPC creature would you be? Why?

REVERB GAMERS 2012, #28: Do you have any house rules when you game? What are they, and why do you use them? If not, why not?

REVERB GAMERS 2012, #29: What does the word "gamer" mean to you? Is that different than what other people seem to think it means?

REVERB GAMERS 2012, #30: What lessons have you taken from gaming that you can apply to your

real life?

REVERB GAMERS 2012, #31: How would your life be different if you'd never gotten into gaming?