

## AV Dungeon Master Biography

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| <b>DM Name:</b>   | Carrick   |
| <b>Pronouns:</b>  | I use he/him.   |
| <b>DM email address:</b>  | dnd2@aspergersvic.org.au  |
| <b>How did you get into D&amp;D?</b>  | A friend went to a con (highly recommend) and got hooked, shared the magic with us, and we became dice goblins overnight.   |
| <b>How long have you been playing D&amp;D?</b>  | 8 years   |
| <b>How long have you been DMing?</b>  | 8 years   |
| <b>What do you love about D&amp;D?</b>  | The potential for a little bit of everything, meeting a goblin and pack-bonding for life, befriending a dragon to ask the clouds to calm down, staring down a mob boss while your friends escape, or just having a good ol' beach episode.  |
| <b>What do you like most about D&amp;D at AV?</b>   | The array of ideas that pop up in these games is always great fun to work with, plus reliability and structure really makes for compelling long-term games + groups.  |
| <b>What is your connection to the Aspergers / autistic community?</b>   | I'm autistic / I have autism / I have Aspergers / I'm an Aspie, A member of my immediate family has Aspergers / is autistic., I have worked with Aspergers autistic individuals outside AV as a DM or in another role.  |
| <b>What advice would you give a new player (either new to AV's D&amp;D program or new to D&amp;D in general)?</b> | It's totally cool to start off with a 'basic' character, Sam the Human Fighter can be just as interesting as Garg'Gez the Aasimar Warlock-Paladin. Often times 'simpler' characters can be more interesting and eventually more 'complex' as the free brainspace lets you get far more creative in combats and social situations as you haven't got a bunch of features to juggle.  |
| <b>What is the funniest thing to happen in one of your campaigns (either in AV or outside)?</b>                   | Funny moments are best with context + DnD is notorious for 'needing to be there' to get the jokes and so on, but we once trekked through a jungle teeming with undead, searching for a lost city. With a natural 1 on their survival check, they stumbled on a giant ziggurat (think big tiered pyramid with steps) that magically couldn't be found by those searching for it and climbed all the way to the top to find an ancient Naga staring down at them in shock. She said to them "This is impossible, how are you here? You should not *be* here, how did you get here???", and without missing a beat our exhausted wizard responded "We took the stairs mate." before passing out. |
| <b>Anything else you'd like to share about yourself, either as a DM / DMA or outside D&amp;D?</b>                 | I'm an avid writer and love a bunch of different RPG games, from Call of Cthulhu (a game that's basically solving mysteries and racing each other towards dizzing insanity) to City of Mists (a rules-lite 'cinematic'/theatre of the mind style game) to Pathfinder (a great alternative to DnD if you find yourself craving more comprehensive character design, balance, combat,   |



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|   | and rules for a little bit of everything). I also moonlight as a voice actor/voice over guy.  |
| <b>What would you choose to have as a superpower and why?</b> | Being able to duplicate myself would be grand, then I could run a theoretically infinite number of games and eventually test the 'infinite monkeys writing Shakespeare' theory, though I'd probably end up drowning the world in a sea of me. |