

AV Dungeon Master Biography

DM Name:	Jim
Pronouns:	he/him
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How did you get into D&D?	I heard about it in the 70s and have been role-playing ever since.
How long have you been playing D&D?	Since the red box in the late 70s.
How long have you been DMing?	The same as above. Back then everyone took a turn.
What do you love about D&D?	What I love about role-playing (as apposed to D&D specifically) is the chance to walk in someone else's world and play with their toys and then the chance to welcome people to my world and see them play with my toys.
What do you like most about D&D at AV?	With the kids groups its great to see them develop team skills, and critical thinking. With the adults, I love watching them take small plot hints and deduce whole plotlines. Seeing a group of players develop and forge into a team, both in game and around the "room".
What is your connection to the Aspergers / autistic community?	I have worked with Aspergers autistic individuals outside AV as a DM or in another role.
What advice would you give a new player (either new to AV's D&D program or new to D&D in general)?	Trust and listen to the advice your DM gives you. But there are no wrong choices either way.
What is the funniest thing to happen in one of your campaigns (either in AV or outside)?	Of late, I think it might be the players debating a Vampires missing soul, because a term called "Soul hole".
Anything else you'd like to share about yourself, either as a DM / DMA	Apart from D&D I've played a lot of other role playing systems, styles and settings. I



or outside D&D?	am also a writer currently working on my third novel.
What would you choose to have as a superpower and why?	The ability to cause Empathy/Understanding. Because the world can be a little sort of it at times.