

EXPECTATION CHECKLIST:

ROLEPLAY:

	YES PLEASE	EITHER WAY	NO THANKS
We're more interested in the rules than the roleplay.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We mostly talk in the third person; "My character..."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Out-of-character talk happens as needed.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We are happy knowing things our characters do not.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We're ready for great roleplay to outweigh a die roll any time.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

MECHANICS:

	YES PLEASE	EITHER WAY	NO THANKS
Rules light sounds right! We love a cozy game.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'll pick & choose the rules we want to use from the game.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We're just as happy using mechanics as we are roleplaying.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We play by the book just as the game rules were made.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The crunchier the better! We can handle a lot of math.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

FLAVOR:

	YES PLEASE	EITHER WAY	NO THANKS
We're just here to cause pandemonium!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actions have very few consequences here; it's all for fun.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'd like to see our characters win more than they lose.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
It's a dangerous world and the risk of failure is high!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'll explore the character's backstory in depth as we go.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

GAMEPLAY:

	YES PLEASE	EITHER WAY	NO THANKS
We want to create a deeply immersive environment!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We don't mind having player conflict at the table.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We want to use our imaginations & theater-of-the-mind.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A few interruptions while we're playing are not a big deal.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We don't expect for everyone to know all the rules!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

OUT OF GAME:

	YES PLEASE	EITHER WAY	NO THANKS
We want a game we can pick up now and then.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Getting together is also about catching up, not just playing!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We only play when everyone can make it.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We're looking for a longstanding game to commit to.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'll be plotting and planning a lot between sessions!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>