



# THE GEEK INITIATIVE

supporting inclusive geek culture

## Character Steering Workshop

With D.D. Crawley and [Tara M. Clapper](#)  
From [The Geek Initiative Larps](#)

Think of three times you have steered your character in a role playing game or story and add them here:

- 1.
- 2.
- 3.

What are the limits of the larp/TTRPG/text-based experience?

How do the game organizers expect you to discuss, collaborate, and calibrate regarding safety and consent prior to the experience? Even if they provide little guidance, you should still prepare. Your plan:

Looking over your character, do you see any areas of real life conflict or controversy that could require steering? If so, what?

Consider running your character sheet past another friend in the game to identify potential areas that will require steering.

I have completed this step

Their feedback, summarized:

What are your stated goals for the game, and how can steering your character help you get there?

Did you plan or agree upon any events or interactions with organizers or other participants? If so, how can you steer your character to accomplish these interactions?

What are the community's stated goals for the game, and how can steering your character help you get there?

What are your specific role play partners' stated goals for the game, and how can steering your character help you get there?

How can steering contribute to the immersion and consensual reality of the game?

Resource: [The Art of Steering by Markus Montola, Jaakko Stenros, and Eleanor Saitta, nordiclarp.org](https://nordiclarp.org/)

Need further tools, resources, or guidance on role play game safety, steering, and more? Email us: [tgilarps@gmail.com](mailto:tgilarps@gmail.com).

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