

# Depending on the group, roleplaying can be very, very different.

*Comment in the Larian Forums about the question [Whether BG3 was overly sexualized](#).*

I played an addicted character who got deceived and misled by a bard who wanted to drag him into a terrorist uprising (and I reported him to the judicator after 24 hours of play — one of the hardest decisions I took in gaming groups).

I played a former prostitute trying to build a life. He was easy to have and used all he had to stay afloat. And we faded to black early.

And an android who is bound to follow the orders of the others in the group to the letter (and no, no one abused that; instead they are trying to teach me to take my own decision — except for one who thinks me too dangerous to exist, and I'm not sure who is right).

I played an unsure juvenile carer for the elderly who just discovered that as a chosen one he can transform the necklace the weird old lady gave him into a heavy spiked artifact chain to slaughter vampires together with the house keeper and the weird old lady and a doddering war veteran who complains about the feeble uncouth youth when he's not drinking too much of the homebrew drugs of the lady.

I played a mage who regularly rejected advances by a panther-shapeshifter team mate who would have caught a bullet for him (and did, more than once). In retrospect I think that that character was too cold.

And a space pilot who turned from fighter to healer over 10 years of play — and I'll always remember the look on the face of the GM when I made advances on a mortal enemy when we were on a ship that had an enforced truce.

Not to forget a warrior monk who only cared about doing the right thing and died while killing a demon pact-holder.

I played a dragoness who got intimate a lot with a draco-form officer.

And a fake academic who took over the life of his officer who was an actual academic and looked almost exactly like him (but he's almost insane now; we're playing Call of Cthulhu; what happened to the noble knight in another CoC campaign isn't for the public).

And many, many more (and yes, I could keep going, but I think I made my point about gaming groups being different from each other).

*[2024-05-15 Mi]*