In role-playing games, the players are taking the roles of their characters and they will try to think as the character would. In tabletop role playing games the whole adventure takes place in the imagination of the playgroup. That makes possible to take many kinds of roles – you can be a halfling or a giant, an elf or an orc, a man or a woman, however you like. In live action role playing games, the real body of the player can make limitations for choosing character, because the player has to look more or less like the character.

Especially the very first tabletop role-playing games have been very masculine. The illustration of older role playing games’ rule-books showed us female characters as curvaceous young women smiling in small bikinis and male characters as active men, often with some weapons, watchful and ready to act fast. The adventures were planned for young men: where was fighting, finding treasures, capturing and conquering with the group of other male characters. Female characters were curiosities in those games. They could be nameless, just be there for male characters to have fun (sometimes even for raping) or they were asking masculine help.

Even now, the majority of the players of tabletop role playing games are male. The adventures have extended from dungeons and capturing to human relationships and solving different problems. Nowadays in games, in the group of adventurers there are very often female characters as equal actors, too. Almost every one of the players has at least once or twice played opposite sex. Is it more difficult to play opposite sex than play an elf or a halfling? I’m studying how some male players describe playing a woman and how they think it differs from playing a man. I am also looking at the characters of female players in the game, and the female player in the playing group.