



Why I Regret Completing The Witcher 3

Description

Filling out a character sheet to define one's identity remains a cherished aspect of playing role-playing games (RPGs) such as Dungeons & Dragons (D&D), GURPs, Traveller, and Shadowrun. The essence of an RPG lies in crafting a personal alter ego and exploring the narrative possibilities that emerge from embodying this character.

In The Witcher 3, players take on the role of Geralt of Rivia, a richly developed character with extensive background from previous games, literature, and a television adaptation. Although players can make choices for Geralt, these decisions are firmly rooted in his established persona, rather than allowing players to shape a unique identity.

The writers of The Witcher 3 effectively provide players with meaningful choices within this structured framework. Each dialogue option reveals different facets of Geralt's character and the internal conflicts he faces. The quality of writing in this game is notable; however, it ultimately presents varying perspectives on Geralt rather than offering players a blank slate to form their own character.

In contrast, Cyberpunk 2077, developed by the same studio, introduces a hybrid approach. While the game features a named protagonist with a somewhat predetermined character, it allows players to customise their appearance and backgrounds. These choices significantly influence dialogue options and lead to varying outcomes based on the player's values and decisions.

The same flexibility is evident in Mass Effect 3, where players control Commander Shepard. They can determine Shepard's appearance, background, and make choices that meaningfully influence the character's development. This dynamic fosters engagement by enabling players to craft a personal narrative within the game's expansive universe. The balance of character definition continues to evolve in modern RPGs, providing diverse experiences for players.

Comprehension Questions

Multiple Choice

1. What is a common aspect of role-playing games (RPGs) like Dungeons & Dragons?

Option: Crafting a personal alter ego

Option: Playing with dice

Option: Defeating enemies



Option: Building empires

2. Who is the main character that players control in The Witcher 3?

Option: Geralt of Rivia

Option: Commander Shepard

Option: V

Option: The Witcher

3. What gameplay feature does Cyberpunk 2077 allow players to customize?

Option: Scripted dialogues

Option: Protagonist's appearance and backgrounds

Option: Game physics

Option: Enemies' AI behavior

4. What is one significant aspect of character development in Mass Effect 3?

Option: Players cannot influence character traits

Option: Characters are predetermined

Option: Players can determine appearance and background

Option: No choices are provided

5. What type of choices do players get to make for Geralt in The Witcher 3?

Option: Choices unrelated to the character

Option: Choices that shape a unique identity

Option: Choices that reveal character's internal conflicts

Option: Choices with no consequences

6. Which game features a hybrid approach to character definition and customization?

Option: The Witcher 3

Option: Mass Effect 3

Option: Cyberpunk 2077

Option: Shadowrun

True-False

7. Players can create a completely unique character in The Witcher 3.

8. The writing quality in The Witcher 3 is considered poor.



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9. In Cyberpunk 2077, players can customize their character's appearance.
 10. Mass Effect 3 offers players no influence over their character's development.
 11. The role of character sheets is not important in role-playing games.
 12. Players' decisions in Cyberpunk 2077 affect the outcome of the game.

Gap-Fill

13. Filling out a character sheet to define one's identity remains a cherished aspect of playing role-playing games (RPGs) such as Dungeons & Dragons and _____ .
14. In The Witcher 3, players control Geralt of Rivia, who has an extensive background from previous games, literature, and _____ .
15. Cyberpunk 2077 allows players to customise their appearance and _____ .
16. The dynamic in Mass Effect 3 enables players to craft a personal _____ within the game's expansive universe.
17. In The Witcher 3, dialogue options reveal different facets of Geralt's character and the internal _____ he faces.
18. The balance of character definition continues to _____ in modern RPGs.

Answer

Multiple Choice: 1. Crafting a personal alter ego 2. Geralt of Rivia 3. Protagonist's appearance and backgrounds 4. Players can determine appearance and background 5. Choices that reveal character's internal conflicts 6. Cyberpunk 2077

True-False: 7. False 8. False 9. True 10. False 11. False 12. True

Gap-Fill: 13. GURPs 14. a television adaptation 15. backgrounds 16. narrative 17. conflicts 18. evolve

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