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How do you deal with religions in role playing games? (self.atheism)

submitted 5 months ago * by Ludwig_fr

When you play a character that is more less, your self. In those world where gods exists, what do you do?

Edit: I guess what I'm asking is that, if a religion was proven beyond doubt (like in those make believe world), how would you deal with those true religions?

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[–] Secular Humanist **Yah-luna-tic** 14 points 5 months ago

Aren't role playing games pretend?... so how wouldn't that be the *perfect* time to have religious involvement?

permalink

[–] **AHugeDisappointment** 2 points 5 months ago

Perfect answer.

permalink parent

[–] **Ludwig_fr** [S] 1 point 5 months ago

Yeah but I pretty much have no idea what is that... And it kind of makes me very uncomfortable, I have no idea how to aboard that issue.

permalink parent

[–] Secular Humanist **Yah-luna-tic** 1 point 5 months ago

Perhaps skip the pretend shit altogether?

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[–] **Ludwig_fr** [S] 1 point 5 months ago

> Perhaps skip the pretend shit altogether?

Yeah, but you know I always thought thinking about stuff, is the way forward. Can't remember a question where I can't find an answer (even a bad one). In that case I can't get to a conclusion ...

permalink parent

[–] **kzielinski** 6 points 5 months ago

in a world where gods actually exist its not rational to be an atheist. Though there are occational excetions, in worlds where belif in a god gives said god power over you,eor just gives it power, it may be rational to not believe.

And honestly I don't think I've ever tried to make myself as an RPG character. I've always had this feeling that if I found myself in that kind of situation I'd probably get killed in rather short order.

permalink

[–] **stratusmonkey** 2 points 5 months ago

We had a mini Vampire: the Masquerade campaign where we played as ourselves after being turned. It was hard as we went on. I don't think it would have been fun past the three or four sessions we did with it.

permalink parent

[–] Atheist **Plugeth** 5 points 5 months ago

> In those world where gods exists, what do you do?

In the world where they exist, they exist. So it is logical to worship them.

permalink

[–] Anti-Theist **alyosha3** 5 points 5 months ago

...or to fight them.

permalink parent

[–] Atheist **Plugeth** 3 points 5 months ago

When they give you stat benefits? I don't think so!

permalink parent

[–] **faykin** 2 points 5 months ago

Think of the LOOT!

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[–] **Ludwig_fr** [S] 1 point 5 months ago

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> In the world where they exist, they exist. So it is logical to worship them.

It kinds of gross me out... The mere idea of worship, but if they are real and benevolent... argh.

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Hypersapien

...and 9 more »

[–] **faykin** 2 points 5 months ago

In many RPG's, you get to *kill* gods. If they are real, they can be killed. If they can be killed, they will drop loot. If they drop loot, then they *will* be killed.

Gods in the real world can't be murdered. Most gods in RPG's can be murdered and looted. How awesome is that?

permalink parent

[–] Satanist **Kurenai999** 1 point 5 months ago

A benevolent god would probably be okay with you just thanking them, no worship required.

permalink parent

[–] **Ludwig_fr** [S] 1 point 5 months ago

That's true, but would it not be the right things to do? I mean it fucks everything I am. So I must imagine a believe system for my characters, but that's so weird. It's like playing a rapist who would thought he was doing good. It s so weird imagining how he would be, feels, understands the world... It's kind of frightening

permalink parent

[–] Skeptic **badcatdog** 1 point 5 months ago

It's just a kind of magic.

permalink parent

[–] **DevelMann** 1 point 5 months ago

Still wouldn't worship. I may as well be a god to an ant. I don't require his worship.

permalink parent

[–] Secular Humanist **dumnezero** 6 points 5 months ago

In the games, it works, so there is evidence in that context. For example, in Skyrim, visiting Sovengarde, being an agent of Mara and Dibella and using the shrines is fairly obvious evidence.

permalink

[–] Secular Humanist **CalmlyBallistic** 3 points 5 months ago

Praise Sheogorath! Hail the coming Greymarch!

permalink parent

[–] Anti-Theist **kilgore_trout87** 2 points 5 months ago

Sheogorath was always my favorite daedric god. I'm really had they brought back a whole questline for him in ESO.

permalink parent

[–] Agnostic Atheist **Aitrian** 4 points 5 months ago

Misotheism.

permalink

[–] **Ludwig_fr** [S] 1 point 5 months ago

> Yeah but if the god is benevolent?

permalink parent

[–] Anti-Theist **hurricanelantern** 3 points 5 months ago

Well for D&D specifically I've created my own 'homebrew' class called Skeptic who actually negates magical, psychic, and celestial/infernal powers around him due to the strength of his skeptical nature and is able to replicate such 'powers' (due to careful study) through entirely mundane means.

permalink

[–] Apatheist **Maven004** 3 points 5 months ago

Demand Kosher food !

permalink

[–] **enjoycarrots** 3 points 5 months ago

Depends entirely on the world. If it's an entirely fictional world, the gods probably *do actually exist* in that world, and your character might even meet them. In that context, it makes no sense to play my character as an atheist. But that doesn't mean I play them as a religious zealot, either. Unless I just feel like having that kind of character for that playthrough, for the fun of it. But I'm not usually interested in that.

But, instead take a game like Crusader Kings II. Your relationship with the Catholic Church is a huge component in the game. You can play as a Pagan or a few other options if you grab some DLC, but really, you're stuck playing a theistic ruler, dealing with the Church, and the bishops assigned under you. I've tried playthroughs where I tell the Church to just fuck off as much as possible, join heresies that denounce Church corruption, lead my rulers to be as cynical as I can, piss off the bishops. ... unfortunately it usually ends up with your Catholic neighbors declaring holy wars on you and wiping you off the map. Usually I just play a Catholic ruler and deal with the Church as well as I can.

permalink

[–] De-Facto Atheist **romcarlos13** 3 points 5 months ago

Make believe is ok when you know it's make believe. Why would I have a problem with gods within a game?

permalink

> [–] **Ludwig_fr** [S] 1 point 5 months ago
>
> I dont have an issue with them, it just fries my brain. It's like, if the christian god existed, and it was sure. Then I have to deal with it. And then it's like torture without end.
>
> permalink parent

[–] **ReaditLore** 3 points 5 months ago

The gods exist in fantasy worlds. It makes sense cases. We, on the other hand, live in the real wo

permalink

< > discussions in /r/atheism X

4741 points · 467 comments

Made me happy to see this in a Salt Lake City newspaper

[–] **burf12345** 3 points 5 months ago

> When you play a character that is more less, your self.

Word of advice from my DM, don't do that.

permalink

[–] Secular Humanist **CalmlyBallistic** 2 points 5 months ago

Do what they want. Take their rewards. Like any other NPC.

permalink

[–] **Ludwig_fr** [S] 1 point 5 months ago

> Do what they want. Take their rewards. Like any other NPC.

Not very RP ^

permalink parent

[–] **[deleted]** 2 points 5 months ago

Religion plays a fairly large role in Civ 5. I love it if I have my religion makes people tithe. *All your monies are mine!*

I'm a greedy bastard when it comes to Civ.

permalink

[–] **Tunesmith29** 1 point 5 months ago

Love the game. I use religion the way most people in power do. I choose beliefs based on what victory path I'm taking. If I'm going cultural then I get Cathedrals and Religious sites that improve tourism. If I'm just looking to conquer I get the Monument to the Gods pantheon belief to get a head start on early wonders, but other than that ignore religion and let the other Civs fight it out since religion isn't all that helpful for conquering. If I'm going space race then I like the one that improves production 1% for each follower in a city (max 15%).

permalink parent

[–] **[deleted]** 1 point 5 months ago

I usually try to go for tithe, but if I can't then I will go for something that will give me happiness, and I keep to my borders. If I do get tithe, then I start a conversion of the whole world if possible. I end up either getting funding for my war, or happiness for my war. Either way, I always go for a domination victory.

permalink parent

[–] **YourLocalFax** 2 points 5 months ago

I worship any death God and kill everything that stands in my way. I also opened a book store and stole books from another book store.

permalink

[–] **baronmad** 2 points 5 months ago

I have loved playing role playing games a long while.

Just recently i have actually had fun playing a minor character that was batshit religious, having heard all those arguments and just random fucking nonsense they say really helped me.

Apart from that, it depends on the character i am playing, first and foremost you must understand the world the character lives in, does everyone believe in god or not, if they do, you play along or you have a critical thinking virtue of some sort.

Playing a character that believes in god doesnt bother me at all, playing a character that doesnt fit in especially with his beliefs and the world around him that bothers me a lot.

Playing in a roleplaying world where gods exist i give prayers and offerings to the gods of course, in a world where gods exist its in your own self interest to keep them at peace with you.

permalink

[–] **Apathetic_Zealot** 2 points 5 months ago

Not so much in single player RPG's. But in games like Civ I establish a theocracy and try to use religion to control as much as possible. Just like religion in real life.

permalink

[–] Agnostic Atheist **ThatScottishBesterd** 2 points 5 months ago

I sometimes play D&D.

In the D&D universe, the existence of gods is clear and demonstrable. They answer prayers (up to and including raising the dead), their supernatural servants frequently appear to help and provide information to their servants, and they have even been known to bodily manifest.

To be an atheist in the D&D world would be the irrational position. Therefore, my characters in D&D believe in gods.

I'm not sure I understand the point of the question.

permalink

[–] **jim85541** 2 points 5 months ago

You mean when I have her tied up and I'm pretending to be the priest with a cane?

permalink

[–] **DoctorDiabeetuscake** 2 points 5 months ago

In Skyrim I was a total dick to non-Talos worshipers haha. I basically had an excuse to kill the Thalmor for more than just being dicks haha.

permalink

[–] **js884** 2 points 5 months ago

If you're role-playing playing a character who is basically you defeats thr point. It makes do sense for example to be an atheist in a dnd setting that would be like being a flat earther

permalink

[–] **YoRpFiSh** 2 points 5 months ago

...

(Goes back to Dark Souls)

permalink

[–] **geophagus** 1 point 5 months ago

You know it's only a portion of theists who have trouble with the religions in role playing, right? What issue could an atheist have with it?

permalink

[–] **Ludwig_fr** [S] 1 point 5 months ago

> ? I like doing real role play, and getting invested in my characters. I can play an optimist, a pessimist, a clever, a dumb one, a straight, a gay, anything. But I m like totally lost when I m faced to a real religion.

permalink parent

[–] **taterbizkit** 1 point 5 months ago

IDKAY, but I role play.

permalink

[–] Satanist **TheCopperSparrow** 1 point 5 months ago

OP you need to lighten up a bit if you're seriously wondering if it's OK to RP a religious character in a game.

permalink

[–] **Ludwig_fr** [S] 1 point 5 months ago

It's okay (it's logic, it's "truth"), but it's so tough/weird/awful x)

permalink parent

[–] Secular Humanist **bioruffo** 1 point 5 months ago

I don't really see the problem... If it's fantasy, then have your character treat them like very high-level extradimensional beings (who can amazingly answer prayer calls). That's probably what they are anyways.

permalink

[–] Strong Atheist **Jim-Jones** 1 point 5 months ago

Treat them like squirrels?

permalink

[–] **xenojaker** 1 point 5 months ago

If it helps, maybe don't think of gods in games and other make believe settings as being utterly and oddly supernatural. If they're real in the game then they're basically just creatures. Creatures that are symbiotic or parasitic and are nourished by psychic energies. Even if they exist doesn't mean you need or would want to feed them, unless they're mostly benign or offer some value for yourself or your society. I suppose that's more of a Doctor Who outlook on it, but it can be applied elsewhere if you like.

permalink

[–] Ex-Theist **LeannaBard** 1 point 5 months ago

My D&D character is a paladin that fights for the God Ioun and abhors the followers of...some other God I can't remember the name of. In the pretend world, the existence of gods is a given fact of life, and they frequently interact with the characters in a tangible way. It would be stupid to be an atheist in a pretend world where gods just show up and do impossible things on a regular basis. Mostly, when I play, I just ignore the gods for the most part and favor one over the rest in the cases where something religious must be done. It's mostly just whatever benefits me in the long game.

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