

**Curriculum Vitae: Ronald Edwards**  
Resident in Norrköping, Sweden  
Personnummer 19640904-0315  
b. September 4, 1964, San Diego, California (U.S.A.)

**Current position**

Owner and moderator of Adept Play

**Publishing**

Adept Press (2001-present), adept-press.com

- Industry pioneer
  - The first PDF-only internet sales of role-playing games
  - The first advocate for creator ownership (independence) of role-playing games
- Author: nine role-playing games
  - *Sorcerer*, including *Sorcerer & Sword*, *The Sorcerer's Soul*, and *Sex & Sorcery* – publication history spans 1996-2013
  - Other fantasy and horror games: *Elfs*, *Trollbabe*, *It Was a Mutual Decision* (2006), *S/Lay w/Me* (2009), *Circle of Hands* (2015)
  - The Story Now series (political): *Spione*, *Shahida*, and *Amerikkka* (in development)
  - Also in development: *Estimated Prophet* series, *Vigil*

**Crowdfunding**

- Kickstarter
  - *Sorcerer* annotations and re-release (2013)
  - *Circle of Hands* (2015)
- Patreon: Comics and Games (2012-present)
  - Comics Madness blog, adeptpress.wordpress.com

**Community and ideas development**

2000-2012: The Forge

- Forums, essays, industry activism: archived at indie-rpgs.com/archive (2001-2008) and indie-rpgs.com/forge (2008-2012)
  - Development of the Big Model of Role-playing, 1999-2009 – see essays at the Forge
- See also the Adept forum, indie-rpgs.com/adept (2012-2016)

2014-present: Patreon

- Playtesting and discussion: patreon.com/doctorxaos
- Comics Madness blog: adeptpress.wordpress.com

Multiple interviews and reviews

- See adept-press.com/ideas-and-discourse/interviews

**Game design (in addition to Adept publishing)**

Mentorship and support

- Forge Booth at GenCon (2002-2012)
  - Spin-off booths: Pirate Jenny, Play Collective, Ashcan Front, Design Matters
- The Ronnies contests (2005, 2010)
  - Resulting in multiple published games by many authors
- Aided and founded Forge Midwest convention (2006, continues annually to present)
- Impact on the industry and other publishers

- Among others: Lumpley Games, Bully Pulpit Games, Black and Green Games, Evil Hat Games, Burning Wheel, Half Meme Press, Khepera Publishing
- Influence on the initiation of DriveThru RPG, Forge Midwest, Double Exposure and its associated conventions, Camp Nerdly, and more
- Influence on the founding of Story Games (story-games.com) and the Old School Renaissance – affirmation by founders available upon request
- Indirect influence on the design of *Dungeons & Dragons* 4<sup>th</sup> and 5<sup>th</sup> editions; design of *Marvel Heroic Role-playing* – affirmation by authors available upon request

Adept Consulting (2014-present)

- Multiple clients: see adept-press.com/adept-consulting
- Primary client: Chaldea Entertainment (2014-2016)

### **Industry recognition and participation**

Recipient of the Diana Jones Award for Sorcerer (2002)

- Subsequent service on the DJA Committee to the present

GenCon (U.S.A)

- Guest of Honor (2004-2005)
- Invited panelist, History of role-playing (2017)

Narrattiva (Italy)

- Guest of Honor (2010, 2012)

Lucca (Italy)

- Guest of Honor (2015)

Modena and Istituto Politecnico, Milan (Italy)

- Designers on Stage (2017)