

KAYA: Hi! I'm Kaya Renwick, the game master and creator of the podcast *I Should Roll*. I'm here to give you a brief introduction to the podcast before our first episodes drop, and if you're joining us later, to set the stage. Thanks for joining me!

*I Should Roll* is an Actual Play podcast set in the Mass Effect universe. However, it's important for us to note that ISR is unaffiliated with BioWare or Electronic Arts. We're playing in BioWare's sandbox: we do not own the universe. This is a transformative work, and it will not be monetized.

We'd like to extend our deep gratitude and admiration to all the developers, cast, and crew whose hard work made the *Mass Effect* games. We love your galaxy so much that we want to play in it and share those stories with the world. If you haven't played Mass Effect yet, seriously, go give it a try.

*I Should Roll* is produced by the Intergalactic Improv Initiative, which is a multinational artist collective devoted to creating great stories with a fun cast. We're all voice actors, and we met on the SkillsHub platform. If you're interested in voice acting, we heartily recommend you check it out: you'll find an awesome community of creative folks just waiting to make art with you.

I mentioned at the top that *I Should Roll* is an Actual Play podcast. If you're unfamiliar with the concept, Actual Play is where you record the "actual playing" (see what I did there?) of a tabletop roleplaying game. We've built our own system for the podcast, taking inspiration from various other systems, including *Dungeons & Dragons* fifth edition, *Blades in the Dark*, *Fate*, and more. The system is still being tweaked and built as we play, so don't be surprised if you hear rules change from time to time!

*I Should Roll* is launching with two concurrent campaigns: *Dangerous Dangers* and *Ride of the Valkyrie*.

*Ride of the Valkyrie* is set in 2184, between the events of Mass Effect 1 and Mass Effect 2 (well, technically between the prologue of Mass Effect 2 and the rest of the game, but hey, semantics). This campaign starts with a hunt for a mysterious artifact, which may or may not have been stolen by Kasumi Goto. Hey, friends? Want to introduce yourselves?

CHÉ: Kia ora, everyone! I'm Ché Grové, and I'll be voicing Titoh Raas.

TITOH: Whatever, it's no big deal, it wasn't hard to get, just stop being so *weird* about it.

HANS: I'm Hans Cummings, and I play Zynamondan the hanar.

ZYN: Are you engaging in reproductive behaviour with this one?

HUNTER: Howdy. My name's Hunter LaPaglia, and I'm playing Carver Fairbank

CARVER: What the hell do you mean, I look a little short for an N7?!

JD: Hi, I'm JD Kelly, and I play Kache.

KACHE: If it ain't broke, try percussive maintenance.

LEAH: My name is Leah Ryan, and I play Bean Gainian.

BEAN: I'm a lean, mean, *Bean* machine!

CHASE: Howdy. My name's Chase Hutchison, and I play Gratch.

GRATCH: I'm *Gratch!* Here comes *Gratch!* Gratch, Gratch, Gratch!

KAYA: Thanks, guys. Much appreciated. Now, we're gonna swap sides of the table, and I'm going to tell you a little bit about our second campaign, *Dangerous Dangers*. This campaign is set in 2189, and begins with our players investigating the disappearance of a ship. Okay, folks, sound off.

DAN: Hey there! I'm Dan Spitaliere, and I play Jesse Westcott.

JESSE: Wow. Big place.

ALANYA: Heya! My name is Alanya Campbell, and I play Solace-Within-Clay.

SOLACE: We enjoy this human delicacy of ramen.

AMANDA: Sul sul! This is Amanda Cotter, the voice of Clous.

CLOUS: Spitefully: I find I cannot turn the other cheek this time.

LEA: Well, hi. I'm Lea Lawson, and I voice Athena Hellier.

ATHENA: Were you born stupid, or did you practice?

TIFF: Hello from the Great White North! I'm Tiff Compton, and I play Ravanor Vraga.

VRAGA: Ha! Right on your ass.

KAYA: Awesome, thank you all. Now, the lore-minded among you listeners may have noticed that the year 2189 is *after* the events of Mass Effect 3. "But Kaya!" I hear you cry, "There's no canon ending to Mass Effect 3!"

You're absolutely right. Our 2189 campaign will feature my personal headcanon for what the hell happened after the Battle for Earth. You don't *need* to know what these are ahead of time - we'll explain important things as we go - but if you're curious and want to read more, you can check out the Codex on our website, [ishouldroll.com](http://ishouldroll.com)...and if you're *really* intrigued, and you want to know *everything*, you can find my fanfic *Every One That Asketh* on the Archive of Our Own, where I go by the pseudo istie. You can find links for these in the show notes.

Episode One of each campaign will drop on April 22, 2024. Both episodes are an hour long. Future episodes will vary between half an hour and an hour, and we're planning to release every two weeks, alternating between campaigns.

Every so often, we might drop a minisode between official episodes, featuring a single cast member.

Alright, I think that's everything you need to know! Please check out the trailers, which are also on this podcast feed, and follow us on social media. We're on Instagram, Threads, TikTok, Bluesky, Twitter, and Tumblr at @ishouldroll. And of course, check out our website, [ishouldroll.com](http://ishouldroll.com). We can't wait to say hi!

Okay, that's all from me. See you back here on April 22 for the premiere episodes of...

*I Should Roll.*