

Playing in a Tabletop Roleplaying Game

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Chapter 1. Running the Game

A GM's primary responsibility is to provide a responsive and exciting world for the players to explore. This involves finding out what the players consider fun, inventing stories and conflicts that will challenge and inspire them, and planning it all flexibly enough that the players have choice.

Facilitate Character Creation

You will need:

- A full copy of these rules
- Character sheets for all of the players
- A list of available classes for the players
- A list of available equipment for the players
- A pen or pencil
- A full set of polyhedral dice

A GM will walk the players through the creation of their characters.

1. Give each player a list of available classes.
2. Give each player a blank character sheet.
3. Give each player a list of available equipment.

Get Character Stories

The best place to look for inspiration when playing a roleplaying game is a character's backstory. When a player invents a past for their character, with friends, family, role models, and antagonists, it is easier for the GM to come up with compelling story ideas that are sure to motivate the characters in the game.

1. Give each player a list of available classes.
2. Give each player a blank character sheet.
3. Have the players discuss and decide what they want to play.
4. Ask each player to think of an important event that inspired them to embark on a life of adventure.
5. Have each player select one other player to be part of that story and determine how they contributed.

6. Make sure each player is in at least one other player's story.
7. Write down all of these details.
8. Review for possible villains, or allies which you can use as hooks for later scenes.

Give Players Hooks

Once you have backgrounds for each player, you can use their connections and histories for several things:

- Allies and friends can bring rumors and troubles to the players
 - Rivals and enemies can become full-blown villains, or their allies.
 - Unsolved mysteries in a player's background can be tied to ongoing mysteries.
1. Pick a player.
 2. Select one of their background elements.
 3. Select a villain or organization you want the players to confront.
 4. Invent 3-4 ways for that background element to be used in order to get the player to investigate the threat.
 5. Set up the scene and ask the players "what do you do?"