

ROLEPLAY ACADEMY

Become a better Roleplayer, Improviser, Storyteller
This is a collection of games and exercises that will help you practice skills that will make you a better roleplayer, improviser, storyteller, level up your GMing skills, become more creative, and come up with interesting ideas for your games and stories.

How to Play

Pick 3-4 games, read through their rules to get ready to explain them to other players, gather a group of 2-5 friends, and start playing!

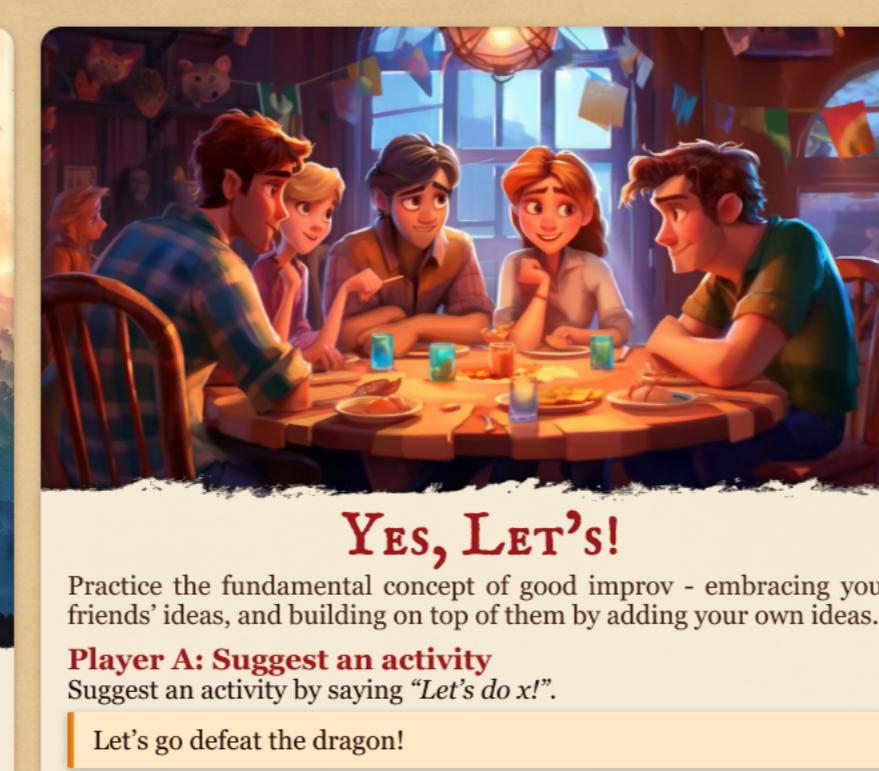
Come play with us!

Join our community to play with us and practice roleplaying and improv skills with other friendly and creative people:

<https://rpadventures.io/discord>

More games are coming soon!

Semi feedback and game ideas to [lumen#7925](#) on Discord. Join our community to participate in playtests and get updates on new games.



YES, LET'S!

Practice the fundamental concept of good improv - embracing your friend's ideas, and building on top of them by adding your own ideas.

Player A: Suggest an activity
Suggest an activity by saying "Let's do x!"

Let's go defeat the dragon!

Player A: Build on top of this idea
Say "Yes, let's do x, and...", and builds on top of Player A's idea - expands on it or adds something new.

Yes, let's go defeat the dragon, and let's take his treasure and use it to overthrow our evil king.

Players keep taking turns
Continue saying "Yes, let's..." and adding to each other's ideas.

Yes, let's use his treasure to overthrow our evil king, and become kings ourselves.

Yes, let's become kings, and use our kingly powers to build a castle made out of cookies!

ONE WORD AT A TIME

In this game we will collaboratively tell a story, players taking turns, saying one word at a time. This game will help us to practice two important concepts:

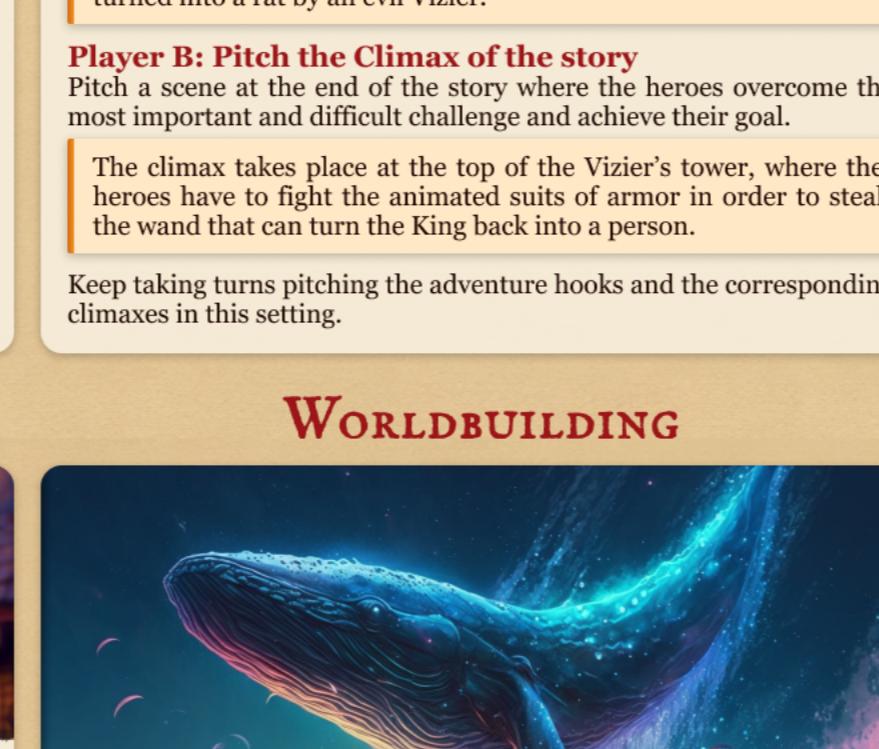
- Listening - paying attention to what other people are saying, instead of being in your head. You won't be able to continue the story unless you were focused on everything people were saying before you.
- Being spontaneous, and molding ideas lightly - you won't be able to plan ahead, so you'll have to quickly respond in the moment.

How to play

Players take turns, tell a story one word at a time:

Once...
upon...
a...
time...
there...
was...
a...
beautiful...
princess...
who...
....

STORYTELLING



STORY SEEDS

Practice developing ideas for fun stories and adventures.

Any Player: Come up with a Setting Idea
Come up with the setting where the story takes place. Examples:

Pirate ship, magic castle, colony on an alien planet, ice age.

Player A: Pitch the Story Hook
Describe the scene at the beginning of the story that introduces the problem the heroes need to solve or the goal they will strive to achieve.

The heroes visit the King's castle, and meet the King who has been turned into a rat by an evil Vizier.

Player B: Pitch the Climax of the story
Pitch a scene at the end of the story where the heroes overcome the most important and difficult challenge and achieve their goal.

The climax takes place at the top of the Vizier's tower, where the heroes have to fight the animated suits of armor in order to steal the wand that can turn the King back into a person.

Keep taking turns pitching the adventure hooks and the corresponding climaxes in this setting.

WING IT!

Use improvised creative problem solving to overcome fun challenges. Interesting scenes revolve around the heroes striving to overcome a challenge, an obstacle or a problem they must solve in order to move closer to their goal. In this game we will practice improvising cool challenges the heroes will face throughout the story.

Any Player - Set up the Story
Come up with a character and a goal they're striving to accomplish.

A group of rowdy pirates want to steal a flying ship.

Player A - Introduce a Challenge
Describe an obstacle the hero encounters on their journey, a challenge or a complication they face, an interesting problem they need to solve.

The ship has already left the skyport, and the only thing fast enough to chase it down is a pegasus. There are stables of pegasi nearby, but the rowdy alpha-pegasus will throw off anyone he doesn't deem worthy to ride him.

Player B - Creatively overcome the Challenge
Describe a creative solution to this problem.

The pirates craft a cardboard cutout of a beautiful mare to distract the alpha-pegasus while they steal some of the other pegasi.

Come up with a challenge for the next player to overcome.

How do the pirates board the well-guarded ship?

WORLDBUILDING



OUT OF PLACE

Collaboratively improvise an interesting and unique setting.

Any Player
Come up with a suggestion for a location.

An ancient desert.

Player A
Name a weird, surprising, absurd, or an out-of-place detail. Think about what you'd normally assume or expect to see here, and add something wildly different.

There's an old ship stuck in the middle of the desert.

Player B
Justify the existence of this detail - explain how it came to be, come up with a backstory for it, make it make sense.

After the sea dried out, an ancient seafaring civilization had to adapt. They attached wheels to their ships so they could sail the sands.

Then, come up with a detail for the next player to justify.

A skull with three eye sockets is half-buried in the sand.

WHAT IF?

In this game we will build a world around a fantastic premise.

Player A: Come up with a fantastic premise
What makes the fictional reality different from ours?

Invention of a device that lets people read each other's minds.

Player B: Explain the premise
Come up with an explanation for the premise. How did it come to be?

A brilliant neuroscientist wanted to enhance human empathy.

Player C: Describe the direct consequences
If this were true, what would happen?

Privacy vanishes, shared experiences become the social norm.

Player D: Describe the secondary consequences
What are the consequences of these consequences?

A new economy forms around "experience creators", introverts and private individuals fight for privacy and face ostracism.

Player E: Explore the final outcome
What is the ultimate result of this premise?

Society splits into "Sharers" who have merged into a hive mind, and "Individualists" who fight against it.

CHARACTERS



BACKSTORY FROM A DETAIL

Develop a character by improvising their backstory.

Any Player
Come up with a character suggestion

Mad scientist.

Player A
Point out an interesting, unexpected detail about the character (can be a physical detail, an item or piece of clothing, a behavior, a manner of speaking, etc.)

He has a peg leg.

Player B
Tells a backstory explaining how this detail came to be.

He was trying to train a gargoyle to fetch him papers, it got mad when he didn't give it a treat, so it ate his leg, and he had to invent himself a new one.

Come up with a detail for the next player to describe

He has a beautiful locket around his neck with a picture of a robot.

BUT THIS ONE...

Practice a simple method of making your characters more interesting.

Any Player
Come up with a character suggestion

A pirate.

Player A

Take one of the character's aspects, and replace it with something surprising, very different from what you'd normally assume or expect. You can reverse an aspect, exaggerate it, replace it with an out-of-place detail, or apply an aspect from an entirely different character.

[Characters] are usually [an expected aspect], but this one in particular is [surprising aspect].

Pirates are usually scary and rowdy, but this one in particular acts very gentlemanly and polite.

Player B
Explain why this character is so unusual.

Because he fell in love with a fancy lady and is trying to impress her.

Then come up with a character prompt for the next player.

A vampire.

DESCRIPTIONS



ACTION SCENES

Practice vividly describing interesting and creative action scenes.

Player A
Come up with an action scene, establish:

[Location] [Characters] [Action]

Detective chases a criminal through the big city's rooftops
Ninja steals a diamond from the magical vault
Pirates fight inside a fancy ballroom
Pilot lands a burning plane

Name one specific action that happens inside this scene.

Pirate dodging a crossbow bolt.

Player B

Improvise a vivid cinematic description of that action. Try to make it exciting, for creative or unexpected use of the environment.

The pirate leaps over a fallen table just as a crossbow bolt slams into its surface. With a quick glance, he spies a silver candelabra perched on the table's edge. With a flick of his sword, he sends it spinning towards his assailant, the candelabra's sharp edges slicing through the air with deadly precision.

Then come up with an action for the next player to describe.

One of the pirates swings from a chandelier to attack him.

STORY WARS

Improvise an epic battle between two legendary opponents.

Take turns, establish the 4 components of the scene

1. **Protagonist** (with a special Power)

Cooly inventor with a portal gun, ninja with Spider-Man powers, pope with a sniper rifle, caveman with a pet velociraptor.

2. **Antagonist** (with a special Power)

Evil necromancer who can raise zombies, hyper-intelligent raccoon on a hoverboard, space pirate with a jetpack.

3. **Battlefield**

Top of a skyscraper, desert oasis, graveyard, rope bridge, steampunk factory, subway, moon base, pirate ship.

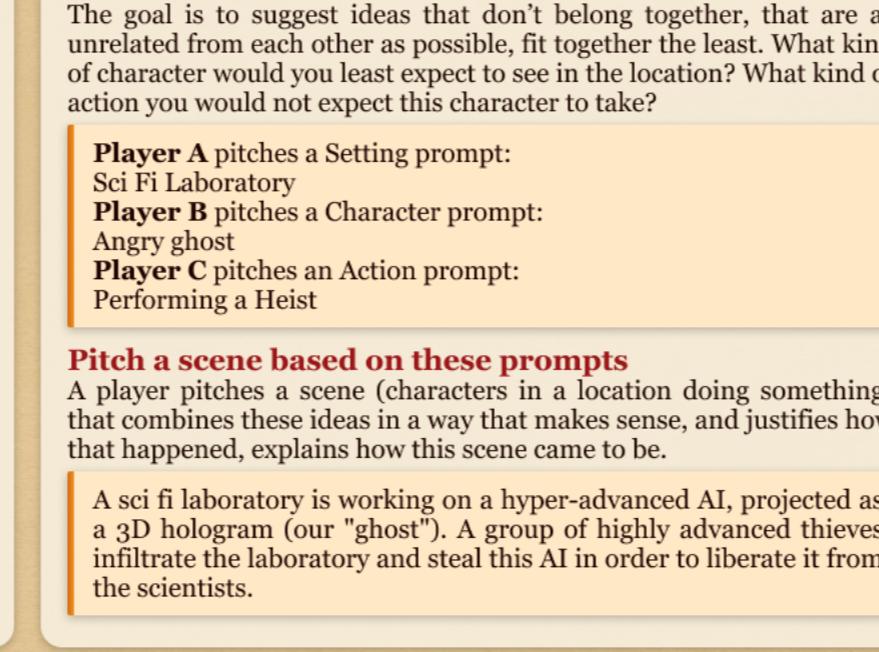
4. **Victory Condition**

Destroy their opponent, defeat the opponent without violence, defend their base, win a race, convince someone to go on a date, gain the most wins, etc.

Take turns describing the battle

On your turn, describe the actions of one of the opponents, creatively using the Battlefield and their Power to their advantage. Escalate the battle until we have a clear winner.

SCENES



DRAMATIC CONFLICT

Conflict is an essential ingredient of a good scene, it makes the scene interesting to play, and gives the characters something exciting to do.

Conflict = Desire + Obstacle. Establish what do the characters want (from the world or from each other), and why it is difficult to get.

A scene is about the heroes trying various tactics to get what they want, and actively striving to overcome obstacles in pursuit of their goal. Their attempts progressively escalate the conflict and raise the stakes.

Establish the Base Reality (who, what, where)

Two players improvise a scene. Establish what the characters are, where the scene takes place, and what the characters are doing.

Establish the Conflict

Player A's character wants something. Player B's character opposes them: refuses to give it to them, wants the opposite thing, stands in their way, or competes for the same thing.

Escalate the Conflict

Player A's character should try at least 3 different tactics in an attempt to get what they want, opposed by the other character, each attempt raising the stakes, intensity, and tension.

Player B's objective is to help Player A to create a dramatic scene by supporting their choices. Player B will put obstacles in their way, helping them to escalate the conflict.

Then come up with a detail for the next player to describe.

One of the pirates swings from a chandelier to attack him.

MAKE IT WEIRDER!

Practice improvising unusual and comedic scenes.

Establish the Base Reality (who, what, where)

Establish the normal, ordinary world for these characters.

A kid and his parents are celebrating the kid's birthday party.

Discover the Unusual Thing

Play the scene until something unusual, surprising, unexpected, or weird happens. Carefully listen for subtle, slightly unusual things. Or deliberately introduce some absurd or unusual element.

The birthday cake is made out of broccoli.

Justify the Unusual Thing.

Invent an explanation for the unusual thing, provide a rationale for the weird thing. If this unusual thing is true - why is it true?