

# A Role Playing Game involves...

## Characters

They are the protagonists of the *story* being played. If the characters are played during different following stories and survive, they progress and even might become notorious in the fictitious world as heroes of an epic novel would be.

*The Players imagine the situation using the descriptions of the game master...*

## Players

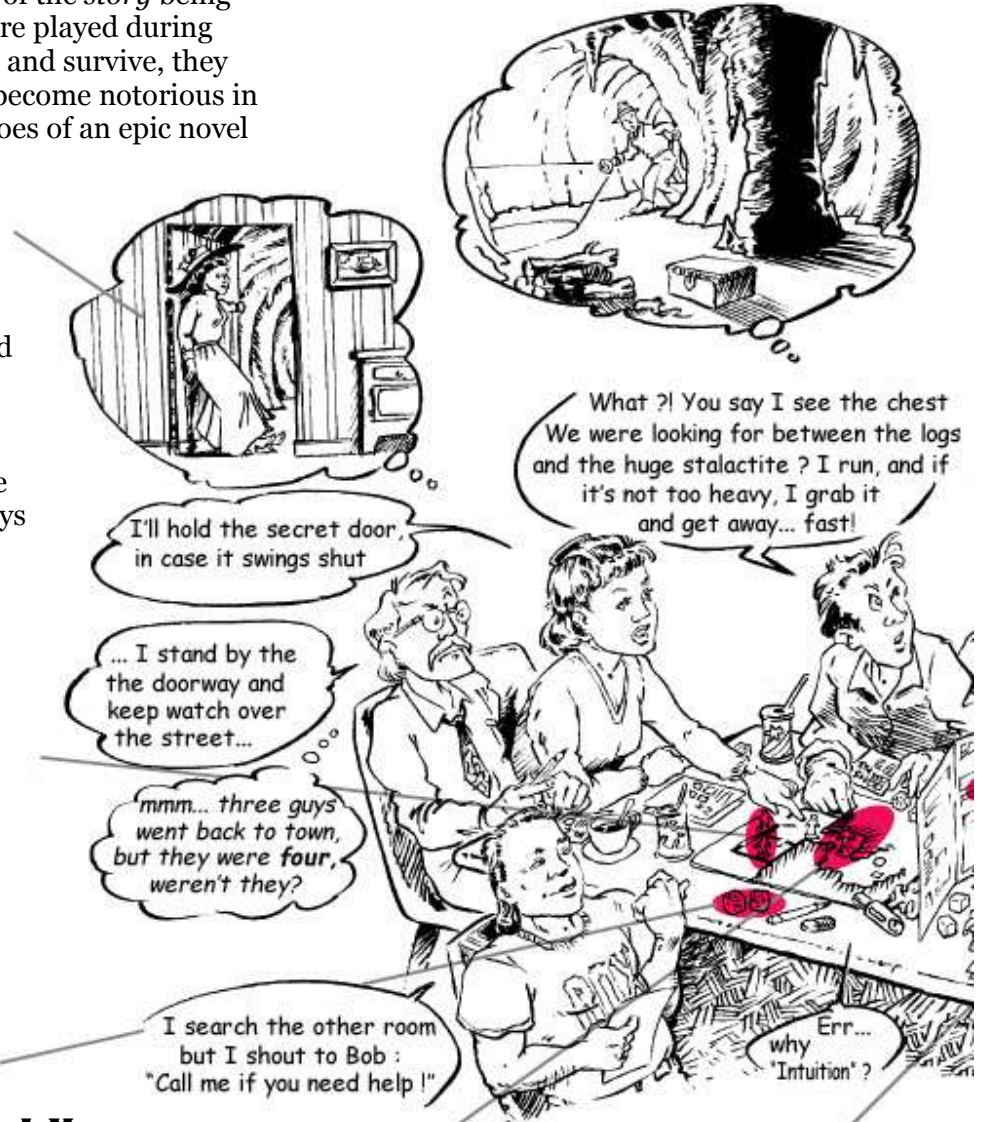
They are sitting around the table and react to each situation the *game master* describes. Each player indicates then what his/her character's intentions are, what s/he attempts to do, and/or what s/he says in-game.

## Miniatures

They are used to indicate the characters positions on the *map*, and thus help to avoid any confusion between what the *game master* and *players* are describing. They might also add some fun to the story by making it a bit more concrete and visual.

## Dice

A *Role Playing Game* is an entertainment. Thus, some of the actions the *characters* attempt do not automatically succeed. Players use *dice* and *game statistics* to determine whether these actions succeed or fail.



## A Map

When the characters discover a new location in the story, the *game master* sometimes draws a map to help the *players* visualize their fictitious surroundings.

## A Scenario

Basic story frame, it includes the descriptions of secondary characters, locations and events the players' characters may or may not know. This is the game master's main tool, and he is the only one to know its full contents.

While the Game Master already knows what the obstacles and difficulties will be.



## A Game Master

Or “Dungeon Master”, or “DM”.

He is the one starting the story. Then, the *players* react by telling what they want their *characters* to do. The game master tells them then what the repercussions of these actions are on the *story*, if they have to roll the *dice*, and modifies the course of the adventure accordingly.

## Why Roll?

Because some actions may fail. If your *character* attempts to climb a tree, even if he is the world champion of climbers, he can accidentally fall from a branch. This is what randomness in *Role Playing Games* is for. The characters all have innate and/or learned faculties, abilities and skills translating as *game statistics*, thus probabilities of success and failure for nearly any potential action in the game. Still, some actions like talking or walking do not usually require any roll.



## A Screen

This piece of cardboard usually summarizes some important *rules* on the *game master's* side, while showing neat pieces of art on the *players'* side.

It is used to hide all the game elements that the players should not know to preserve the suspense of the story (like exhaustive *maps*, secondary characters' statistics, *scenario* and various notes of the *game master*).

## Rules

They present ways to deal with nearly any kind of situation that would arise in the course of the *story*. They are very handy within arm's reach during the course of the game.