

Tabletop Role Playing



Giovanni Viviani

Role Playing



Tabletop

Tabletop





Stock picture
from Wikipedia



History





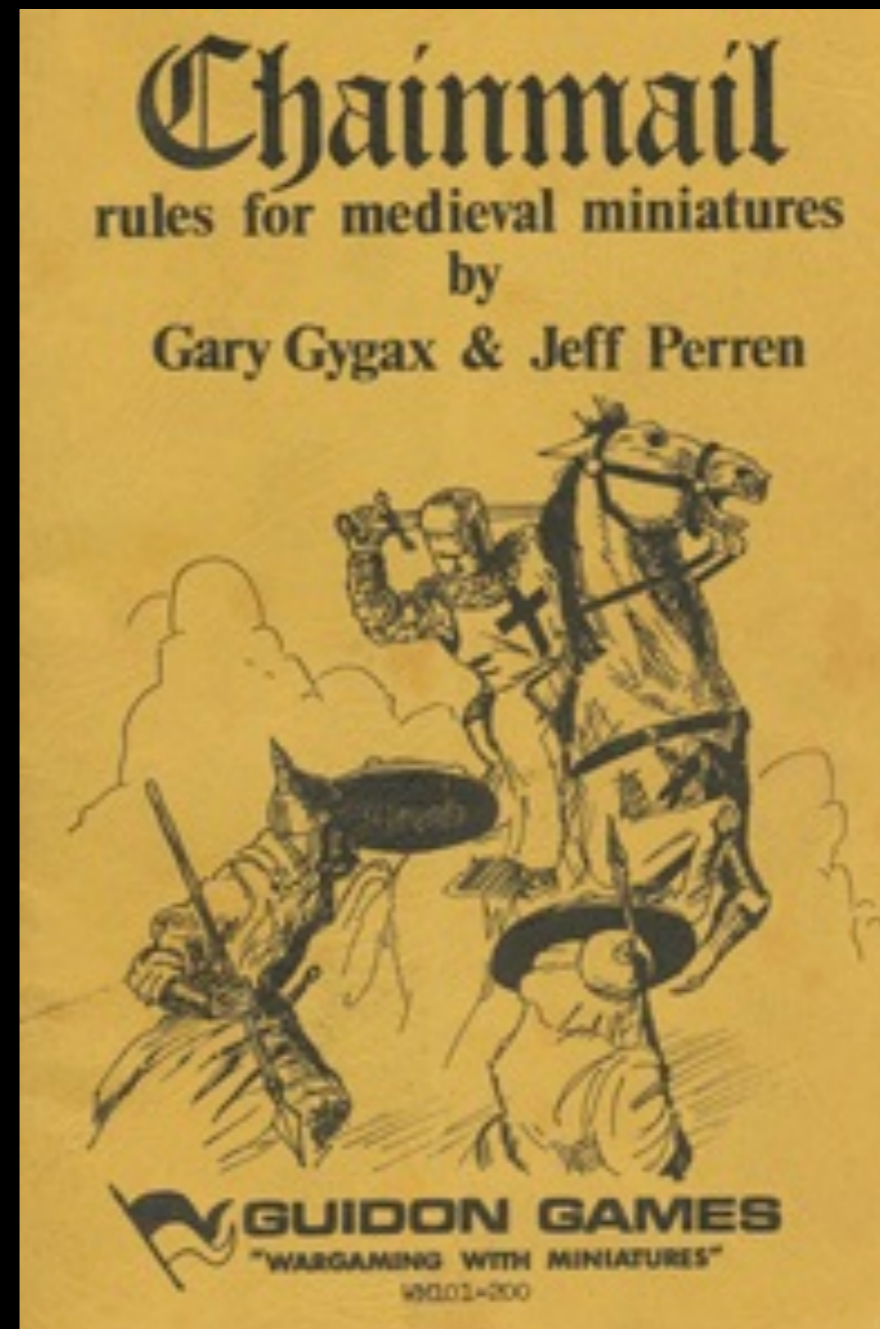


Tabletop Wargames UDLS

Date TBA

Released in 1971

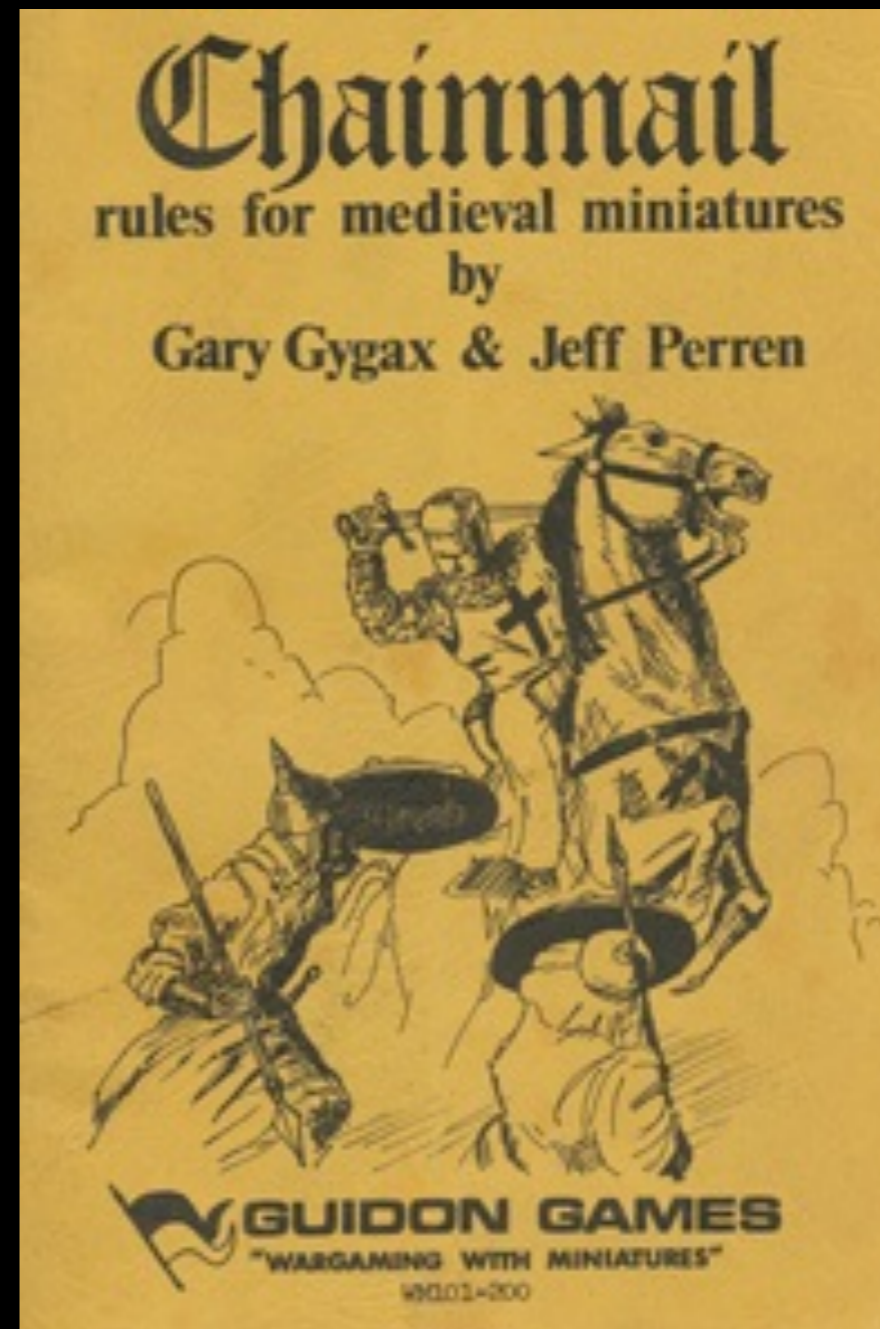
Miniature Wargame



Released in 1971

Miniature Wargame

1on1 Combat Rules

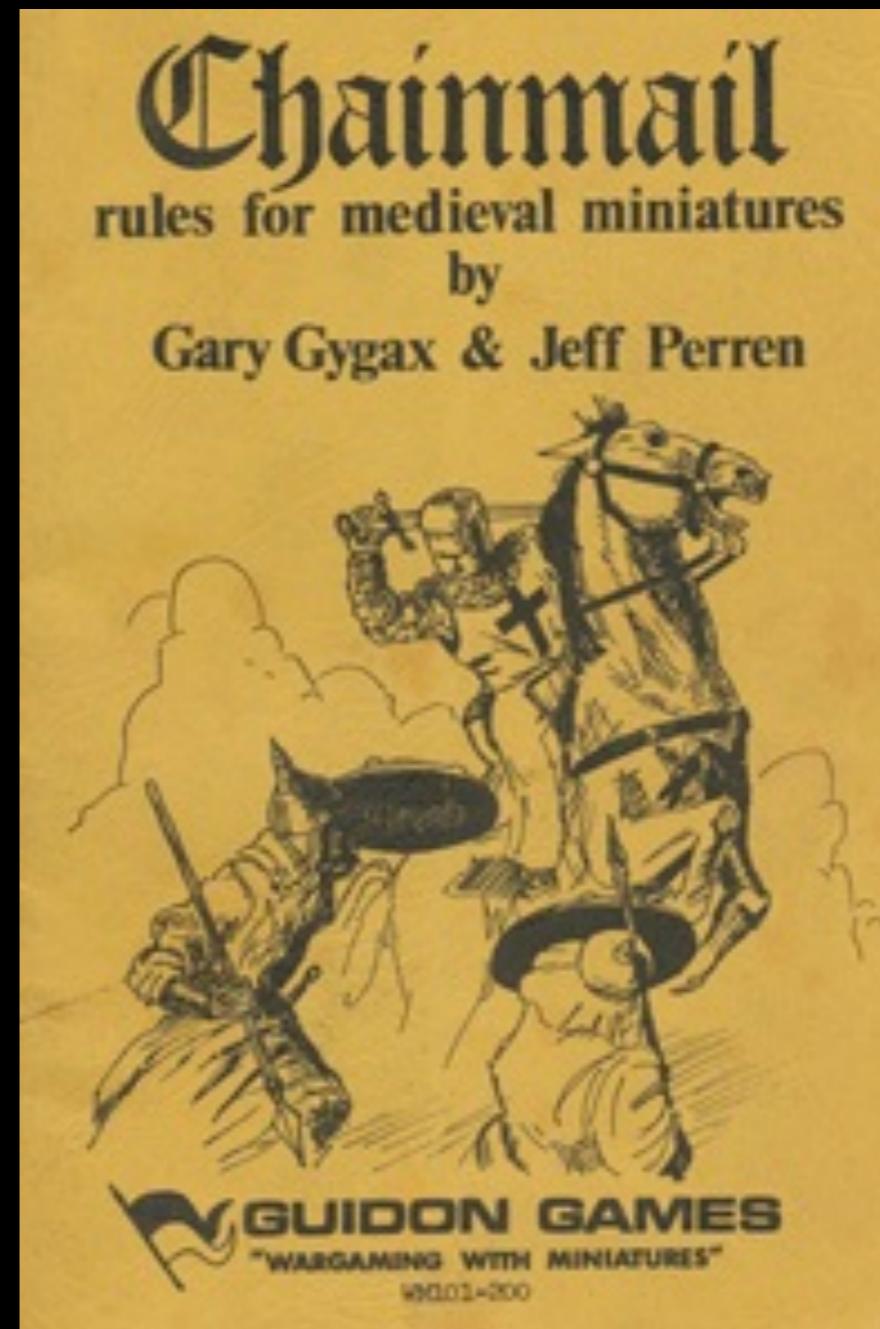


Released in 1971

Miniature Wargame

1on1 Combat Rules

Fantasy Combat Rules



DUNGEONS & DRAGONS



DUNGEONS & DRAGONS

1974 - Original Dungeons and Dragons

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- 2014 - Dungeons & Dragons 5ed



el escondite

DM/GM



DM/GM

Player

Player

Player







The Track

Start





Players decide their characters

Players decide their characters

DM introduces the situation

Players decide their characters

DM introduces the situation

Players play their characters

Players decide their characters

DM introduces the situation

Players play their characters

DM explains the outcome of their actions

Fighter 1 CLASS & LEVEL	Noble BACKGROUND	PLAYER NAME
Human RACE	Lawful neutral ALIGNMENT	EXPERIENCE POINTS

STRENGTH
+3
16

DEXTERITY
-1
9

CONSTITUTION
+2
15

INTELLIGENCE
+0
11

WISDOM
+1
13

CHARISMA
+2
14

+2 PROFICIENCY BONUS

+5 Strength
 -1 Dexterity
 +4 Constitution
 +0 Intelligence
 +1 Wisdom
 +2 Charisma

SAVING THROWS

-1 Acrobatics (Dex)
 +1 Animal Handling (Wis)
 +0 Arcana (Int)
 +5 Athletics (Str)
 +2 Deception (Cha)
 +2 History (Int)
 +1 Insight (Wis)
 +2 Intimidation (Cha)
 +0 Investigation (Int)
 +1 Medicine (Wis)
 +0 Nature (Int)
 +3 Perception (Wis)
 +2 Performance (Cha)
 +4 Persuasion (Cha)
 +0 Religion (Int)
 -1 Sleight of Hand (Dex)
 -1* Stealth (Dex)
 +1 Survival (Wis)

*See your equipment.

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

17 ARMOR CLASS

-1 INITIATIVE

30 feet SPEED

Hit Point Maximum **12**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12 + 3 slashing
Javelin*	+5	1d6 + 3 piercing

*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

Proficiencies. All armor, shields, simple weapons, martial weapons, playing cards

Languages. Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CR **25**

PP

Chain mail,* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.


FEATURES & TRAITS

Rules

Players

DM



A black t-shirt is centered against a black background. The t-shirt has a white crew neck and short sleeves. Printed on the front in white and red capital letters is the text: "THERE IS ONLY ONE GOD AND THEIR NAME IS THE DM". The word "GOD" is red, and "THE DM" is also red and larger than the other words.

THERE IS ONLY
ONE **GOD** AND
THEIR NAME IS
THE DM

...NY of DRAGONS™



THE RISE OF TIAMAT™

DUNGEONS & DRAGONS®

Avert the cataclysmic return of Tiamat in this adventure
for the world's greatest roleplaying game

RAGE of DEMONS



OUT OF THE ABYSS™

DUNGEONS & DRAGONS®

Dare to descend into the Underdark in this adventure
for the world's greatest roleplaying game

DM/GM

Player

Player

Player



DM/GM

Player

Player

Player

QUEST

Find and eliminate the bandits harassing the town

DM/GM

Can we
rob the
bank?

Player

Player

Player

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Find and eliminate the bandits harassing the town

DM/GM

Can we
rob the
bank?

Player

Only if we
set it on fire

Player

Player

QUEST

Find and eliminate the bandits harassing the town

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Only if we
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I roll to seduce
the mayor

Player

Player

QUEST

Find and eliminate the bandits harassing the town

DM/GM

Can we rob the bank?

Player

I roll to seduce the mayor

Player

Only if we set it on fire

Player

I am going to kill my players

QUEST

Find and eliminate the bandits harassing the town

IT'S... A ...
LICH.

I'D LIKE
TO ROLL TO
SEDUCE.

...
ROLL
IT.

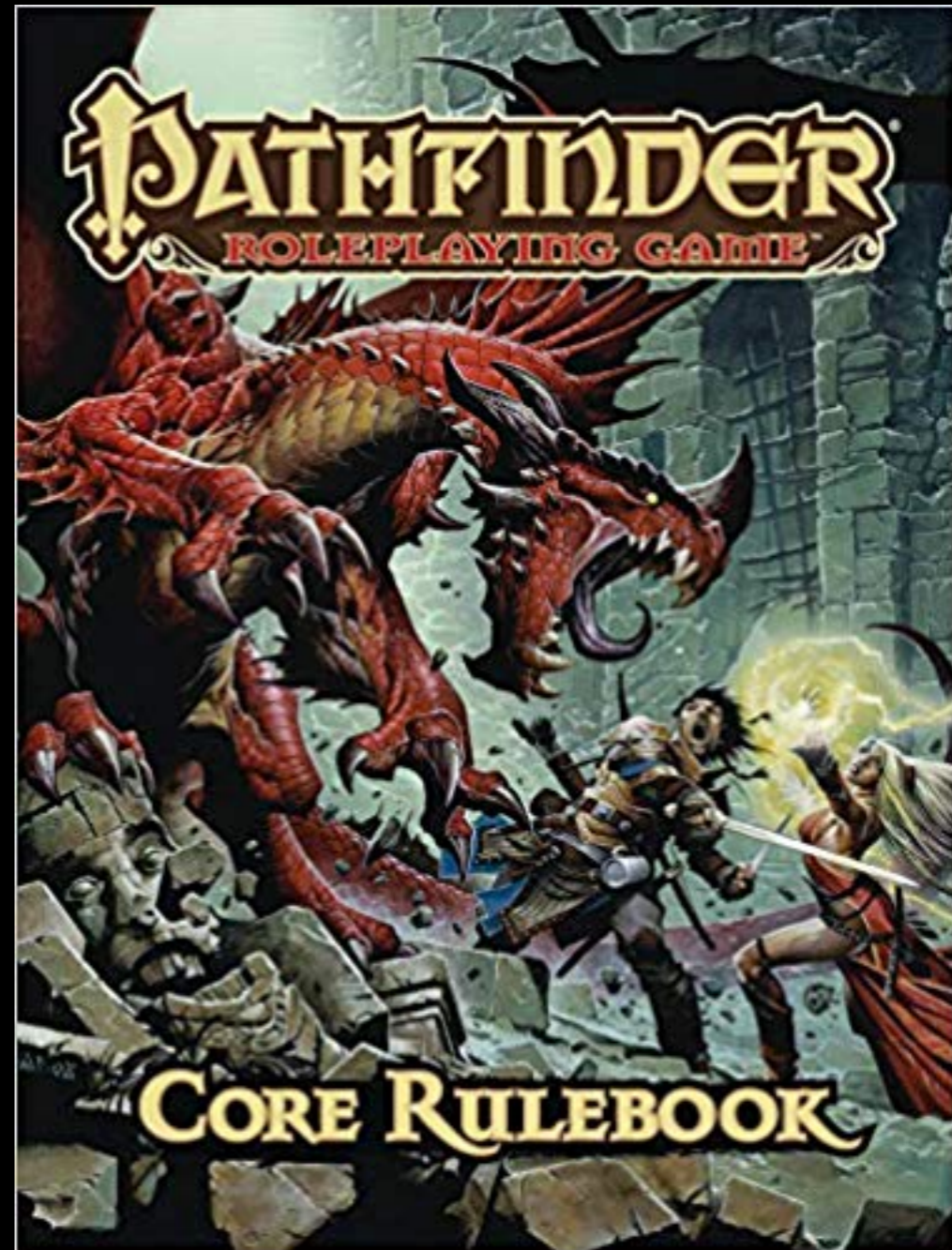
I WOULD
LIKE TO
RAGE

Bun
Boi

Pathfinder

Based on D&D 3ed

D&D on steroids



Shadowrun

Dystopian Cyberpunk Future
Magic Awakening on Earth





NETFLIX

WILL SMITH

JOEL EDGERTON

BRIGHT

Shadowrun

Dystopian Cyberpunk Future
Magic Awakening on Earth



Homebrew

Fan Made

KARTHUN

LANDS OF CONFLICT



Brian Patterson

Tracy Barnett



Neverwinter Nights 2 (PC)



roll20.net (Browser)

The screenshot displays the Roll20.net browser interface for a game session. The main area features a 3D-rendered dragon's lair with a character and a fire effect. A 'Dice Roller' window is open, showing 'Basic Rolls' for d4, d6, d8, d10, d12, and d20. A character profile for 'Rin Hithi' is visible, including a bio and GM notes. The right sidebar contains a chat window with a welcome message and chat commands. At the bottom, a video chat window shows three participants: Nolan T. J., [M]Avacyr, and Steve K.

Dragon's Br

Rin Hithi

Bio & Info Attributes & Abilities

Stronger than any other, more fierce than an enraged dragon.

GM Notes (Only visible to GM)

Secretly a member of the dragon's tribe, loyal to the exiled king.

Welcome to Roll20!

You've joined the game! Here are the available chat commands you can use:

- Just type any message and press **Enter** and it will appear to all other players.
- `/roll 2d4+5`
Roll the dice, you can enter any formula. The format is `[# dice]d[# sides] + [modifiers]`
Shortcut: `/r`
- `/gmroll 1d20+6`
Roll the dice, but only you and the GM see the result. Great for hidden/discrete checks. Shortcut: `/gr`
- `/w [name] [message]`
Whisper a message to a player or character. You can also do `/w gm [message]` to whisper to the GM.

The player link for this campaign is:

Nolan T. J. (GM): rolling 1d20

Nolan T. J.

[M]Avacyr

Steve K.

Tabletop Simulator (VR)

