Role Playing
Tabletop
Tabletop
Stock picture from Wikipedia
History
Released in 1971

Miniature Wargame
Released in 1971

Miniature Wargame

1on1 Combat Rules
Released in 1971

Miniature Wargame

1on1 Combat Rules

Fantasy Combat Rules
1974 - Original Dungeons and Dragons
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1981 - Dungeons & Dragons Basic 2ed
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1981 - Dungeons & Dragons Basic 2ed
1983 - Dungeons & Dragons Basic 3ed
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1981 - Dungeons & Dragons Basic 2ed
1983 - Dungeons & Dragons Basic 3ed
1989 - Advanced Dungeons & Dragons 2ed
1991 - Dungeons & Dragons Rules Cyclopedia
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1981 - Dungeons & Dragons Basic 2ed
1983 - Dungeons & Dragons Basic 3ed
1989 - Advanced Dungeons & Dragons 2ed
1991 - Dungeons & Dragons Rules Cyclopedia
2000 - Dungeons & Dragons 3ed
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1981 - Dungeons & Dragons Basic 2ed
1983 - Dungeons & Dragons Basic 3ed
1989 - Advanced Dungeons & Dragons 2ed
1991 - Dungeons & Dragons Rules Cyclopedia
2000 - Dungeons & Dragons 3ed
2003 - Dungeons & Dragons 3.5ed
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1981 - Dungeons & Dragons Basic 2ed
1983 - Dungeons & Dragons Basic 3ed
1989 - Advanced Dungeons & Dragons 2ed
1991 - Dungeons & Dragons Rules Cyclopedia
2000 - Dungeons & Dragons 3ed
2003 - Dungeons & Dragons 3.5ed
2008 - Dungeons & Dragons 4ed
1974 - Original Dungeons and Dragons
1977 - Dungeons & Dragons Basic Set
1977 - Advanced Dungeons & Dragons
1981 - Dungeons & Dragons Basic 2ed
1983 - Dungeons & Dragons Basic 3ed
1989 - Advanced Dungeons & Dragons 2ed
1991 - Dungeons & Dragons Rules Cyclopedia
2000 - Dungeons & Dragons 3ed
2003 - Dungeons & Dragons 3.5ed
2008 - Dungeons & Dragons 4ed
2014 - Dungeons & Dragons 5ed
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:**
- **Race:** Human
- **Class:** Fighter
- **Alignment:** Lawful neutral
- **Experience Points:**

**Proficiencies:**
- Armor, shields, simple weapons, martial weapons, playing cards
- **Languages:** Common, Draconic, Dwarvish

**Saving Throws:**
- **Strength:** +5
- **Dexterity:** +1
- **Constitution:** +6
- **Intelligence:** +3
- **Wisdom:** +3
- **Charisma:** +2

**Skills:**
- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

**Hit Dice:**
- 1d10

**Initiative:**
- 17

**Armor Class:**
- 17

**Speed:**
- 30 feet

**CURRENT HIT POINTS:**
- Hit Point Maximum: 12

**TEMPORARY HIT POINTS:**
- Total: 1d10
- Successes:
- Failures:
- Death Saves:

**Attacks & Spellcasting:**
- **Greataxe:** +5
- **Javelin:** +5

**Features & Traits:**
- **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.
- **Fighting Style (Defensive):** While you are wearing armor, you gain a +1 bonus to your AC. This bonus is already included in your AC.
- **Position of Privilege:** Thanks to your noble birth, you 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.

**Equipment:**
- 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.
There is only one God and their name is THE DM
Avert the cataclysmic return of Tiamat in this adventure for the world's greatest roleplaying game.

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game.
Find and eliminate the bandits harassing the town
Can we rob the bank?

QUEST
Find and eliminate the bandits harassing the town
Can we rob the bank?

Only if we set it on fire

QUEST
Find and eliminate the bandits harassing the town
DM/GM: Can we rob the bank?
Player: Only if we set it on fire
Player: I roll to seduce the mayor
Player: I roll to seduce the mayor

QUEST: Find and eliminate the bandits harassing the town
Can we rob the bank?

I roll to seduce the mayor

Only if we set it on fire

I am going to kill my players

DM/GM

Player

Player

Player

QUEST

Find and eliminate the bandits harassing the town
It's... a... Lich.

I'd like to roll to seduce.

... roll it.
Pathfinder

Based on D&D 3ed

D&D on steroids
Shadowrun

Dystopian Cyberpunk Future

Magic Awakening on Earth
Shadowrun
Dystopian Cyberpunk Future
Magic Awakening on Earth
Homebrew

Fan Made

Brian Patterson  Tracy Barnett
Neverwinter Nights 2 (PC)
roll20.net (Browser)
Tabletop Simulator (VR)