

Role Playing 101

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INTRODUCTION TO ROLE PLAYING

Vocabulary

- **Role playing** is acting like another person, either real or fictional.
- **Improviseational role playing** is making it up as you go, without a script.
- A **role-playing game** is a game where the players improviseationally role-play their own fictional character. They engage in adventures and participate in cooperative storytelling. These are usually cooperation games, where all players win or lose together.

Role-playing is first person

Right: *I RUN TO THE RESCUE.*

Wrong: *My CHARACTER RUNS TO THE RESCUE.*

The Basics

- You act, think, and talk like your character. Not like yourself.
- Try not to break character. In other words, try to keep acting, thinking, and talking like your character while playing the game.
- Your character has different attitudes, goals, and desires than you do. Use these attitudes, goals, and desires instead of your own.
- Embrace the game and the genre. Start small with what you know, pick up more as you play games, and have a look at supplementary materials when you have time. In Roaring Rockets, that means slowly immersing yourself in pulp science fiction and the culture of 100 years ago (you might have a look at **RR_Genre**).



Fleshing out a character

A CHARACTER IS MORE THAN STATISTICS, SKILLS, AND AN EQUIPMENT LIST. HE OR SHE IS A CHARACTER IN A STORY. A CHARACTER HAS A PERSONALITY THAT NEEDS TO BE DEVELOPED.

HERE ARE CHARACTER DESIGN SUGGESTIONS:

- PICK A CHARACTER SHEET WITH ARTWORK YOU THINK GOES WITH YOUR CHARACTER AND COLOR IT IN THE WAY YOU THINK YOUR CHARACTER MIGHT LOOK. YOU DO NOT HAVE TO STICK TO THE STANDARD UNIFORM COLORS (WHY BE BORING).
- DESCRIBE THE PERSONALITY OF YOUR CHARACTER.
- WHY DOES THE CHARACTER DO WHAT HE/SHE DOES?
- DEFINING MOMENT: WHAT EVENT MADE THE CHARACTER INTO WHAT HE/SHE IS?
- WHAT IS THE STORY QUESTION? (SHE WANTS LOVE, WILL SHE EVER FIND IT? HE WANTS TO FIND HIS FATHER, WILL HE?)
- WHAT DOES YOUR CHARACTER SOUND LIKE? PICK A VOICE, ACCENT, AND/OR KEY PHRASES YOU CAN DO DURING THE GAME.
- WHAT DOES YOUR CHARACTER VALUE AND WHAT IS HIS/HER ATTITUDE?
- WRITE BRIEF HISTORY OF YOUR CHARACTER IN LESS THAN 100 WORDS.
- PAINT A METAL OR PLASTIC MINIATURE THE WAY YOU IMAGINE YOUR CHARACTER LOOKING, OR COLOR A CARDBOARD STANDUP LIKE YOUR CHARACTER SHEET.

TRY USING AT LEAST 3 OR 4 OF THESE. THE BEST PLACE TO WRITE IT IS ON THE BACK OF YOUR CHARACTER SHEET.

SOME ASPECTS OF THE CHARACTER ARE DESIGNED, AND OTHERS ARE DEVELOPED OVER TIME AS YOU PLAY THE CHARACTER.

Do stuff

KEEP YOUR CHARACTERS GOALS AND PERSONALITY IN MIND AS YOU PLAY.

THIS IS COOPERATIVE STORYTELLING, SO GET INVOLVED IN THE PROCESS. INVESTIGATE, ASK QUESTIONS, SOLVE THE PUZZLES, AND ARREST THE BAD GUYS.

YOUR CHARACTER DOES NOT EXIST OUTSIDE THE THINGS YOU SAY AND DO (OR RATHER SAY YOU ARE DOING AS YOUR CHARACTER).

A word of caution

ROLE-PLAYING IS THE MOST EFFECTIVE TEACHING TECHNIQUE KNOWN. YOU LEARN WHAT YOU ROLE-PLAY. IT CAN HELP YOU A LOT OR HURT YOU A LOT, DEPENDING ON WHAT YOU LEARN.

ROLE-PLAYING GAMES CAN HELP YOU TRAIN YOUR MIND FOR PROBLEM-SOLVING, LEADERSHIP, AND MANY OTHER THINGS AS A SIDE EFFECT.

ROARING ROCKETS TRAINS THE PLAYERS TO BE HEROIC AND IN SOME OF THE GOOD STUFF FROM TRADITIONAL VALUES AS A SIDE EFFECT.

THERE ARE OTHER GAME SYSTEMS THAT TRAIN THE PLAYERS IN KILLING, THIEVERY, SELFISHNESS, AND OTHER UNDESIRABLE TRAITS AS A SIDE EFFECT.

ROLE-PLAYING A GOOD AND NOBLE PERSON TRAINS YOUR MIND FOR THAT. ROLE-PLAYING AN UNSAVORY CHARACTER TRAINS YOUR MIND TO ACT THAT WAY.

BE CAREFUL WHAT YOU TRAIN YOUR MIND TO DO. YOU ARE SHAPING YOUR FUTURE.

