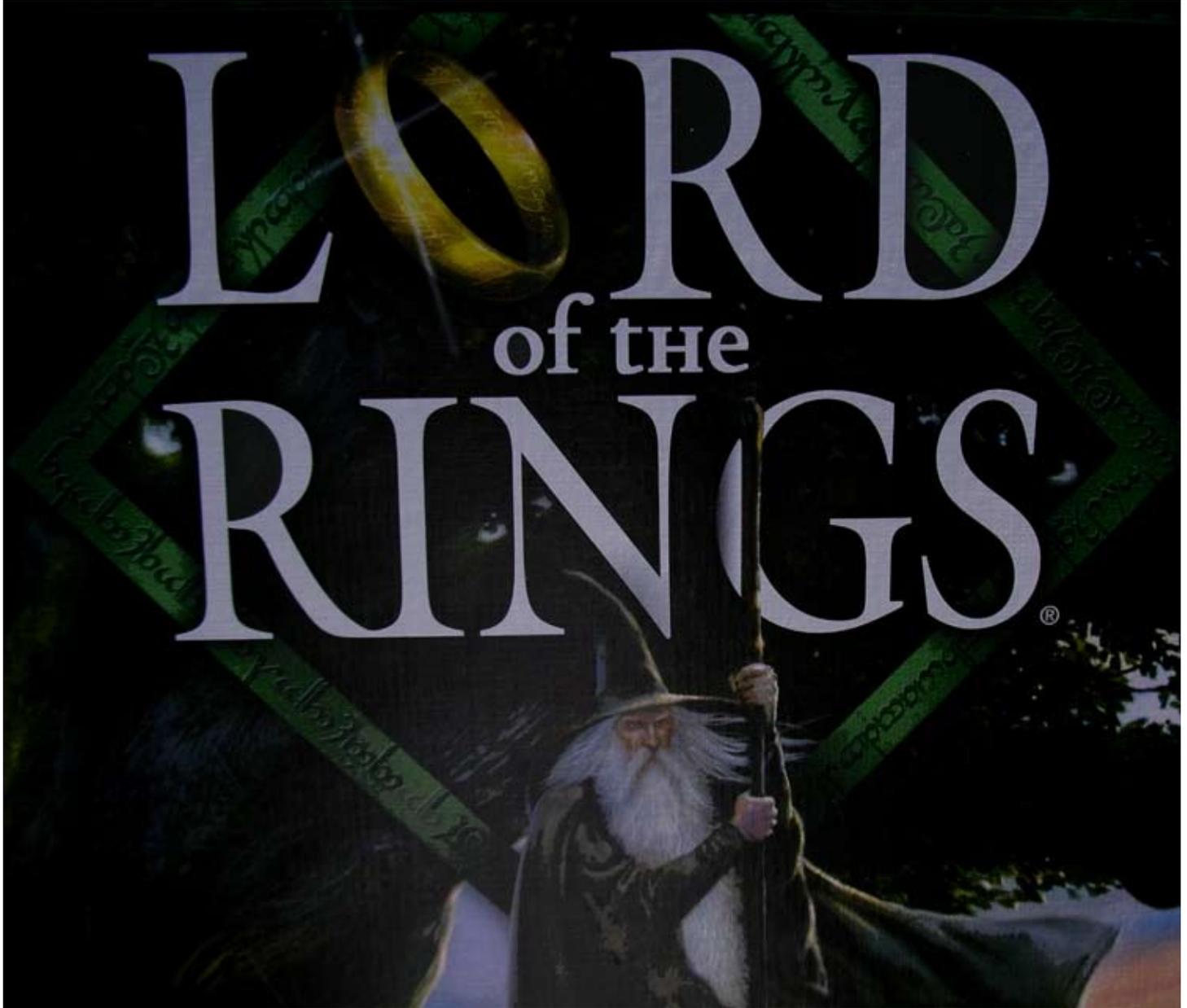


Forward

In the life of a Role Player, there will be many people that will judge you. Few know what it really is or realize that they do it all the time. It's simply like putting on an act; Role Players are a form of actors. They do not put on shows for others but for their own amusement. Don't you ever wish to be someone you are not? To have a million dollars, to go off on an adventure of some sort, live out things said in a book, or act in some way? Well, Role Players do a lot of that; they talk with others, or set up a false name or identity. Men can be women, and the poor can be rich. The only limit to what you do is your imagination, no one can tell you that you can't fly, and you can even ride a vacuum cleaner! A place where magic is real, pigs can fly and your imagination goes wild. All the while you are who ever you want to be, acting like you truly want to act. Nothing is there to stop you or prohibit what you do. Freedom of the mind is here, it's not real but it is fun. Whether it is through online gaming, utilizing pieces of paper, and groups of kids in a living room playing "D&D" (Dungeons and Dragons), or anything that you can think of, there are a vast number of ways to Role Play. In fact you most likely do a few of them with out even realizing that it's Role Playing. The life of a Role Player will get judged by many other people, but in truth they are just like you and me. They are no different from anyone else; they simply have had a bad stereotype attached to them. Why do people Role Play? What makes it so unique? What even makes it fun? After reading this book, we hope more people realize what Role Playing really is.



“Lost? Grab an Atlas!”
(Final Fantasy XI)



“The only limit is
your imagination.”



“A throw of the dice
can determine your
future”



“Massively Multiplayer
Online Role Playing
Game.”



“Objection!”



“WHAT NOW FOO!”



“Prepare yo self!”



“Oh Yeah? Say
that to THIS!”



“CHARLIE MURPHEY!”



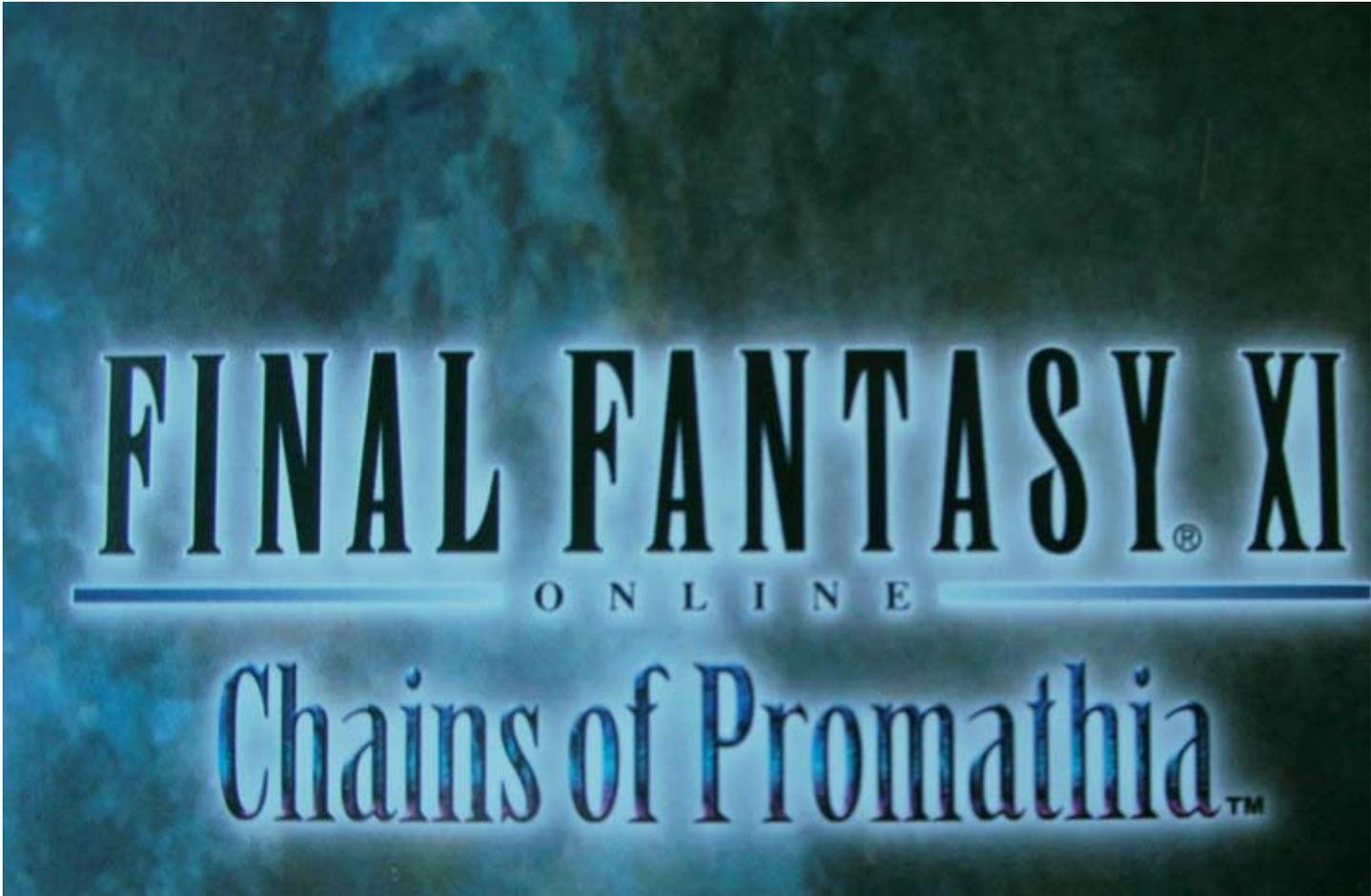
“Nothing can
prohibit what
you do.”



“Hmm...”



“SHORYUKEN!”



“Many stories have
sequels.”



The Hero's Apprenticeship

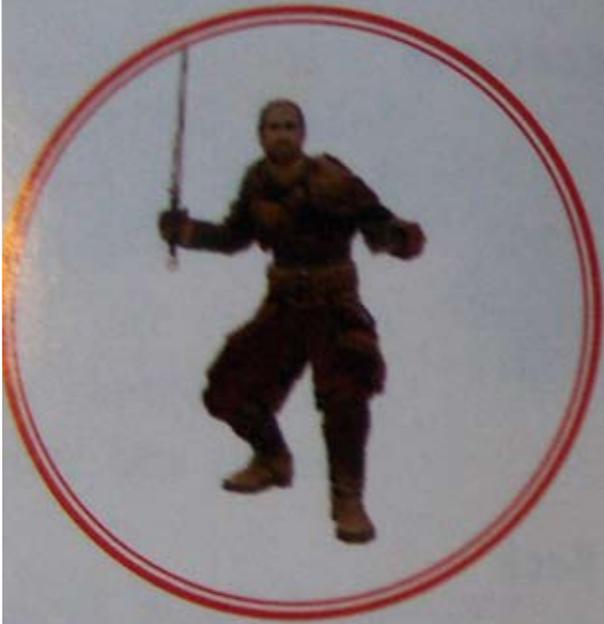
The Hero apprenticeship program focuses on the three most important attributes a Hero must develop to succeed: Strength, Skill, and Will. Mastery of all three sets you on the way to greatness, but to graduate, we only require that you have become proficient enough to pass a final Guild test.

Strength

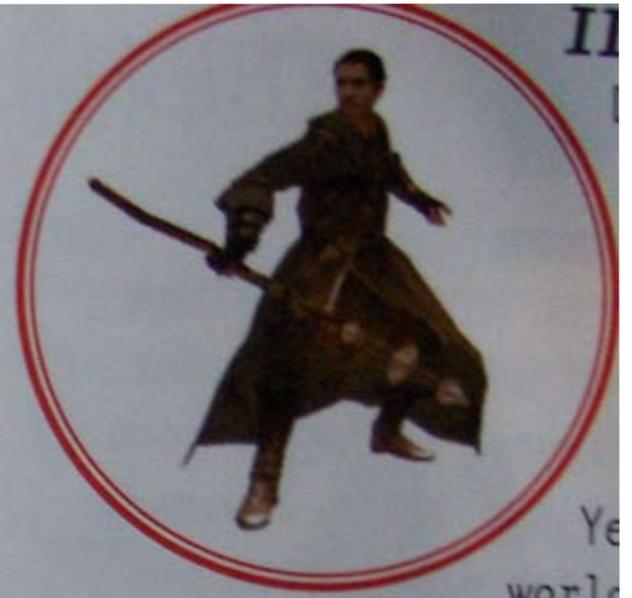
Although Strength is primarily physical ability, that which you have inherited, we do expect you to strengthen yourself on a daily basis while maintaining a nutritious diet of wild game and freshly-harvested produce. Especially after graduating from the Guild, you will find increasing Strength benefits you through your being able to carry heavier weapons. You can also do more damage to opponents in battle.

During your apprenticeship, we encourage you to wander the Guild woods and explore the grounds in your free time. Running across the bridges may be good exercise, but do be careful about running around the facilities in your undergarments or apprentice robe with your sword drawn—this is as dangerous to others as it is to yourself. After you graduate from the Guild, increase your Strength by gaining Experience and then levelling up your physique, health, and toughness at the Experience Spending Platform.

“What you do does
matters.”

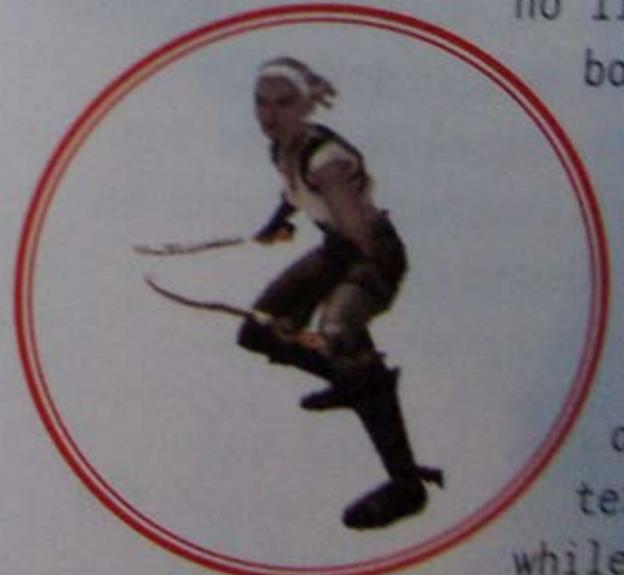


...tling
...ly error. While
...he outskirts of Nesme,
...n impending troll
...enemy, whom he thought
...or trace metals at the
...ains. The advancing
...troll invasion force
...battle-thirsty orcs.
...izens, hearing no alarm
...s as the onslaught ensued.



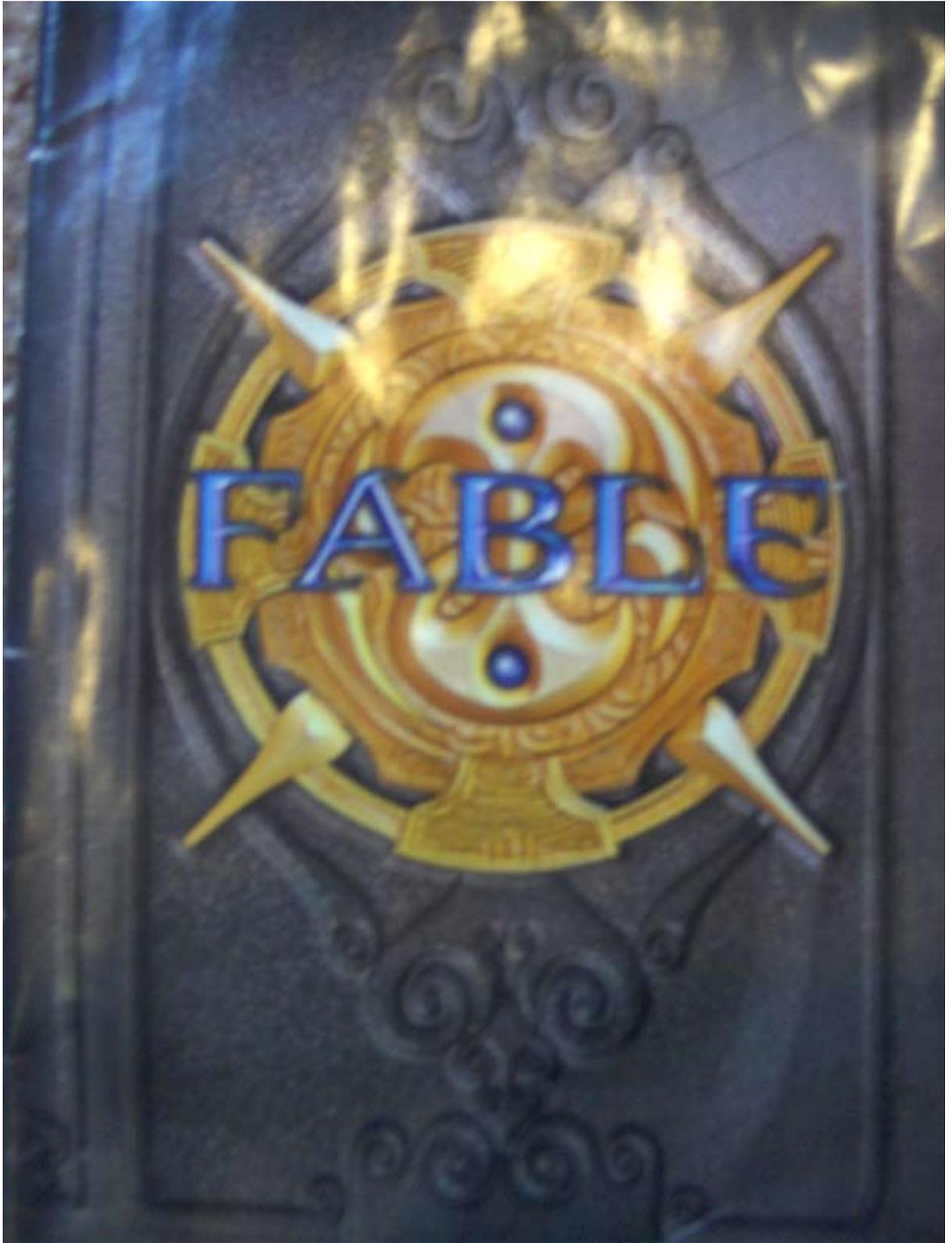
II
...
Ye
world
sorcerer set out
He sought out ad
a strong, unexpl
Illius specializ

no li
bat



d
ter
while

“The option of
what to do is up
to you.”



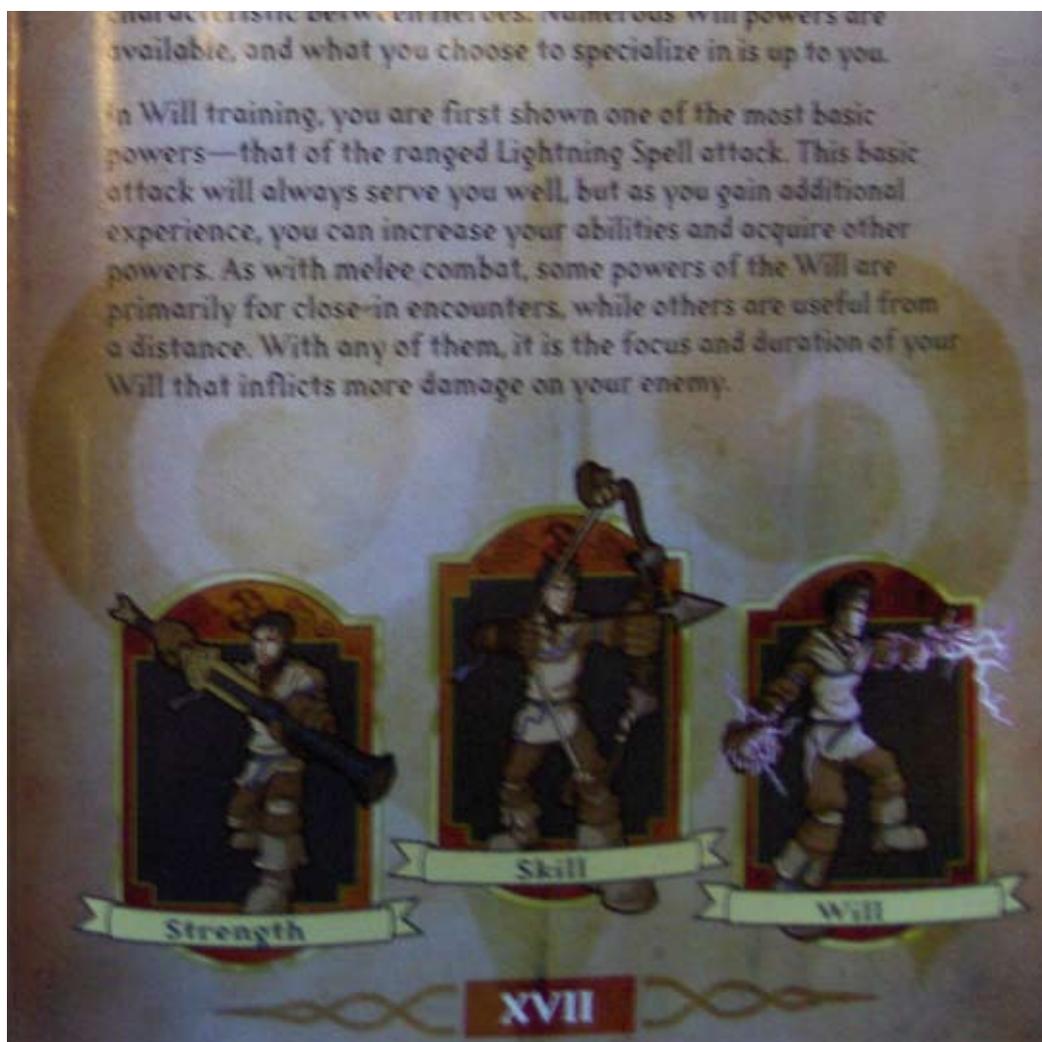
“There are a vast
number of ways to
Role Play.”



“Men can be women,
and the poor can be
rich.”

characteristic between heroes. Numerous Will powers are available, and what you choose to specialize in is up to you.

In Will training, you are first shown one of the most basic powers—that of the ranged Lightning Spell attack. This basic attack will always serve you well, but as you gain additional experience, you can increase your abilities and acquire other powers. As with melee combat, some powers of the Will are primarily for close-in encounters, while others are useful from a distance. With any of them, it is the focus and duration of your Will that inflicts more damage on your enemy.



“Don’t you ever
wish to be someone
you are not?”



“Game consoles.
(XBOX Games)”



“That’s game!”

The Outsider View

Although the perspective of an outsider may contrast that of someone in the Role Playing world generally speaking they are very similar. However if you were to ask an “outsider” you would come to find that their views about Role Playing tend to lean towards the negative side simply because that do not understand or the consider image far more important. Outsiders base their knowledge and opinions on stereotypes that depict the Role Playing world. Most of the time theses interpretations are false and lead to false accusations. Outsiders believe that Role Players generally consist of virgins who live in a basement and who get off in sexual Role Play. Another stereotype is back in the 80’s and 90’s, the people who did Dungeons & Dragons were thought of as a Satanist cult. Was this true? Of course not. They were just people who liked to Role Play. Also, many people think that Role Playing is just a bunch of people that live in the basement at their mom’s house with a bunch of other friends. This is also not correct. Sure, some may go into their basement with a bunch of other friends, but that is Live Action Role Playing, and they do not necessarily live with their mom, or in the basement. The vast majorities of them led normal lives, and have a bit of fun Role Playing from time to time. Many people also think of Role Players as very nerdy people that do absolutely nothing except for sit on their computer and Role Play. Not to sound like a broken record, but it is not true. Yes, many of them DO spend time on the computer Role Playing, but that’s not all they do. The ones who are still in school go to school, they get good grades, they have a good social life; they’re not what you think. They’re just like us, except with different tastes. Making all these generalizations or just complete BS about Role Players/Role Playing is not a good idea. It’s like me saying that your hobby of video gaming is just a whole bunch of people who dropped out of school, play video games all day, live off of their parents, and have oodles of pizza crusts covering them. It’s just not true.

Closing and Final Overview

To put this all together, Role Playing is an enormous, extraordinary world that is misunderstood. It is fun, it brings people together, and it’s just a great way to let your imagination take the driver seat for a while...Domo Arigato! (Thank you!)