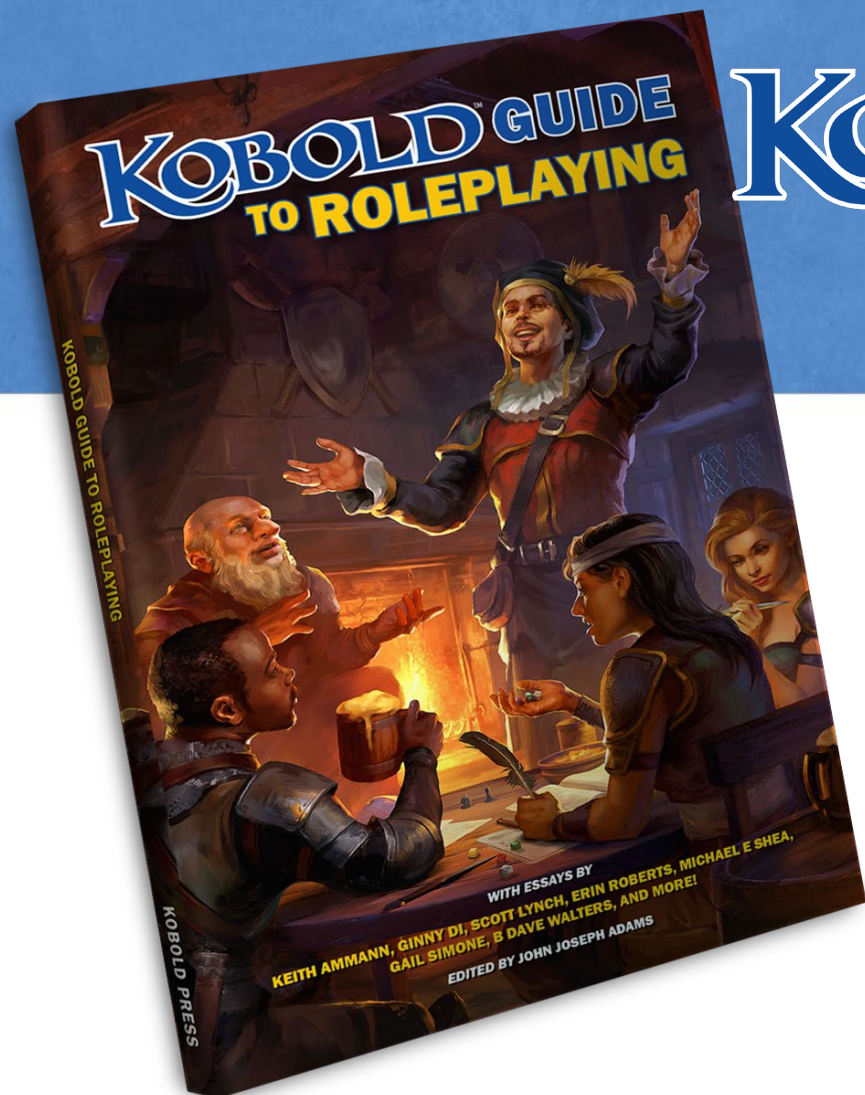


KOBOLD™ GUIDE TO ROLEPLAYING



Kobold Guide to Roleplaying includes thoughtful and practical essays from seasoned RPG writers such as Michael E. Shea, Keith Ammann, Shanna Germain, and Luke Gygax, along with roleplaying influencers including Ginny Di, B. Dave Walters, Bob the Worldbuilder, and Clint McElroy, plus several more.

- Noted industry writers
- Small Panels in each essay
- House near other Kobold Press Guides.
- Great DM/Player resource

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Let Your Inner Thespian Shine Through!

There's a reason it's called a tabletop ROLEplaying game. Taking on the personae of different characters in the story brings a richness and depth to the experience and can make your game sessions exciting and memorable. But how can the poor, harried Game Master wrangle a whole slew of unique personalities on top of all the other work that goes into preparing each week?

Kobold Guide to Roleplaying has the answers you seek. Inside, find over 100 pages of ideas and suggestions for bringing out all the exceptional dispositions, temperaments, emotions, and quirks of every NPC the player characters meet. Gain insight into:

- Getting into the minds of your villains
- Developing and roleplaying a character arc
- Using roleplaying as a storytelling device
- Roleplaying high or low ability scores
- Game mastering more theatrically
- Creating in-character connections at the table

Set the stage and bring down the lights. The curtain is going up!