

How Can I Best Support My Role-Player In A Positive Way?

Find out if there are any age-appropriate clubs or groups that meet in your area that are focused on RPGs.

Set aside a time and space for them to use for meeting with a gaming group regularly.

Don't hover during the game; RPGs are a time to leave reality behind, and distractions break the atmosphere required for play

Offer suggestions on how they can apply the lessons they learn in real life in their RPGs, and vice versa.

Ask questions about the games they play and learn why they find them exciting. Kids love to teach their hobbies, and RPGs are no different.

Play with them if they ask you to join. You might like the games as well, as tabletop role-playing is an all-ages hobby.

Encourage them to seek out other productive and stimulating hobbies typically associated with tabletop RPGs (card and board games, reading, writing, and acting).

Promote a healthy lifestyle while gaming:

- Stretch and move around regularly
- Moderate consumption of soda and chips
- Promote a healthy sleep schedule

For more information on RPGs, visit the following sites or your local game store:

TheEscapist.com

A site devoted to the education of the public and media on RPG benefits

Wizards.com

Company website for the makers of Dungeons & Dragons

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What Should I Know About My Child's New Hobby?

*An Introductory Guide to
Tabletop Role-Playing
Games
for
Parents of First-Time Gamers*

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Sponsored by
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and



What Are Role-Playing Games?

At their core, **role-playing games are about telling a story with you and a group of your friends as the main characters.**

Role-playing games (RPGs) take players to another time, place, or reality and let them become an active and integral member of these imagined worlds. The intellectual nature of RPGs allows for anyone to participate regardless of physical abilities, and strongly encourages the use of imagination and social interaction in a way that promotes **learning, cooperation and fun.**

RPGs are able to improve their players'...

- Math and reading skills
- Empathy and acceptance of others
- Improvisation and problem solving skills

RPGs cover many genres, including:

- Fantasy (*Dungeons & Dragons*)
- Science Fiction (*Gamma World*)
- Horror (*Call of Cthulhu*)
- Cyberpunk (*Shadowrun*)
- Superhero (*Mutants & Masterminds*)

There are also RPGs directly based on franchises such as *Star Wars* and *The Lord of the Rings*, allowing players to immerse themselves in the worlds they love.

Check your local gaming store for information on official organized play sessions or learning activities for new players. They are a great way to connect with other young players who are learning the games as well.

What Are Some Examples of Role-playing Games?

Dungeons & Dragons (Wizards of the Coast)

- The original fantasy RPG of monsters, villains, and the heroes who oppose them
- Official social and learning events such as *D&D Encounters* are held often worldwide
- There have been many editions of the D&D rules, so find out which your child is interested in before buying

D&D Celebrities - It's Cool to Be a Gamer

Many famous and successful people have played and praised *Dungeons & Dragons*, including...

- Vin Diesel (Actor)
- Robin Williams (Comedian)
- Jon Favreau (Director)
- Gerard Way (Rock Star)
- Tim Duncan (Basketball Player)

World of Darkness (White Wolf Publishing)

- Storytelling system heavily focused on gothic themes and characters
- Includes *Vampire: The Masquerade*, *Mage: The Awakening*, and other titles in one shared setting

Pathfinder (Paizo Publishing)

- This fantasy role-playing game based on D&D features a shared setting so that players transitioning between groups can jump into the story easier
- Official social and learning events are held often worldwide, including *Pathfinder Society* organized play



A 20-sided die, used in some RPGs

Are There Any Risks to Playing These Games?

No. Claims of D&D and similar games being linked to suicide, witchcraft, violence, Satanism, and losing touch with reality, which stemmed from a 1980's incident, have been repeatedly refuted by experts in law enforcement, psychology, and other fields for many years. **There is no link between playing tabletop role-playing games and these fears.**

RPGs are for telling collaborative stories, so depending on the type of story the players want to tell, that will determine the content more than the game itself. You should talk to your child about what types of things they hope to accomplish in a game, and why they think they would be fun to do.

The odds of learning how to use dark magic in real life from an RPG are about as high as learning how to cast a spell from reading a "Harry Potter" novel.

"Playing D&D was a training ground for our imaginations and an opportunity to explore our own identities."

Vin Diesel, Thirty Years of Adventure: A Celebration of Dungeons & Dragons