

# Role-Player

(1) Play three sessions of a table-top role-playing game (TTRPG), either as one-shots or part of a longer narrative.	There are thousands of different TTRPGs, but some beginner-friendly games include Everyone is John, Monster of the Week (or other games using the Powered by the Apocalypse system), and Goblin Quest.
(2) Try three or more different TTRPG systems.	For more famous rules-heavy games, you can try Dungeons and Dragons, Vampire: The Masquerade, Deadlands: Reloaded, FATE, or Call of Cthulu, or you can continue to explore the wide world of TTRPGs in your own way.
(3) Serve as Game Master for six sessions.	Playing the role of game master can be a lot of work. Consider lightening your load at first by using pre-made adventures and/or settings, and by playing in a TTRPG system you have played before.
(4) Play a TTRPG campaign for six months <i>or</i> play twelve sessions of any TTRPGs.	Campaigns need sustained commitment from all participants; if you're learning this skill alone, focus on overall time spent instead of on the longevity of a game.
(5) Play in a TTRPG campaign for one year, <i>or</i> play 24 sessions of any combination of TTRPGs.	Two paths lie before you: breadth and depth. Many players find one game system they love and stick to it; others are excited to learn new rules and explore alternative modes of play.