

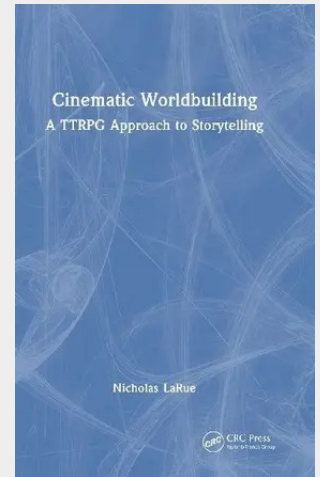
LaRue

Cinematic Worldbuilding

A TTRPG Approach to Storytelling

Everybody has a story in them. Some people lack the language and the tools to tell that story effectively. As an avid tabletop role-playing game player, I'm amazed at people's ability to tell stories on the spot. Both the players and the game masters are creating worlds in their minds and playing out the events, using improv, in real-time. Being an author and screenwriter, I know how difficult it is to create consistent and well-constructed characters, themes, and conflicts. I believe that storytellers looking to level up in the classroom, their hobby, or career could learn a lot from games like Dungeons & Dragons, Pathfinder, and others. This book seeks to give people the tools and language to create and master their worlds and characters, using TTRPG mechanics and rulesets as foundational elements. This book will contain insights and interviews from some of today's most respected game masters, players, actual play actors, and we'll also hear from some of the people behind the scenes responsible for creating these games, and how they view worldbuilding and storytelling for their audiences.

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