

EuLabRPG: EEuropean LABoratories of Role-Play Gaming to promote school social and emotional culture

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EuLabRPG Toolkit User Guide

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An Introduction to the EuLabRPG Toolkit

What is a Role-Playing Game (RPG)?

An RPG is a collaborative storytelling activity. It involves players taking on the roles of fictional characters and a single Game Master (GM) who acts as the storyteller and referee. Together, you navigate a fantasy world, solve challenges, and create a unique story.

The purpose of this toolkit is to use this engaging format to promote transversal skills like empathy and collaboration in a classroom setting.

Core Roles in a Game Session

- **The Game Master (GM):** This is the person who runs the game. Your job is to describe the setting, portray the world's inhabitants (known as **Non-Player Characters or NPCs**) and challenge the players. You are not playing against the group; you are collaborating with them to create a funny and interesting story.
- **The Player:** Each player controls a single **Player Character (PC)**, one of the story's protagonists. Players describe how their PC interacts with the world and overcome obstacles.

A Quick Guide to Getting Started

1. **Introduce the Toolkit:** Begin by navigating to the project website and explaining the purpose of the toolkit to your students or participants.
2. **Assign Roles:** Decide who will be the Game Master (GM) and who will be the Players. A group of players usually consists of 3 to 6 players plus the dungeon master.
3. **Create Your Characters:** Use the provided character sheets to build the **Wanderers** (Player Characters) for your adventure. A Wanderer is defined by their "Attitude," "Stats," "Quirks," and "Skills".
4. **Start with the Rules:** Review the "EuLabRPG - Rules Summary, RPG Introduction" document to familiarize yourself with the basic game mechanics. The most important concept is the **Test**, which determines the success or failure of a character's actions.
5. **Prepare a Scene or Adventure:** You can either create your own story or use the pre-made adventure included in the toolkit.
6. **Get Ready to Play!** Use the toolkit materials to guide your session and empower your players to tell a great story.

Key Terms to Know

- **Player Character (PC):** The main character controlled by a player.

- **Wanderer:** Another term for a Player Character in this game.
- **Non-Player Character (NPC):** A character in the story controlled by the GM.
- **Test:** When a character's action has a chance of failure, the GM calls for a Test, which typically involves rolling a D20 die.
- **Conditions:** The physical (e.g., Dislocated Ankle) or mental (e.g., Humiliated) consequences a character suffers from a failed Test.
- **Metagame:** Using knowledge a player has but that their character does not. In an educational context, this can be used to help players connect with the real-world implications of their character's actions.

Toolkit in action

Anatomy of a Character Sheet

The character sheets are a central component of the toolkit, allowing players to create and track their own unique Wanderers. Each sheet includes the following sections:

- **Portrait, Bloodline & Chronicles:** This section establishes the character's physical description, their heritage (e.g., Elf, Dwarf, Human, Fae), and their "Chronicles," which is their personal history or profession (e.g., Druidic Magic, Guarding the Town, Bounty Hunting).
- **Attitude:** This defines the character's core personality and grants a starting bonus to a specific stat and a special skill. For example, the **Erudite** archetype has attitudes like **Leader** or **Strategist**.
- **Stats:** These are the five core abilities that define a character's capabilities: **Ardour**, **Cunning**, **Empathy**, **Passion**, and **Will**. Players distribute a set number of points to these stats, with each having a minimum of 1 and a maximum of 5.
- **Skills:** These are special abilities that characters can use during the game. There are three types: Attitudinal Skills (from your chosen Attitude), Personal Skills (chosen by the player), and Group Skills.
- **Quirks & Bonds:** These sections allow players to add personality to their characters. **Quirks** include a Strong Point and a Weak Point. **Bonds** represent relationships with other characters in the story.

An Overview of the Toolkit Materials

The EuLabRPG toolkit is designed to provide you with everything you need to run a game session. It is composed of two main types of resources:

- **Inspiration Sheets:** These sheets provide quick ideas to help you create new scenes or small stories on the fly.
- **Complete Adventures:** These are fully formed adventure modules, including a full plot, characters, and settings, that you can run from start to finish.

Using the "Keyword's System: Inspiration Sheet"

This sheet is a fantastic tool for improvisation and creativity. It is designed to help GMs quickly generate a scene based on three randomly chosen elements: a Place, an Object, and a Character.

- **Step 1:** Roll a 20-sided die (D20) for the **Place** column.
- **Step 2:** Roll a D20 for the **Object** column.

- **Step 3:** Roll a D20 for the **Character** column.
- **Step 4:** Use the three elements you rolled as inspiration to create a scene for your players. For example, a roll might give you "Old abandoned mill," "Fresco with eerie figures," and "Bounty hunter".

Running a Full Adventure: "The Rite of the Bell"

"The Rite of the Bell" is a complete adventure module focused on the theme of empathy. It provides a full narrative arc for you to lead your players through:

- **Background:** The adventure is set in the frontier town of Virae, where an annual rite of peace has been disrupted by a malevolent entity known as Malhal.
- **Main NPCs:** The document details the main characters your players will interact with, including the villain Malhal, the town's Chief, and three rival Clan Chiefs.
- **Session Outline:** The guide provides a step-by-step outline of the adventure, breaking it down into manageable parts.
- **Epilogue:** The adventure includes different outcomes based on whether the players succeed or fail in their mission.

This guide should provide you with a solid foundation for using the toolkit. Do you have any other questions about the materials or how to run a game session? 🙌 Get in touch with Davide Diletti via email at europa@consorzioroma.it!



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