Tabletop RPGs

In a tabletop roleplaying game, the GM describes what each of the characters observes and/or what happens to them. The player for each character decides how their character would respond. When there is a question about the outcome of a character's action (combat, intrigue, spellcasting, healing, *etc.*), the player and/or DM roll dice, and the numbers shown on the dice indicate how successful the character was at performing the action.

Some popular TTRPGs include:

- Dungeons & Dragons
- Pathfinder
- Call of Cthulhu
- Warhammer
- Deadlands
- Paranoia