



---

# Juegos De Rol De Mesa (TTRPG)

Una guía al mundo de la fantasía y los plásticos de colores

---



---

# Orígenes: Teatro Y Wargames

- Siglo XVI: Comedia dell'arte (teatro improvisado)
  - Siglos XIX-XX: Primeros juegos de tablero con interpretación
  - 1920: Juegos estilo Asesino y El Pueblo Duerme
  - 1960: Juegos de historia creativa
-



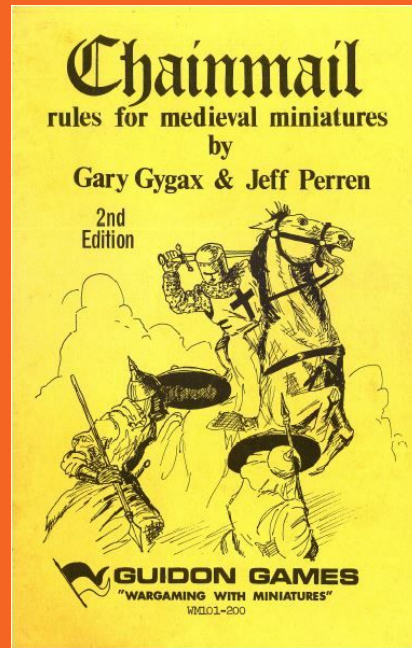
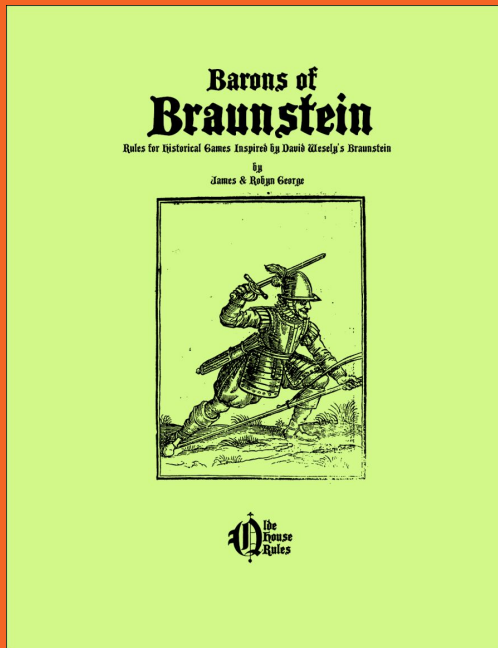
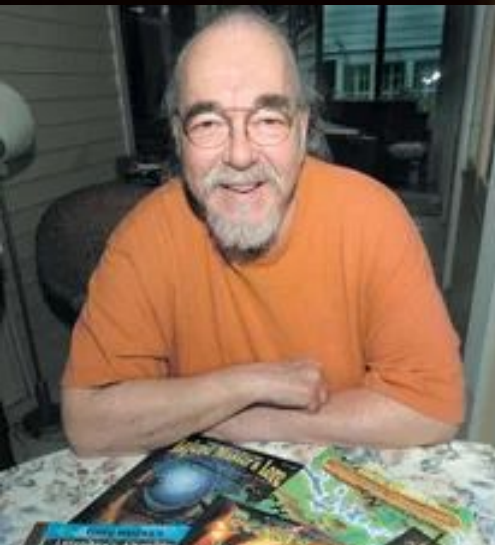
---

# Orígenes: Teatro Y Wargames

- Ajedrez: El primer juego de guerra y estrategia
  - 1780: Helwig crea el primer juego de emulación bélica
  - Siglo XIX: Wargames usados para entrenamiento militar
  - 1913: Little Wars, de H. G. Wells
  - 1970: Middle Earth
-



# Primeros TTRPG



---

# Los 70: El Nacimiento de D&D

---





---

# Los 80: Expansión y Polémica

---



---

# Los 90: Sofisticación y Declive





---

# Los 2000







---

# ¡Muchas Gracias!

<https://www.dafum.es/clubs/club-de-rol/>

Telegram:

@ShadowGunther

@Ismagif

---

# Anexo: Ficha de Personaje



**DUNGEONS & DRAGONS**

LEVEL & CLASS: [ ] PLAYER NAME: [ ]  
BACKGROUND: [ ] RACE: [ ] EXPERIENCE: [ ] Next Level: [ ]

CHARACTER NAME: [ ]

**STATISTICS**

STRENGTH: [ ] DEXTERITY: [ ] CONSTITUTION: [ ] INTELLIGENCE: [ ] WISDOM: [ ] CHARISMA: [ ]

RESISTANCES: [ ] SAVING THROWS: [ ]

ACROBATICS (Dex) [ ] ANIMAL HANDLING (Wis) [ ] ARCANES (Int) [ ] ATHLETICS (Str) [ ] DECEPTION (Cha) [ ] HISTORY (Int) [ ] INSIGHT (Wis) [ ] INTIMIDATION (Cha) [ ] INVESTIGATION (Int) [ ] MEDICINE (Wis) [ ] NATURE (Wis) [ ] PERCEPTION (Wis) [ ] PERFORMANCE (Cha) [ ] PERSUASION (Cha) [ ] RELIGION (Int) [ ] SLEIGHT OF HAND (Dex) [ ] STEALTH (Dex) [ ] SURVIVAL (Wis) [ ] TRICK [ ]

RESISTANCES: [ ] SAVING THROWS: [ ]

MAXIMUM HIT POINTS: [ ] PROFICIENCY BONUS: [ ] ARMOR CLASS: [ ]

TEMPORARY HIT POINTS: [ ] CURRENT HIT POINTS: [ ] INITIATIVE: [ ]

SUCCESSES: [ ] FAILURES: [ ] DEATH SAVES: [ ] HIT DICE: [ ] SPEED: [ ]

INSPIRATION: [ ] ABILITY SAVE DC: [ ]

ARMOR: [ ] WEAPONS: [ ]

WEAPONS: [ ] TOOLS & OTHERS: [ ]

LIMITED FEATURES: [ ]

PROFICIENCIES: [ ]

TRIGGERS: [ ] BONUS ACTIONS: [ ] REACTIONS: [ ]

ACTIONS: [ ]

# DUNGEONS & DRAGONS®



CHARACTER NAME

LEVEL & CLASS		PLAYER NAME	
BACKGROUND	RACE	EXPERIENCE	Next Level

STRENGTH

DEXTERITY

CONSTITUTION

<input type="checkbox"/>	STR	<input type="checkbox"/>	INT
<input type="checkbox"/>	DEX	<input type="checkbox"/>	WIS
<input type="checkbox"/>	CON	<input type="checkbox"/>	CHA
RESISTANCES			
SAVING THROWS			

MAXIMUM HIT POINTS

PROFICIENCY BONUS

ARMOR CLASS

Temporary Hit Points:

CURRENT HIT POINTS

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

HIT DICE

ENCUMBERED

SPEED

AC	DESCRIPTION
Armor	
Shield	
Dex	<input type="checkbox"/> Medium Armor <input type="checkbox"/> Heavy Armor
Magic	
Misc	
Misc	

ARMOR

INSPIRATION

ABILITY SAVE DC

ARMOR

Light Medium Heavy Shields

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

<input type="checkbox"/>	STR	<input type="checkbox"/>	INT
<input type="checkbox"/>	DEX	<input type="checkbox"/>	WIS
<input type="checkbox"/>	CON	<input type="checkbox"/>	CHA

RESISTANCES


SAVING THROWS

<input type="checkbox"/>	Acrobatics (Dex)
<input type="checkbox"/>	Animal Handling (Wis)
<input type="checkbox"/>	Arcana (Int)
<input type="checkbox"/>	Athletics (Str)
<input type="checkbox"/>	Deception (Cha)
<input type="checkbox"/>	History (Int)
<input type="checkbox"/>	Insight (Wis)
<input type="checkbox"/>	Intimidation (Cha)
<input type="checkbox"/>	Investigation (Int)
<input type="checkbox"/>	Medicine (Wis)
<input type="checkbox"/>	Nature (Int)
<input type="checkbox"/>	Perception (Wis)
<input type="checkbox"/>	Performance (Cha)
<input type="checkbox"/>	Persuasion (Cha)
<input type="checkbox"/>	Religion (Int)
<input type="checkbox"/>	Sleight of Hand (Dex)
<input type="checkbox"/>	Stealth (Dex)
<input type="checkbox"/>	Survival (Wis)
<input type="checkbox"/>	Tool

SKILLS