

# Improv for Gamers Second Edition

# EHP0058

## Stand-Alone Book

**ISBN** 978-1-61317-201-8

**MSRP** \$25.00

**Format** 6"x9" black & white hardcover, 184 pp

**Product#** EHP0058

**Release** 7 November 2022

## The Ten-Second Pitch

*Improv for Gamers (2nd Edition)* details over **50 improv exercises** to help gamers become more **creative**, **confident**, and **spontaneous**.

## Target Market

- Gamers interested in boosting their creativity and character skills
- GMs interested in developing storytelling skills, making engaging NPCs, and collaborating better
- New gamers looking for some help learning to roleplay
- Tabletop RPG gamers and LARPer
- Fans of *Critical Role*, *Dimension20*, storytelling, and story-focused games

## Up-Sells & Cross-Sells

- *For The Queen* [EHP0044]
- *Channel A: Alpha Genesis Edition* [EHP0043]
- *Fate Core System* [EHP0001]
- *Blades In The Dark* [EHP0030]
- *Monster of the Week* [EHP0009]

## Selling Points

- Short, simple exercises encourage collaboration and creativity in your gaming group
- All instructions included—no improv experience needed!
- Exercises are broken up into categories—do a little of everything or focus on a particular skill your group would like to develop
- System agnostic—develop skills that can be applied to all tabletop roleplaying games and LARPs
- New and updated exercises offer options for remote play and better support for gamers with disabilities
- Provides some assistance to new gamers or GMs who are looking for guidance, or established gamers looking to level up their skills and improve gameplay

**Do you want to be a better roleplayer?**

**Do you want to create dynamic, compelling characters?**

**Do you want to encourage spontaneous creativity in your gaming group?**

**Do you want more confidence at the game table—whether you're a player or GM?**

If the answer to any of these questions is "yes," **Improv for Gamers** is for you! Based on hundreds of hours of professional workshops, **Improv for Gamers** provides fun and easy exercises designed to take your tabletop or live-action gaming group to the next level. This **newly-updated** and expanded **second edition** is more than **50% bigger** than the original, adding new advice and new exercises to the mix!

Play one or two quick improv games before your next session to get players warmed up and engaged. Or take a deep dive into developing a particular skill!

**No improv experience required.**

**Improv for Gamers** will help you develop creativity and confidence in:

- Creating engaging, multi-faceted characters
- Promoting enthusiastic and collaborative storytelling
- Building authentic relationships between characters
- Embodying your character and interacting with the world around them
- Knowing when and how to end a scene and share the spotlight

**LEVEL UP YOUR GAMING SKILLS WITH *IMPROV FOR GAMERS!***

THIS FILE WAS LAST UPDATED SEPTEMBER 9 2022.

©2022 Evil Hat Productions, LLC. All Rights Reserved.

All product titles and logos are trademarks of Evil Hat Productions.

