

# Starting at level zero.

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✖ I play lots of role playing games, I am a father of 4 afterall, and the one thing I've been toying with is; What level should players start?

Traditional D&D starts at level one with the players already set into their class types. Is this the right way to go?

Should they rather start as a generic level 0 character, using the rules of the game to open their eyes to the game world before they choose their path?

What do you think? Post a comment below.