



## 3 Things You Can Do Now To Make Your RPG Better

Full video link: <https://youtu.be/LmOZFbRQNuc>

Why should you care about everything in your game?

What do we mean when we talk about 'caring' about your game?

There are 3 areas that you as the GM are primarily responsible for that you need to apply a different type of 'care' to.

- Your NPC's
  - They should behave like they care about their lives
  - Care versus cardboard – NPC's who care about their lives make for a much more convincing NPC than those who are just functional puppets.
  - Reactions should be real – the dice may dictate the outcome, that doesn't mean that the NPC will like it.
  - If you care about your NPC's – they start to become a lot more real.
  - NPC's change their behaviour – when you care about something, you change your actions depending on what is happening.
  
- World Space
  - The world wants to remain the same.
  - Your world space will want to survive and to continue. The status quo must be preserved and all living things want to continue living.
  - Care = consequence. If the world space changes, you must care enough to ensure the changes are expressed throughout the game.
  - Institutions want to survive – they will fight to remain relevant, valid and operational.
  
- Rules
  - We should care about these to make sure that we do our best.
  - Rules empower – caring about the rules enables you to make quick calls, impartial calls and change rules in a logical way.
  
- Your task – care more about these three areas in your games.
- Actively try to care as your NPC might, care about your world space and brush up on your rules.



