



Throw the Dice! Let's GM - A New Way to GM

Full video link: <https://youtu.be/8hnKNa29ZdQ>

So you want to be a game master but the pressure of doing it and doing it well stops you from starting. How do you cope with all of the pressure and actually starting GMing?

Here is how I do it:

Break it down into 3 spheres or aspects to look at when learning to deal with the pressure of being the GM. These 3 aspects are fairly straight forward, they are:

1. Yourself as the GM
2. Your world
3. Your game

By looking at these 3 spheres of being the GM, we can then identify strengths and weaknesses in each of them. We can pinpoint areas that need to be worked on and areas that are already strong.

Let's look at each one:

- Yourself
 - What do you want? How do you like to game? What makes you happy?
 - Overcoming your fears of being the GM. You shouldn't be afraid – this is a game that you should enjoy.
 - Our focus as GMs needs to shift from making sure all the players have fun, to making sure that we ALL have fun together.
- Your world
 - What makes your world (your setting) work versus how much work you think you need to do.
 - Homebrew or pre-brew – whatever your setting or world, they are all the same. The players don't need to know as much as you think they do, and they care less than you hope.
 - The burden of information should be shared.
 - Information dumping – only we 'know' all the information. It's all made up. The players can do that too, and should.
 - We tend to invest time in the wrong places. Planning instead of understanding.
 - The world is fixed. Our own world changes all the time – politics, religions, history, trade etc. Why do RPGs say no?



