



Throw the Dice! Let's GM – Reimagining Yourself

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

In these GM notes, we're looking at ways in which you can begin to improve yourself and your own mind, in order to better prepare yourself to run a game of DnD or Pathfinder, or any game of your choice. We're looking at how to improve your mental space so that you can game in a better way as a GM.

- Why improve yourself?
 - What is the value in making the effort?
 - 'The game requires a lot' is a phrase I hear very often – it does only if you think it does, it actually doesn't.
 - Fear of the unknown – once you realise that you can control the unknown, you no longer need to fear.
 - Stop your expectations – forget what you think you should know/do/expect.
 - Identify your strengths – look honestly at your strengths and weaknesses as a role player. Look at what is it that you need to develop within yourself.

 - Work on developing and improving your Imagination – you can develop your imagination and make it work for you with practice.
 - You should allow yourself to have fun – you must be the most important person at the table from your own perspective.
 - You are not a service/service provider – you are one of the players of the roleplaying game, not an entertainer.
 - You should enjoy it – if you don't enjoy it, then why do it?
 - It is your game – therefore you must know what you like.

- You – The GM
 - Why do you like it? How do you do it? What makes you happy?
 - What type of GM are you? Knowing what type of GM you are will allow you to focus on your strengths.
 - Run what you like – don't be a slave to others.
 - What game do you want? What themes and ideas, stories and adventures excite you?
 - If you don't like the type of game you are running, then you are back to being a form of entertainment, not a role player.

- So taking all this information and starting to understand ourselves in terms of what we like & what we want and then in what kind of space can we have those two things come together.



- What do you like – list the games you like to play. List the stories you like to see unfold.
- Answer these questions:
 - What is your GM style? (Simulationist, narrator, actor, forever-GM etc.)
 - What do you like your games to be about?
 - What environment do you like playing in?
- This never ends – constantly work on your imagination, strengthening your personal likes, GM styles and so on.

Notes:

