



## Ten Ground Rules To Becoming a Great Game Master | Part 1

Full video link: <https://youtu.be/6Z1scWg9boU>

Today, we are looking at 10 fundamental truths or basic ground rules that will set up your entire RPG campaign. This is also what I consider to be the social contract that I have with my players – a set of guidelines and rules that all at the table agree to before starting to play.

1. Rules
  - a. Understand the core mechanics, you do not need to know all of them.
  - b. Most games are uniform – they have a core mechanic that is the basis for ALL the rest of the rules (usually).
  - c. Ask your fellow players – you are ALL responsible for the game, so get input and work as a team.
  - d. Streamlined rules – it makes each RPG unique and is part of modern game design, so use it to your advantage.
2. The GM is not responsible for the story
  - a. Everyone is responsible and all should be contributing to the story.
  - b. Everybody at the table is a player – including the GM.
3. Numbers are suggestions
  - a. Use them for inspiration, not restriction.
  - b. Rules remain the same – we must use the same rules and not change those mid-game.
4. Never be afraid to run away or surrender
  - a. It makes it real.
  - b. The GM is a player – you must roleplay the NPCs and monsters as if they are your own PC...would they happily die?
  - c. Everything wants to live – usually. Except the undead and vampires.
5. Everyone should have a goal
  - a. Every PC, NPC and monster should have a goal.
  - b. All must try to fulfill their goals – it makes your life as a DM so much easier if they do.



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