



HOW TO BE A GREAT GAME MASTER GM NOTES

The Ultimate Great Game Master Style

Full video link: https://youtu.be/x5_q3GBQtOs

What are the aspects of a great GM?

Today we are looking at how we take all the different styles of GMs that we've seen in the past 2 weeks combine them into what we call a 'Great GM'.

These are the qualities that I feel embody a Great GM:

- They respect the rules
 - They bring order, they bring equality and they bring neutrality.
 - They keep us all on the same page, within the same frame and are impartial.
 - Application is subjective – you choose how and when to apply them. Be consistent!
 - Combine rule of cool (ROC) and rules as written (RAW). Turn Rules as Written into cool moments by applying them in your own way, consistently.
- Their design isn't fixed
 - Explore and have fun within your world space.
 - Create a world space – not a fixed plot and not a pre-determined outcome.
 - We need consistency – we must constrain ourselves; we must guide our creative within a framework.
 - All players contribute to the design of the world – everyone at the table can add and build, and we must all acknowledge and respect that input.
 - When it comes to designing our adventures – remember that what has started must eventually finish.
- I am ALL
 - Maybe not yet but I will learn and practice.
 - Be ok with others not always being satisfied with your game – we can never please everyone, so we must please ourselves first and those who like us.
 - There are players that will enjoy some styles of GMs over others and that is ok!



