How You Can Use Tone & Atmosphere in Your RPG – GM Tips

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

Today we are looking at tone – how to make your players have all the feels.

Tone can be referred to as many things – the theme, atmosphere, mood. Whatever you label it as – tone refers to the feeling that your players get when they are in your world space. You want your players to feel like they are in a different world space and in a different adventure too.

Some important notes regarding tone in your roleplaying games:

- Changing tone – changes your adventure completely. So, it is important to understand tone.

- Tone = constraints. We want constraints! We want them all, and we want them to change from time to time, to give us alternatives.

- Use comfortable tones – never force tone upon your players, and always make sure everyone is comfortable with the tone.

- Tone can drift – over time your tone might drift, remember to refocus it or to lean into the new tone if everyone likes it.

- Choose tones that you find interesting and that you enjoy – do not force yourself to play a tone that you don't like. You are just as important as the players.

- Express your tone – display your tone in your world space, in your adventures and make sure that what you include is in alignment with your tone.

Now that you have your tone – you are ready to start planning your campaign. Which is what we will be discussing in next week's video!

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