



Mastering Your GM-Fu



GenCon 2006, Saturday August 12, 1:00 PM
Don't forget to pick up your free GM-Fu button!

Improve your GMing skills and strengthen your weak spots, learn tips and tricks for overcoming GM weaknesses, and hone your GMing skills — master your GM-fu.

The most important factor in GM success is *confidence*. Regardless of experience, every GM has flaws — the important thing is to view these merely as hindrances to be overcome rather than obstacles to progress. Be knowledgeable about yourself, and find ways to change or work around your weak points.

Common GMing weaknesses include:

Use this space for notes. If you need more room, there's a bit of extra space on the back of this sheet.

- Group Dynamics
 - Player Disputes
 - Social Contracts
- Prepping for Games
 - Too Much Prep
 - Not Enough Prep
 - Inefficient Prep
- Adventure Building
 - Railroading
- Improvisation
 - Not Being a Pushover
 - When to Wing It
- Time Management
 - Pacing
 - Spotlight Time
- NPCs
 - Creating Characters
 - Running NPCs

If you'd like to discuss any of these common weaknesses, put a check next to the ones you're interested in so that you'll remember to mention them.

What GMing skills would you like to improve? What problems do you find yourself running into regularly?

Jot down some notes about topics you'd like us to cover, and feel free to bring them up at any time during the seminar. Don't be embarrassed, either — we guarantee that you're not the only GM in the room dealing with the things on your list!

There's more! Flip over the page for a list of GMing resources.

GMing Resources

Want to work on your GM-Fu after the con? We've got you covered! Listed below are a variety of GMing resources.

Online

- Burning Void** - GMing articles, tips and other resources (www.burningvoid.com/rpg)
- Deep in the Game** - Highly accessible RPG theory discussion (bankuei.blogspot.com)
- FindPlay** - Free service to help you find players (findplay.anvilwerks.com)
- The Forge** - Messageboard community for independent RPGs (www.indie-rpgs.com)
- John Kim's RPG Site** - Articles, discussion and links to tons of resources (www.darkshire.net/~jbkim/rpg)
- Roleplaying Tips** - Weekly e-zine of GMing tips (www.roleplayingtips.com)
- RPG Blog** - RPG news, reviews, and analysis (www.rpgblog.org)
- RPGnet** - The largest RPG community on the web (www.rpg.net)
- Tabletop Adventures** - Publisher of system-neutral GMing resources (www.tabletopadventures.com)
- Treasure Tables** - GMing advice, tips, ideas and resources (www.treasuretables.org)

In Print

- Advanced Gamemaster's Guide** (Green Ronin)
- Dungeon Mastering for Dummies** (For Dummies)
- Dungeon Master's Guide II** (Wizards of the Coast)
- Gamemastering Secrets, 2nd Edition** (Grey Ghost Press)
- GM Mastery : NPC Essentials** (Impressions)
- Robin's Laws of Good Game Mastering** (Steve Jackson Games)

Acknowledgements

Mastering Your GM-Fu was run by Zachary Houghton, Vicki Potter, Martin Ralya and Phil Vecchione.

- Zachary Houghton** writes RPG Blog (www.rpgblog.org)
- Vicki Potter** is an editor for Tabletop Adventures (www.tabletopadventures.com)
- Martin Ralya** runs Treasure Tables (www.treasuretables.org)
- Phil Vecchione** runs DNaphil.com (www.dnaphil.com)

This worksheet was put together with help from the Treasure Tables GMing Wiki (www.treasuretables.org/wiki). Our thanks to the GMing community that helped make the wiki a handy resource for GMs!

The GM-Fu logo was designed by Phil Vecchione.

Thank You!

Thank you for attending Mastering Your GM-Fu! This seminar wouldn't have been possible without you, our fellow GMs, and we hope you learned some useful things and had a great time.

