

GM Name (Last, First): _____

Convention/Gathering: _____

Date (mm/dd/yy): ____/____/____

Scenario: _____

Type/Campaign: _____

Start Time: _____

GM Rating Sheet		Preparation	Positive Energy	Fairness	Focus		Fun	Total
		The GM's level of preparation: (0) Detracted from game (1) Did not detract (2) Enhanced game	The GM's energy and attitude: (0) Detracted from game (1) Did not detract (2) Enhanced game	How fair were GM's rulings and treatment of the players? (0) Occasionally or usually unfair (1) Usually or always fair	A. Was GM focused on the game? - Yes (1) or No (0) B. Did GM keep players focused on the game? - Yes (1) or No (0)		How much fun did you have? (0) No fun at all (1) A little bit of fun (2) Good amount of fun (3) A lot of fun	
Player Names:					A	B		
1			+	+	+	+	+	=
2			+	+	+	+	+	=
3			+	+	+	+	+	=
4			+	+	+	+	+	=
5			+	+	+	+	+	=
6			+	+	+	+	+	=
Average:		FOR COORDINATOR USE ONLY						
Player Comments (enter comments in the box corresponding with your number above):								
1.				4.				
2.				5.				
3.				6.				

GM Rating Sheet

GM Instructions: 1) Enter the GM name, scenario, convention or gathering, campaign, date, and start time in the appropriate spots as required. 2) After the conclusion of the module, hand the rating sheet to the closest player. 3) Player enters his/her full name in the first available row. 4) Player rates the GM using the criteria for each column (select one of the answers) and totals his/her score in the Total column. 5) Player writes any comments on the line corresponding to their row number. 6) Player hands the sheet to the next player at the table.

7) Repeat steps 3 to 6 until all players have entered ratings. 8) Take the rating sheet to the coordinator 9) Coordinator will tabulate averages for all columns and record ratings as needed. 10) After the convention/event is over, retrieve your rating sheets from the coordinator.

The 5 Principles: Why these five things? Regardless of rules system, genre, or style, everyone can agree that these five things are important. Every GM is unique, but the great ones have mastered these five principles. Since we want GMs to excel in these five areas, this rating sheet is designed to give them specific feedback on their performance in each. These categories can be rated objectively by players of all experience levels, unlike some criteria (such as role-playing ability or NPCs).

Below is more detailed information on each of the 5 Principles and techniques for improving your abilities in each area. For more information, visit RP-Artisans.org and click on the "5 Principles" link.

Preparation: It is critically important that you have read and fully understand the scenario. Be able to summarize the adventure from memory. Think through the scenario and try and guess what the players might do and what you might do in response. You need to know the story of the scenario, in case player actions take them outside the module. Understand the game mechanics of the NPCs and monsters and their motivations within the story so you can put yourself in the NPCs' shoes and make good decision. Knowing the module's setting will help you improvise in response to player actions.

A strong knowledge of the rules is important. This doesn't mean you must be an expert, but you should know how to handle the situation when you don't know a rule without wasting a lot of time. Don't be obsessed with being right all the time, or be afraid of being wrong all the time. Solve rules arguments quickly.

Positive Energy: It is your job to create an atmosphere in which people can have fun. Be passionate about the module and the setting. Don't slam the

scenario. Encourage players who are having fun in game and keep your finger on the pulse of the players. It is your responsibility to spice up a flagging game or cool off heated tempers. Always leave a good impression, make the conclusion enjoyable. Seek feedback from the players and thank them when it is given.

Fairness: Treat all the players fairly when making rules decisions, interacting as an NPC, or listening to the players' plans. Build an atmosphere of cooperation at the table and don't let an obnoxious player spoil the fun. Enable the players' ideas. Let them try even if they might fail. Don't give players more/less attention because they are your friends, attractive, have a different style of play, etc. The best GMs shift the game to suit each player throughout the session.

Focus: You owe the players your full attention, and they owe you theirs. You set the precedent: if you aren't focused, the players won't be. Show up on time. Don't

chat. Don't spend a lot of time reading the scenario. Don't reminisce about other games. Stay engaged and pay attention to what the players are doing. Don't get sidetracked, it may seem like the players are having fun but they may be upset if they don't finish the module.

Fun: Don't let combats drag on when the outcome is clear. Don't let the players flounder for long. Don't penalize the players for circumventing the scenario. The world should respond to what the characters do. Vary the pace and tone of encounters. Make the game memorable and give the players opportunities to create memorable moments.

The 5 Principles of Great Game Mastering

Preparation

The better you know what you are running, the more you can concentrate on running it. The more practice you have, the easier it will be.

Positive Energy

Your attitude sets the tone for the whole session. Your confidence and excitement brings energy to the game, and sets the players at ease.

Fun

It's a game.

Fairness

You are not in a competition with the players. You are working with them to create a story. Each of them deserves a chance to contribute.

Focus

Stay in the game. Anything you say or do that is not in the game sabotages everything else, and letting the players lose their focus is just as bad.