|  |  |  |
| --- | --- | --- |
| *Characteristic* | *Starting self-evaluation* | *Current self-evaluation* |
| **Improvisation**  Shared storytelling  Adapting to player choice  “Rolling” with the dice |  |  |
| **Roleplaying**  Allies  Antagonists  Other NPCs |  |  |
| **Challenge**  Mission & Purpose  Encounters  Puzzles |  |  |
| **Worldbuilding**  Narrative  Geography  Peoples |  |  |
| **Game knowledge**  Mechanics  Interactions When to modify rules |  |  |
| **Conflict resolution**  Player-Player  Player-DM  Outside world |  |  |
| **Logistics**  Planning  Scheduling  Creating positive spaces |  |  |

**What Makes a Good DM/GM?**

|  |  |  |
| --- | --- | --- |
| *Characteristic* | *Starting self-evaluation* | *Current self-evaluation* |
| **Improvisation**  Shared storytelling  Adapting to player choice  “Rolling” with the dice | **C-**  D  C  C | **A**  A  A  A |
| **Roleplaying**  Allies  Antagonists  Other NPCs | **B-**  B+  D+  B | **A**  A+  A-  A |
| **Challenge**  Mission & Purpose  Encounters  Puzzles | **D**  B  D  F | **B-**  A  B  D |
| **Worldbuilding**  Narrative  Geography  Peoples | **B-**  B  B+  C | **B+**  B+  B+  B+ |
| **Conflict resolution**  Player-Player  Player-DM  Outside world | **D**  F  C  C | **B+**  B  A  A |
| **Logistics**  Planning  Scheduling  Creating positive spaces | **C**  C-  C-  B | **B**  B  C  A |