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| --- | --- | --- |
| *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?**