Obsidian for TTRPGs

Vault(s)

One vault is best if you want to avoid duplicating notes (NPCs, locations, rules references, etc.)

Multiple vaults is best for a clean separation between sets of notes (one for D&D, one for Pathfinder, one for work, etc.)

Content vs. Config

Focus on **content** over **configuration**.

The content of your notes (not the configuration of your vault) will bring value to your game.

Tags vs. Properties

Don't add custom properties if you can help it.

Nested tags work just as well and keep your metadata simple.

Plugins

Keep it simple. Add plugins *only* when they solve a problem for you.

Avoid using plugins that litter your notes with otherwise useless syntax and configuration.

Abstract plugin syntax into their own notes to keep your content clean.

Principles

Organize the unorganized. Choose a location where all "unorganized" notes go first. You can always come back later to find a better permanent home for them.

Connections over structure. Search is really powerful and fast in Obsidian, which makes finding notes easy. So while file structure/folder hierarchy looks nice, a sophisticated strategy for it isn't really necessary.

Perfection is your enemy. A vault is just a place that keeps our notes. It shouldn't drain our time and energy.

External vs. Internal

External content is anything created and maintained by someone else. Think 5E SRD.

Keep external content in a separate directory within your vault.

Only add external content when you need it.

Add a few magic items for your session or the rule you keep forgetting rather than importing the entire SRD.