



How to Be a Great GM: Running Role Playing Games with Excellence (Paperback)

By Daniel Stevenson

Createspace, United States, 2011. Paperback. Book Condition: New. 203 x 127 mm. Language: English . Brand New Book ***** Print on Demand *****. This book is a How-to on running great Role Playing games. This is not the fool's guide. It is a text for making genuinely interested GMs into great GMs. The material can be implemented a chapter at a time to help a GM enhance an ongoing gaming experience without starting over. The book includes chapters on various aspects of running a Role Playing game such as Non-Player characters, props, prepping for a session, The illusion of Choice, and delivery. A bonus chapter addresses the issue of God and gaming. This long standing issue is discussed in a way that should be interesting to anyone who has ever encountered this debate. Persons who purchase the book may register on to receive a free bonus short story which stems from Pastor Dan's longstanding DD(TM) campaign and updates (optional) about new books and materials.

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