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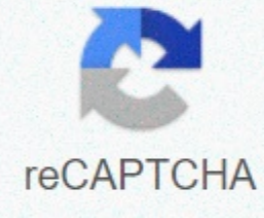**Continue**

# Pathfinder dm guide pdf

Whether you're playing Dungeon &amp; Dragons 5e or Pathfinder, here are my top 10 tips to engage your players and make your game run smoother! I've been GMing for more than a decade, used to running game 12 players for 2+ years, and been running an RPG publishing studio for 10 years and here are some of my favorite tips (without certain orders). Transfer from Magic Assembly by Artist Franz Vohwinkel1. Failed Perception Check Doesn't tell people they failed to check Percepton, just give them other information. I roll the perception to find traps. You see a ganjor crack on one of the floor tiles. (And they actually missed the Perception check and carefully avoided suspicious, mundane, cracked.) 2. Unique Enemies Distracting PlayerPlayers go nuts when you describe one enemy as special or different, even if they are the same monster. For example, if your player faces a giant 3 you'll typically describe it like that: three menacing giants with cleavers close to you, brand weapons and give you a hungry look. Now apply this rule, you'll do this: Three menacing giants with cleavers close to you, brandish guns and give you a hungry look. One of them has a blue warpaint and a plume of horses on his ornate helmet. Now they're all the same monsters. One just sounds more dangerous and special. Players will often treat these special enemies (avoid them, try to take it first, or perhaps just stay suspicious). This is actually a proposed trick in the Ravenloft Campaign Settings that I've been using for years.3. KudosAny (or GM) players can give any other player kudos for something they do. Kudos is like a thumbs up and it should be given for the player to do something cool. Players can use kudos to roll back the dace (take new results, regardless of what it is) or get +1 on a roll. Players can't use more than 1 kudos per round and they don't carry more across sessions. They should not be passed on to frequently and GM can step in if needed (I never had that happened though). This was originally something I learned from Dayton Johnson and I had widely adopted it.4. CoolDepending rules on games and people in it, I use so-called Cool Rules. Basically, if the stunt that players take play for their game theme never gets a penalty on him, only a bonus. For example: if you play in a barbarian-themed game Conan or something) and you want to jump off a cliff and surround a guy in half ... I will not assign falling damage or try to impose a penalty -8 on the attack rolls to make an attack while falling. I'll give you a +2 bonus and tell you to roll over. People want to tell a good story. No story D&amp;d; Great D ever goes, So I ran until this big knight, crazy loud, I whisked at all my and then he killed me in one round! The rules only apply when they improve the story. This is not suitable for all games or players but, in the right game, it's a lot of fun.5. I Know A GuyIni is the recent one from David Nett. Once every game a player can claim to know a man and then quickly sketch that NPC &amp; relationship (fewer details are usually better). After the declaration, NPC existed. When players interact with NPC, they're not sure how they'll accept it. They need to make an unknown Charisma vs. DC examination to determine their initial attitude. I have been using this recently and it is BLAST!6. The Player Feedback Form has a very simple form that helps me recognize the players. Please copy this and use it as much as you want. (To copy hitting 3 vertical dots at the top right of the page and click make a copy, then send the copy to your player.) I make one for every game I run. . Trust your PlayersIf, you can't trust your players to be honest about what they roll, you have bigger problems. It is good to check their sheets, especially when something doesn't feel right and especially for new players but, in general, gives players the benefit of the doubt. There are MANY rules and a lot of cheats actually people just don't understand the rules. Let players roll with physical dice in online games, don't make them record their HP rolls and send them to you, etc. Trust them and tell them that. If the players want to cheat, they will. Create an environment where the player trusts you. Paranoid Delusions of the Magic Assembly by Artist Christopher Moeller8. Five Minutes Turn for a larger GroupWhen group (or high level) I tend to start the 5 min turn rule. This means your players need to stay engaged and ready to act when their turn rolls. I stopped turning at 5 minutes no matter what they had done (maybe the fighter just rolled 3 of his 5 attacks). After the first time this happened, the player got the idea. Don't be a sticker about this if you use it.9. Pre-RollingKind builds on #7 and #8, let your players roll the chest earlier. Did they record it. This accelerates the game a lot. For example, the fighter might say,Ok. I wind up 3 attacks as an act of full attack. I got a total of 23 to hit in the first, 18 in the second, and only 4 in the third. I deal 16 damages with the first if it hits, 19 the second, and 14 with the latter. Oh yes, and that includes a power attack. Then you, as GM, can say Ok, cool. You hit on the first and second. It has 5 DR so reduce each with 5. This allows the game progress quickly. Now, things may change and the actions of the person may not be legal and they may still have to roll normally, but it is a great help if the player knows to what they will do.10. Milestone LevelingThere is an alternative way to have a character level until I prefer. Rather than calculating how much the group's EXP gets, it's easier and more tied to the narrative of the game to have the level of players once they've achieved some story goals. For example, if you tell your players it is their job to go this dragon's slab, they flaten after they deliver the dragon. Always communicate what their next achievements are. This frees them up to take a smart approach to trouble (rather than just killing everything for the EXP) and making sure they are directed towards goal. Page 2Whether you play Dungeon &amp; Dragons 5e or Pathfinder, here are my top 10 tips to engage your players and make your game run smoother! I've been GMing for more than a decade, used to running game 12 players for 2+ years, and been running an RPG publishing studio for 10 years and here are some of my favorite tips (without certain orders). Transfer from Magic Assembly by Artist Franz Vohwinkel1. 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