

So, It's Your First Time GMing...

First of all, thanks! Trust us when we tell you that it's hard work coordinating regular events, but we couldn't do it at all without volunteer GMs. We really appreciate your willingness to step up and help us out.

Some general advice that you might find helpful:

On Preparation:

- Read the scenario twice, if you can. Once to get an overall feel (the summary section at the beginning is useful) and once for more detail. It might help to highlight important details like faction missions, NPC names, etc.
- Look up the monsters, their abilities and spells. Consider printing off relevant sections of the Bestiary from the PRD, or putting index cards in your Bestiary as bookmarks. Make notes on abilities you think you might forget about.
- If you can, try searching the GM section on the PFS boards for the scenario you're going to run. These can be a great place to find out what might "go wrong."

On GMing at the Table:

- Be honest with your players. If you're not 100% about the rules – and none of us are! – let them know that they should feel free to point it out in the middle of the game. But also be clear that your call will stand, and if you need to keep the game moving, you will – you don't necessarily have to stop to look up the rules.
- Keep things moving. Don't let things get bogged down in combat, and try to encourage your players to be ready to take their turn when it comes up – announcing who is on deck as well as whose turn it is can help with this.
- Be flexible. Many times players do things you weren't expecting. That's okay. Roll with it, and make stuff up on the fly. Try to say "Yes, but..." or "Yes, and..." instead of "No," when they ask if they can try something.

On Learning

- None of us is a rules encyclopedia. Try to make a note of two or three rules questions that come up during the game that you didn't know the answer to, and then look them up after the game is over. There may be more than two or three – don't worry about *everything* you miss. If you get two or three that come up every session, you'll learn the important stuff quickly.

That's it! On the back of this page is a checklist you can use at your event to keep things on-track and make sure you don't miss anything.

Pathfinder Society GameMaster's Checklist

Materials to Bring:

- Scenario
- Minis
- Battle Map/Flip Mats/Map Packs
- Markers to go with the maps
- Dice
- Pen and Pencil
- Photocopies of Chronicles
- Reporting Sheet
- Core Assumption Books (*Core Rulebook, Bestiary, PFS Field Guide, PFS Guide to Organized Play*)

Before You Start the Scenario:

- Make sure all the players have a character. If needed, get pregen(s) from the coordinator.
- Make sure all the players have a PFS number. If needed, get new player's card(s)/number(s) from the coordinator.
- Get the players to fill in the reporting sheet with their character names and PFS numbers.
- If you have time, fill out the event information at the bottom of the chronicles. Even better – have the players fill out their name and their character name at the top. Even even better – have the players make their Day Job rolls ahead of time.
- Give out each player's faction mission. (This is to personal taste. Some GMs like to give them their faction mission in-game.)
- Ask each player to introduce themselves and their characters.

After the Scenario is Over:

- Give players the chance to make Day Job rolls.
- Fill out the chronicles and pass them out to the players.
- Fill in the reporting sheet with each player's earned prestige points.
- Return the reporting sheet to the coordinator.

Pathfinder Society Coordinator's Checklist

Materials to Bring:

- Pregenerated Characters
- Extra Reporting Sheets
- Extra PFS numbers and cards
- Extra GMing supplies (Minis, Dice, Generic Battlemats, Markers, etc.)
- Extra pens and pencils
- Core Assumption Books (*Core Rulebook*, *Bestiary*, *PFS Field Guide*)

On Arrival:

- Greet the players. Be welcoming. Ask if any players have any questions or needs anything. (Try to be especially welcoming to new players.)
- Check in with the GMs. Make sure they have everything they need. In particular, make sure they know the Event Code for filling out chronicles.

After the Session is Over:

- Make sure that new players understand Chronicles and the nature of PFS Organized Play.
- Help GMs with the paperwork, if needed.
- Collect the Reporting Sheets.
- Report the session at Paizo.com