

D&D: This is Vorpal Mace

Dragonfire 2013

SCORE YOUR DM	
DM name	Table no (be creative):
Team name (if applicable):	

Teams should fill in this sheet in consultation, i.e. not just one or two players should contribute, but the whole team.

PLEASE CIRCLE THE APPROPRIATE SCORE.

Score your DM on the following points, on a scale of 0 to 5, where

0 = none, non-existent, nothing

1 = pitiful, really excruciatingly bad

2 = not very good at all

3 = rather good, really

4 = excellent, highly competent

5 = outstanding, superb, knocked your socks off

Rate your DM on the following characteristics:

1. Their handling of the setting of the module (a blend of fantasy and rock music pop culture).

0 1 2 3 4 5 (x2)

2. Their ability to convey the atmosphere of the gigs and the bardic scene in general.

0 1 2 3 4 5 (x2)

3. Their ability to create tension and excitement at the appropriate moments.

0 1 2 3 4 5 (x2)

4. How smoothly and realistically they used the rules system generally ...

0 1 2 3 4 5

5. ... and specifically musical scenes.

0 1 2 3 4 5

6. How well they encouraged roleplaying – allowing time for character interaction, referring to players by character name, interacting with the group as players rather than characters.

0 1 2 3 4 5 (x2)

7. Their control of the group; how well they dealt with demands for attention, argument, general bullshit.

0 1 2 3 4 5

8. The pace of their DMing – whether the module ran too fast or too slowly, or about right.

0 1 2 3 4 5 (x2)

9. Their running of NPCs – how well they were roleplayed, how well they interacted with the group.

0 1 2 3 4 5 (x2)

10. Their running of NPCs on a strategic level – whether they used all NPC abilities/resources to properly challenge you as players.

0 1 2 3 4 5

11. Their understanding of the module and their ability to give you as players a coherent sense of what was going on.

0 1 2 3 4 5 (x2)

12. How much overall enjoyment you got from this DM.

0 1 2 3 4 5 (x2)

TOTAL POINTS (out of 100)

What things did you most like about this DM and their handling of this module?

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What things did you most hate?

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Briefly, what did you think of this DM overall?

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