



# Treasure Tables

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## How to Take Simple (Yet Badass) GM Notes

Welcome to **How to Take Simple (Yet Badass) GM Notes**, the fourth free PDF from Treasure Tables! This PDF features all-new material, and was released to celebrate TT's first anniversary (July 11,2005 to July 11,2006). Enjoy!

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I learned to take notes this way in high school, and it's a method that has served me well ever since. (Thank you, Ms. Grist!) Not only did it work well in classes, but it's been a lifesaver at the gaming table, too.

This technique is geared towards producing legible, informative notes quickly during a session, all without interrupting the game's momentum.

### REQUIREMENTS

To use this technique, you'll need a standard-width pad of paper and a pen or pencil. Because not all of your

notes will start on the lefthand side of the page, smaller pads fill up too quickly. And it doesn't matter whether you use a pen or pencil, just don't use anything too large (like a marker.)

### STRUCTURE

This technique revolves around writing a note about a single topic, and then fleshing it out with sub-notes and sub-sub-notes. Dashes, indentation and asterisks are the keys to making this approach work well.

## A COMPLETE SAMPLE NOTE, INCLUDING SUB-NOTES AND SUB-SUB-NOTES

- A note about a single important topic, covering the basics without taking up too much room.
  - A sub-note that modifies, adds to or addresses a specific aspect of the main note.
  - A second sub-note, also applying to the main note. If the note runs more than one line, indent subsequent lines to match the first one.
    - A sub-sub-note that deals with a specific element of the sub-note above it.
  - \* A sub-note (again modifying the main note) that is actually quite important – hence the asterisk.

Each topic important enough to warrant a new note starts on the left side of the page. Sub-notes (and sub-sub-notes, etc.) are added beneath the original note.

Write the page number somewhere on every page, so you can re-order them if they get shuffled around. Also write the campaign name, session title and session date on the top of each page. It's often best to do this after (instead of during) the session.

There are several advantages to this approach.

### SMALL PACKETS OF INFORMATION

Instead of putting everything together in paragraph form, your notes are broken down into smaller pieces. Each significant point is its own note (or sub-note), which makes it easy to find what you need during play.

### PAGES ARE EASY TO SCAN

When you look over a page of notes written using this technique, the most important stuff – the lines that aren't indented at all – jumps right out at you.

### ROOM FOR MORE

If you need to add something to a note later, you can usually write it in the space next to indented sub-notes (and sub-sub-notes, etc.).

### EASY TO SCAN

If you write campaign journals that describe your sessions, you'll find that these notes are very easy to expand into a longer form. The structure of the notes themselves in many ways mirrors the structure of your session, and they scan well.



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