

# Table of Contents

# GM Credit

GMs earn [GM credits](#), [Achievement Points](#), and a [Chronicle](#) the first time they GM an adventure. Any subsequent GM sessions earn GM credits and AcP, but no chronicle unless the adventure has the repeatable tag. Chronicles earned by GMing must be assigned to characters when received, but do not need to be applied until later. See [Applying Chronicles](#) for more details. GMs have a few special rules for assigning and applying chronicles:

- Chronicles earned from GMing provide full rewards. That includes all Treasure Bundles/Gold, XP, Reputation, Downtime Days, and access to items and boons.
- GMs can choose not to receive a Chronicle for any game they run, deferring it to a future run.
- GMs can assign Chronicles to characters currently playing another adventure. In this case, apply the Chronicle after the character completes their current adventure.
- Chronicles earned by GMing and playing count equally for the one Chronicle per character rule.
- When a chronicle is assigned to a character who is below the minimum level of the adventure, treat it as if the GM had played a pregenerated character at the minimum level of the adventure.
- The GM can choose any combination of checkboxes / boons / rewards that could have been earned by a player.

# GM Glyphs

The Pathfinder Society (second edition) offers GMs recognition in the form of glyphs based on the amount of GM credit earned. GM glyphs are visible on your Organized Play ID card and in the [paizo.com](#) forums. GMs obtain the first four levels of glyphs automatically by running and reporting games.

- 1 Glyph = 10 GM credits
- 2 Glyphs = 30 GM credits
- 3 Glyphs = 60 GM credits
- 4 Glyphs = 100 GM credits

Each Scenario run Grants 1 credit. Quests grant 1/4 credit. Other products grant varying amounts of credits.

To earn 5 glyphs, a GM must fulfill the following criteria:

- Earn 150 GM credits
- Run and report 50 unique adventures
- Run and report 10 adventures with the Exclusive or Glyph tag. With the exception of multi-table interactives, a particular scenario can earn credit for a maximum of 3 of those 10.
- Complete 3 evaluation games in the presence of a Qualified Evaluator (A venture-captain, regional venture-coordinator, or Paizo Organized Play staffer) using the Organized Play rubric.

If no Qualified Evaluator is willing or able to evaluate a GM due to unreasonable travel requirements or similar reasons, the GM can contact their regional venture-coordinator. In such cases, their RVC can designate a 5-glyph GM, a venture-lieutenant, or other trusted community member as a Qualified Evaluator for that GM.

To fully experience the benefits of peer review and feedback, we recommend the following observation schedule:

- 0-10 GM Credits: You're getting your feet wet. Thanks for GMing!
- 11-49 GM Credits: Use the rubric to get a feel for organized play best practices. Consider having a fellow GM sit at your table and give feedback.
- 50-99 GM Credits: Ask any venture-officers at

your tables to do a rubric evaluation to give feedback as if it were an evaluation game.

- 100 GM Credits: Ask a qualifying observer to complete a formal evaluation.

All GMs receive the following rewards to use as a player based on the number of GM glyphs that they have earned.

- During initial [Hero Point distribution](#), players who have GM Glyphs receive Hero Points equal to their glyphs to distribute to the table. A player cannot gain more than one additional Hero Point from glyphs.
- A number of Chronicle earning Scenario replays equal to one per glyph earned. When using one of these replays, make a note on the chronicle or in your digital record.

Paizo recognizes all 5-glyph GMs by name on blogs on [paizo.com](#).

## Organized Play Rubric

Aspect	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations
<b>The GM's preparation allowed for smooth game flow.</b>	The GM had to check on information repeatedly throughout the session, and/or took long pauses to figure out what happens next.	The GM had to check on things throughout, but the game did not experience extensive delays.	The GM was able to keep the flow of the game consistent, and the GM dealt with unforeseen challenges by exercising skilled time management.

<b>The GM had a solid understanding of the rules to the game</b>	The GM has basic rules knowledge, but frequent breaks or questions impacted the flow of the game. GM did not know the majority of the rules. GM defaulted to arbitrary ad hoc rulings. GM confused rules between game systems consistently. GM did not allow players to question GM rulings made at the table.	The GM had average rules knowledge, and questions did not impact the flow of the game. GM knew the most common rules of the game well and did not have confusion between game systems allowed players to question GM rulings and resolved questions in a professional manner.	The GM had solid rules knowledge, and kept the game flowing while handling questions. GM acknowledged when a rule is unclear or when the GM made a mistake. GM did not have confusion between game systems. If a rules challenge arose, the GM handled it fairly and consistently.
--	--	---	--

<p><b>The GM took efforts to make the game distinct and interesting.</b></p>	<p>The GM made little attempt at tying in setting, NPCs, or imagery to convey an imaginative setting. GM did not provide opportunities for players to engage with the storyline.</p>	<p>The GM made a reasonable effort to make the game distinct in at least one meaningful way, such as deeply roleplaying the NPCs, using setting specific terms and lore to increase immersion, or using words with imagery to describe the environment, situations.</p>	<p>The GM put in an excellent effort to make the game distinct, using multiple techniques off the “meets expectation” list.</p>
--	--	---	---

**GM presented the scenario as written.** The GM followed the gist of the storyline but adjusted content. The GM did not run encounters