

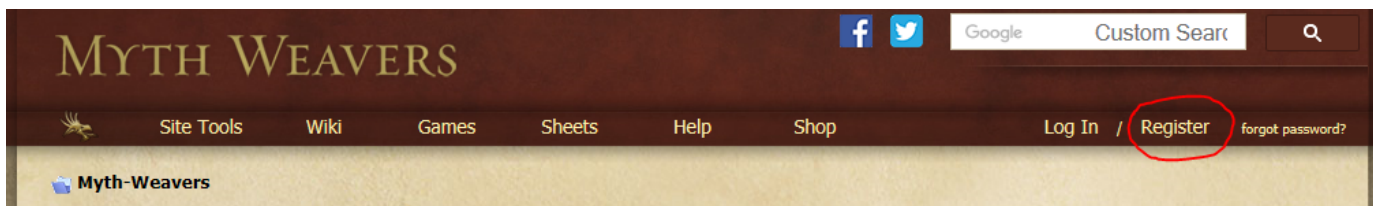
# A Guide for playing PFS on Myth Weavers

<b>Joining Myth Weavers and the PFS Community</b>	<b>2</b>
<b>Adding your PC to the game</b>	<b>3</b>
Creating a character sheet	3
Adding your sheet to the game	4
Backing up your character sheet	5
Creating your PC Registry thread	5
<b>Joining a game</b>	<b>7</b>
<b>Posting to the Game</b>	<b>8</b>
Rolling dice	9
Sheetroll	11
<b>Contact Information</b>	<b>12</b>

## Joining Myth Weavers and the PFS Community

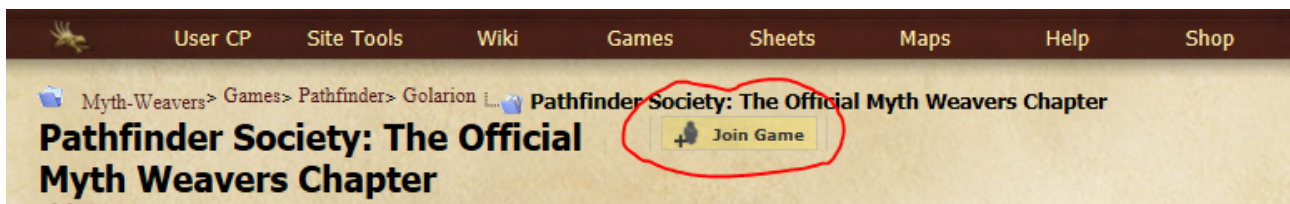
So you've decided to give Pathfinder Society via play-by-post on Myth Weavers a try. Great! Welcome!

If you don't have one, creating a Myth Weavers account is free and easy. <https://www.myth-weavers.com/>



After you've registered, the first thing you'll want to do, if you haven't done so is join our game forum.

<https://www.myth-weavers.com/game.php?q=10073>



Select Player then click submit. A GM will approve your request to join quickly.

The screenshot shows the 'Join Game' form. At the top, it says 'Select the member type you would like to join as.' with a dropdown menu showing 'Reader', 'Player' (selected), and 'GM'. Below this is a rich text editor with a toolbar containing various formatting options like bold, italic, underline, text color, background color, bulleted list, numbered list, link, unlink, image, video, and spoiler. The text area contains the message 'Hello, I'm interested in joining your game.' At the bottom left of the form is a yellow 'Submit' button.

Once you've been approved to join you will see a link to the game forum on your home page:

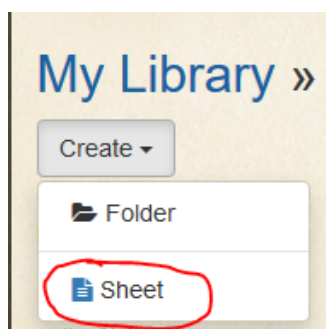
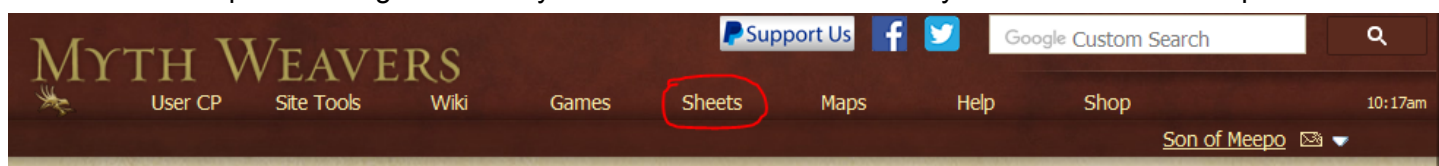


You can also access the game forum from this link. <https://www.myth-weavers.com/forumdisplay.php?f=19749>

## Adding your PC to the game

### Creating a character sheet

The next most important thing is to enter your character sheet into the Myth Weavers character profiler:



In the form below enter the character name, leave Private Character as No and select Pathfinder as the sheet template. (I do not recommend using Pathfinder [experimental].)

### New Sheet

**Character Name**

**Private Character** ☐ Yes ☒ No  
Private characters are only viewable by users with permission.

**Sheet Template**

The new sheet will appear in your list:

	Name	Template	Game	⚙	⬇
👁	Abdul Almas	Pathfinder		⚙	⬇

Clicking the character name link will open the sheet in a new tab. Here you will enter your character details as if you were filling out a paper character sheet. Some of the details will be calculated for you, but you can always overwrite the calculated values if needed.

Myth-Weavers **Abdul Almas** [Support Us](#) [Settings](#) [Share](#) [Save](#)

Abdul Almas Son of Meepo N 3 6  
 Character Name Player Alignment Current XP Next Level XP XP Change  
 Bloodrager Half-Orc (Sandkin) PFS (2608-14) Sarenrae  
 Class Race Campaign Deity XP Speed(S/M/F)  
 2 M 19 M Height Weight Eyes Hair  
 Level Size Age Gender

Ability	Score	Mod	Temp Score	Temp Mod	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
STR	18	4			18	18		2d10+2	
DEX	14	2			18	10 + 6 + 0 + 2 + 0 + 0 + 0 + 0 + 0			
CON	13	1			12	Flat-footed	16		
INT	12	1			18	FCMD	16		
WIS	8	-1			2	Dex	Misc		
CHA	12	1			30	Speed	Armor Type		

Hero Points  Caster Level

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	4	3	1	0	0	0
REFLEX	2	0	2	0	0	0
WILL	-1	0	-1	0	0	0

	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
MELEE	+6	2	4	0	0	0
CMB	+6	2	4	0	0	0
RANGED	+4	2	2	0	0	0

Weapon	Total Attack Bonus	Damage	Critical	Range
Masterwork Falchion	7	2d4+6	18-20/x2	
Special Properties	Ammunition	Weight	Size	Type
		8	M	S
Weapon	Total Attack Bonus	Damage	Critical	Range
Javelin	4	1d6+4	x2	30'
Special Properties	Ammunition	Weight	Size	Type
	9	18	M	P

Light Load  100  
 Med Load  200  
 Max Load  300  
 Over Head  300  
 Off Ground  600  
 Push/ Drag  1500

Remember to click Save periodically so that you don't lose your work. You can only save once every 10 seconds.

Once your sheet is done, you will want to have the sheet automatically generate a stat block for you. The stat block is a formatted summary that you should add to your posts. If you make changes to your stats during or between adventures, you will want to regenerate the stat block. Always Save after generating the stat block.

**Statistic Block [ NPC GEN IMPORT ] [ GENERATE STATBLOCK ]**

```
[URL=http://www.myth-weavers.com/sheet.html?id=728501][B][SIZE=+1]Abdul Almas[/SIZE][B][URL]
M N Half-Orc (Sandkin) Bloodrager, [B]Level[/B] 1, [B]Init[/B] 2, [B]HP[/B] 11/11, [B]Speed[/B] 30
[B]AC[/B] 17, [B]Touch[/B] 12, [B]Flat-footed[/B] 15, [B]CMD[/B] 17, [B]Fort[/B] 3, [B]Ref[/B] 2, [B]Will[/B] -1, [B]CMB[/B] +5, [B]Base Attack Bonus[/B] 1
[B] Falchion [B] 5 (2d4+6, 18-20/x2)
[B] Javelin (9) [B] 3 (1d6+4, x2)
[B] Scale Mail [B] (+5 Armor, +2 Dex)
[B]Abilities[/B] Str 18, Dex 14, Con 13, Int 12, Wis 8, Cha 12
[B]Condition[/B] None
```

Adding your sheet to the game

Finally you need to add the sheet to the game. Click the gear icon from the sheet list.

Name	Template	Game		
Abdul Almas	Pathfinder			

Select the Game as Pathfinder Society: The Official Myth Weavers Chapter and then click Edit Sheet.

## Editing Abdul Almas

**Character Name**

**Private Character** ☐ Yes ☒ No  
Private characters are only viewable by users with permission.

**Game**

[Edit Sheet](#)

### Backing up your character sheet

Now, and after every adventure, you should take a JSON backup of your sheet in case there is any problem resulting in a data loss. Click the download icon to the right of the gear. If there is a problem, you can upload the JSON file as a new character sheet.

	Name	Template	Game	⚙️	⬇️
👁️	Abdul Almas	Pathfinder		⚙️	⬇️

### Creating your PC Registry thread

Once the character sheet is done, you will want to add it to the player registry threads. The registry is used to store links to information for your PFS character.

**Main ThreadGroup**  
(edit)

- 📖 Initiate Training  
May 04 5:45am
- 📖 Pathfinder Lounge  
Jun 15 5:29am
- 📖 **Player Registry**  
Jun 15 12:10am
- 📖 Venture Captains  
Jun 15 10:35am

You can either have one thread per PC or create one thread for all your PCs and have a separate PC per post.

**Pathfinder Society: The Official Myth Weavers Chapter**


🔍 📄 📖 ⚙️ ⚙️ **Post New Thread**

Main ThreadGroup (edit)	Thread / Thread Starter	Last Post
📖 Initiate Training May 04 5:45am	<b>Sticky:</b> New Scenario Tracking Sheet 🗨️ 8 🗨️ 1,015 Son of Meepo	Nov 14 '16 7:07pm by shaventalz 🗨️
📖 Pathfinder Lounge Jun 15 5:29am	<b>Sticky:</b> Blank Inventory Tracking Sheet 🗨️ 2 🗨️ 1,561 Greydoak	Nov 14 '16 5:21pm by Hawklar 🗨️
<b>Player Registry</b> Jun 15 12:10am	<b>Sticky:</b> Faction Journal Cards 🗨️ 1 🗨️ 1,104 Greydoak	Apr 21 '15 6:21pm by Greydoak 🗨️
📖 Venture Captains Jun 15 10:35am		

The top section contains the post template that I use for making in-character posts for this PC, the bottom section contains additional information such as PFS PC number, faction, and links to the Paizo alias for the PC and link to the PC records.

Some GMs will want to review your past chronicles and your ITS, so you should have a way of uploading a digital copy, either by scanning them in or taking a picture.

I upload my records to a separate folder on Google Drive for each PC, but you can also add attachments directly to the thread. If you use the attachment method however, there is a limit per post, so I advise that in this case, you use one thread per PC.




**Son of Meepo**  
Great Wyrms

Feb 25 '16, 9:04am

Report Edit Reply

---

**2608-14: Abdul Almas - Half-Orc Bloodrager (level 2)**



An ugly looking half-orc bearing many of the monstrous features of his orcish parentage as well as scars of battle is dressed in desert clothing. His most prominent weapon is his falchion.

However, when he speaks his masterful elocution points to his refined upbringing.

**Salutations sirs. My name is Abdul. It is my pleasure to make your acquaintance.**

Show statblock

---

**Pathfinder Society Number:** 2608-14  
**Faction:** Scarab Sages  
**Chronicles and Inventory Tracking Sheet:** <https://drive.google.com/drive/folde...1ZWVHFpZ2FqY0U>  
**Paizo Character Profile:** <http://paizo.com/people/AbdulAlmas>

Quote Reply top

This space intentionally left blank.

Last edited by Son of Meepo; Today at 11:12am.

Here is the code used to generate the above post. You can use this as a template for your registry thread:

```
[floatleft][IMG2=150]https://stormfroth.files.wordpress.com/2009/10/pzo9208-halforc.jpg[/IMG2][floatleft]
An ugly looking half-orc bearing many of the monstrous features of his orcish parentage as well as
scars of battle is dressed in desert clothing. His most prominent weapon is his falchion.

However, when he speaks his masterful elocution points to his refined upbringing.

[COLOR="Purple"][b]Salutations sirs. My name is Abdul. It is my pleasure to make your
acquaintance.[/b][/COLOR]
[fb=728501;sp][fb]

[hr][hr]

[b]Pathfinder Society Number:[/b] 2608-14
[b]Faction:[/b] Scarab Sages
[B]Chronicles and Inventory Tracking Sheet:[/B]
[url]https://drive.google.com/drive/folders/0B1N6gtzec0JTd1ZWVHFpZ2FqY0U[/url]
[b]Paizo Character Profile:[/b] [url]http://paizo.com/people/AbdulAlmas[/url]
```

Let's dissect parts of that post so you understand how to format your own.

```
[floatleft][IMG2=150]https://stormfroth.files.wordpress.com/2009/10/pzo9208-halforc.jpg[/IMG2][floatleft]
```

I've selected this image for my PC: <https://stormfroth.files.wordpress.com/2009/10/pzo9208-halforc.jpg>

The IMG2 tag is a sizable image tag. The parameter is the width of the image, the height is scaled proportionally:

Location:	<a href="https://stormfroth.files.wordpress.com/2009/10/pzo9208-halforc.jpg">https://stormfroth.files.wordpress.com/2009/10/pzo9208-halforc.jpg</a>
Type:	JPEG Image
Size:	78.02 KB (79,890 bytes)
Dimensions:	534px × 750px (scaled to 150px × 211px)

The floatleft tag positions the image on the left of the post and the rest of the text flows around the image to the right.

```
[COLOR="Purple"][b]Salutations sirs. My name is Abdul. It is my pleasure to make your acquaintance.[/b][/COLOR]
```

In addition to the usual bold ([b]), italic ([i]), and underline ([u]) tags you can also color your text.

```
[sb=728501;sp][sb]
```

The sb tag is how you post a stat block (the one you generated when you created the sheet). In order for the sb tag to work, the sheet must be added to the game.

The first parameter is the character sheet number:

<https://www.myth-weavers.com/sheet.html#id=728501>

The second parameter is the display option:

sp = put the stat block into a spoiler.

show = put the stat block into a fieldset.

free = don't wrap the stat block in anything.

The preferred option is sp because it causes less clutter in the game thread.

## Joining a game

Now your character is ready to join a game.

To join a game look into the main thread group periodically for open musters:

Games that indicate MUSTER OPEN are accepting players. MUSTER CLOSED means the game is not accepting players and is getting ready to begin.

Joining most game in Myth Weavers is first come, first served. Once you've posted the required information to join, you are in. In rare cases, a GM may have special requirements for PCs to join the game.

Main ThreadGroup (edit)		Thread / Thread Starter	Last Post	
	Sticky:	<b>Announcements</b> 12 4,082 Greydoak	Feb 7 '17 10:09am by Son of Meepo	<input type="checkbox"/>
Initiate Training May 04 5:45am	Sticky:	<b>New Player FAQ: Please Read!</b> 0 2,790 Greydoak	Jun 14 '13 2:49pm by Greydoak	<input type="checkbox"/>
Pathfinder Lounge Jun 15 5:29am	Sticky:	<b>New Players: Welcome to the Pathfinder Society!</b> 0 2,487 Greydoak	Jun 14 '13 2:35pm by Greydoak	<input type="checkbox"/>
Player Registry Jun 15 12:10am	Sticky:	<b>Official Rules</b> 0 2,459 Greydoak	Jun 14 '13 2:35pm by Greydoak	<input type="checkbox"/>
Venture Captains Jun 15 10:35am	MUSTER OPEN	<b>5-20 The Sealed Gate</b> 21 320 Son of Meepo	Today 10:41am by Son of Meepo	<input type="checkbox"/>
- Aerondor: 5-15 Jun 15 12:41am	MUSTER OPEN	<b>8-16 House of Harmonious Wisdom</b> 21 283 Son of Meepo	Yesterday 8:33pm by Son of Meepo	<input type="checkbox"/>
- Chthonicthul: DoF Jun 16 8:50am		<b>Waiting for a game?</b> (1 2 3 4 5 ... Last Page) 579 21,500 Son of Meepo	May 28 '17 6:13pm by Son of Meepo	<input type="checkbox"/>
- Prospero: True Dragons Jun 17 11:24am				
- shaven: Silverhex				

In order to make sure that the same people don't get into every game, there is a soft limit to joining games. The limit is 2 games plus 1 game for every game you are currently GMing when the muster goes up. So if you are GMing 2 games, your playing limit is 4. This limit is only in effect for the first 48 hours after a muster is posted. If there are still additional seats available after 48 hours, you are welcome to join regardless of how many games you are currently playing in.

**Note: Multi-table specials and PBP Gameday games are exempt from the limit.**

Once the game is ready to begin, the GM will create a thread group for his game and create the IC, OOC, bookkeeping, and character depository threads (and possibly other threads as needed) and add a link to the thread group to the recruiting thread.

You should add your character to the depository (usually this would be your post template and link to your registry thread) and then check into the OOC thread. If you don't do this within a day or two, your GM may decide to recruit someone else to take your place.

If you don't see a game to join but there is a scenario you are interested in playing, you can inquire about it in the 'Waiting for game?' thread.

## Posting to the Game

If you've created a post template in the registry thread, most of the work has been done for you. Just copy that template code and modify the text to describe your actions.

The basic formatting tags should be all you need, but you can find additional formatting tags described here:

<https://www.myth-weavers.com/misc.php?do=bbcode>

<https://www.myth-weavers.com/wiki/index.php/Help:Myth-Weavers:bbCode>

## Rolling dice

The most important thing besides your descriptions and speech for your PC is the dice rolling. To roll a dice in Myth Weavers, the user of the roll tag or sheetroll tag is recommended. You can also use dice and sheetdice, but the output is not as compact.

The basic rolling syntax is:

```
[roll=Action]1d20+6[/roll]
```

In the post you will see the word “Action” with a link. If you hover over or click on the link the roll and result will pop up.

However, if you add ‘z’ to the end of the roll, the total will be displayed after ‘Action’. Let’s say the d20 comes up a 12. Then this roll:

```
[roll=Action]1d20+6z[/roll]
```

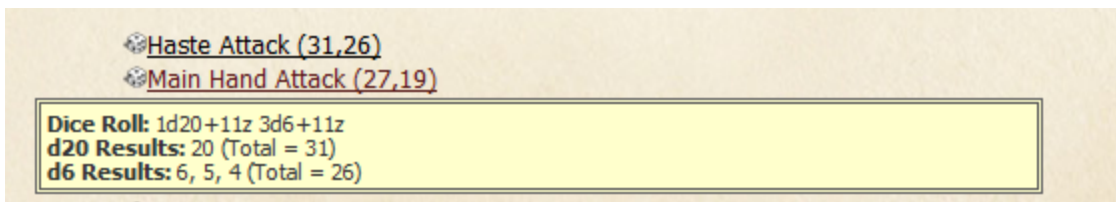
would result in this text:

Action (18)

You can even have multiple rolls in the same tag and display each, such as an attack and damage roll together.

```
[roll=Haste Attack]1d20+11z 3d6+11z[/roll]
```

Haste Attack (31,26)



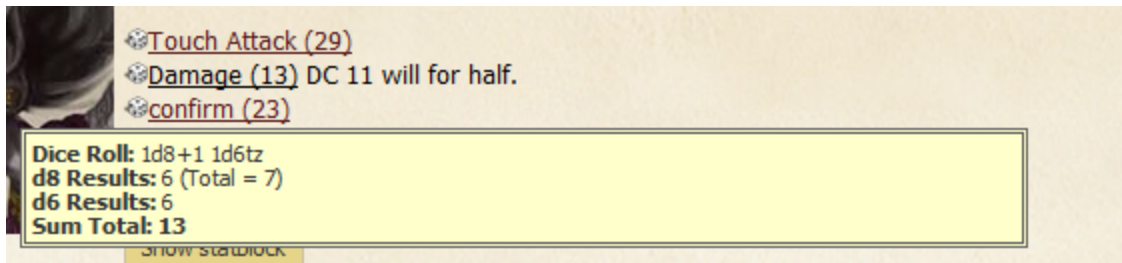
There are a few things to note about rolling that is different on Myth Weavers if you are used to playing on the Paizo forums:

- 1. You cannot add different dice together using ‘+’.**

So if I deal sneak attack damage, I might try `[roll=Damage]1d8+1d6+1[/roll]`, but this will not work. The parser will interpret this as `1d8+1+1`.

To total different types of dice together, use the ‘t’ roll modifier.

[roll=Damage]1d8+1 1d6tz[/roll]



Note that this will total **all** the dice within the roll tag, so if you would need to roll the attack separately from the damage in this case as shown above.

2. **The roll parser will only accept two modifiers to the die roll.** So if you are blessed, hasted, have a +2 from bard song and -2 from power attack, you might try to write:

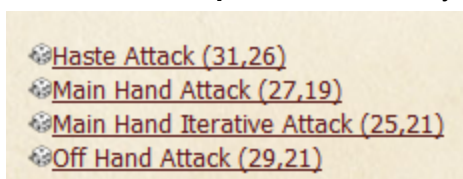
[roll=Attack]1d20+7+1+1+2-2z[/roll], but the parser will ignore all but 2 of the modifiers.

In this case, the convention we use is 1d20+(base modifier)+(conditional modifiers)

[roll=Attack]1d20+7+2z[/roll]

If you have a long complicated string of modifiers like the example, it is recommended you list them in your post so that the total can be verified.

3. **When you preview your post, the dice rolls shown are *not* the final rolls that will be posted when you submit your post.** You will need to submit the rolls first and then edit your post to react to the result of your roll, such as adding a confirmation roll for a critical threat.
4. **If you make a mistake in your roll by typing the wrong modifier, you should just note your mistake rather than trying to fix the roll.** If you change the modifier, such as changing 1d20+2 to 1d20+3, the parser will reroll the d20 since the roll text has changed, and it will add a note in bright blue showing that the original roll 1d20 had been modified or deleted. You can restore the original roll, by changing the roll text back, but most GMs, seeing the rolls were altered will void the rolls and require you to submit a new post with a new set of rolls.
5. **If you roll the wrong dice, then you should note the roll uses the wrong dice and then add a new roll with the correct dice.** **Do not** delete the wrong roll, otherwise you will get the blue 'cheater' text.
6. **Roll order is important.** Let's say you rolled a series of attacks:



In this case, the first attack rolled is a critical threat. You should not add the critical confirmation roll after the haste attack as you will have changed the order of the dice rolled:

The highlighted rolls will be marked as being modified because the dice text changed:

Old Dice	New Dice
1d20+11 - Haste Attack	1d20+11 - Haste Attack
3d6+11 - Haste Damage	3d6+11 - Haste Damage
1d20+11 - Main Hand Attack	1d20+11 - Haste Confirm Attack

3d6+11 - Main Hand Damage	3d6+11 - Haste Confirm Damage
<b>1d20+6 - Main Hand Iterative Attack</b>	<b>1d20+11 - Main Hand Attack</b>
3d6+11- Main Hand Iterative Damage	3d6+11 - Main Hand Damage
<b>1d20+11 - Off Hand Attack</b>	<b>1d20+6 - Main Hand Iterative Attack</b>
<b>3d6+7 - Off Hand Damage</b>	<b>3d6+11- Main Hand Iterative Damage</b>
	1d20+11 - Off Hand Attack
	3d6+7 - Off Hand Damage

Instead, always add new rolls after all the old rolls:



## Sheetroll

Sheetroll is like roll, but it will automatically take the modifier from your character sheet and roll the dice for you.

So let's say Abdul need to roll a Climb check.

Climb \_\_\_\_\_ Str ☒ 6 = 4 + 2 + 0 -3

I could use `[roll=Climb]1d20+6z[/roll]`

Alternatively I could use: `[sheetroll=728501;Climb]z[/sheetroll]`

Sr is identical to sheetroll: `[sr=728501;Climb]z[/sr]`

Sheetroll will automatically roll the d20 and add the Climb modifier from sheet 728501. As with sb, the sheetroll tag will not work unless the character sheet is added to the game.

A modifier can be added to a sheetroll. For example, if Abdul were making the check under the effects of a *guidance* spell: `[sr=728501;Climb]+1z[/sr]`

A more complete set of dice rolling commands is here:

<https://www.myth-weavers.com/wiki/index.php/Help:Myth-Weavers:DiceRoller>

## Contact Information

Hopefully this should be enough to get you playing. If you have any questions, contact me via PM or email or post in your game's OOC asking for help. Our members are always happy to lend a hand.

Happy Gaming,

Michael Hallet (a/k/a [Son of Meepo](#))

Venture Agent, Online (Myth Weavers)

<http://paizo.com/organizedplay/coordinators>