

Player's Guide for GM Shathira and Kelarith's PBP Campaigns.

Expectations:

Enjoy the Game: Should be the first and foremost thing. That's why we're all joining a game, and why I'm running the game. I enjoy doing it. I love telling a story, and if I can collaborate to tell it? That makes it even better. If you're not enjoying it, send me a PM and let me know why you're not, and I'll do what I can to change it.

Post Daily: Post every 24 hours. By that I mean, post something meaningful. Really the goal here is to be courteous to your fellow gamers so they're not waiting more than 24 hours. If your character takes longer, I reserve the right to "bot" a response, or simply state that your character does nothing. Most of the time I'm ready to post at least twice a day, and visit the boards WAY more often than that.

Post Critical Information in the Alias Tagline: I use HeroLabs to keep track of most buffs, items etc, which helps a lot, but if you keep critical info in the tagline, it offers me a quick method of seeing those items, and a way to double check that I haven't made any errors. Recently I've found that saving a snippet of text, and cut and paste a spoiler in each post with those items in it works just as well, or better. Examples of critical information:

HP, AC, CMD, Saves, Init, Perception, Sense Motive, Active Conditions (buffs, debuffs),
Charged items (including charges)

Dice: In an effort to speed up play, the following dice rolls will be made by me:

- 1) Initiative
- 2) Perception
- 3) Sense Motive
- 4) Saving Throws
- 5) Diplomacy on a group level

Unless asked to make those rolls, any roll of this kind will be ignored

I will also make these rolls, BUT a player can request to make these rolls if they think it fits

- 1) Knowledge Checks
- 2) Survival Checks
- 3) Individual Diplomacy

Doomed Hero's Commandments: Stolen straight from his post

Thou Shalt Avoid Walls Of Text
Thou Shalt Not Hog The Spotlight
Thou Shalt Not Assume The Actions Of Others
Thou Shalt Not Assume Outcomes Of Actions
Thou Shalt Not Derail Gameplay
Thou Shalt Use The Discussion Thread

Text Formatting: Paizo has been gracious enough to allow us to format text, so use the normal conventions for formatting it. :D Bold = Speech, Italic= Internal Dialogue, ooc=anything not in character.

Hook your posts: By this I mean use the post to invite interaction, you can do this by asking an open ended question, “**Should we go right or left**” or by your actions invite action. eg. Garrath moves down the corridor to the “T” and looked to either side. He looks back to the rest of the group and shrugs, looking to his left and right.

The important thing to keep in mind is that if you leave things open ended requiring a response, you're likely to get one, and possibly get a hook back.

Maps: I was surprised how often this question comes up, and how often GMs ignore them. Yes, I will use maps. I use googledraw to create them, and then share them so they are editable. I will most of the time put a coordinates grid on them. I usually use these only during times when tactical positioning matters. Everyone will be able to move their token. Please, please, please, describe your movement in your post, or I will think someone else moved you by mistake. If you cannot move your token (because you're using wayfinder or something of the like) put the coordinates in your post and I'll move the token, or appoint another player to move your token for you.