

Borrowed and copied heavily from Doomed Hero.

Note, you'll see references to referee. This is a referee-less game, but I felt it still made sense...we're all referees in some sense.

Formatting

Discord rules for styles:

<i>Italics</i>	*italics* or _italics_	<u>Underline italics</u>	<u>*underline italics*</u>
Bold	**bold**	<u>Underline bold</u>	<u>**underline bold**</u>
<i>Bold Italics</i>	***bold italics***	<u><i>underline bold italics</i></u>	<u>***underline bold italics***</u>
<u>Underline</u>	__underline__	Strikethrough	~~Strikethrough~~

Their use in our game:

Plain text for descriptions of what your character is doing. Bold text for what your character is saying. Italic text for what your character is thinking. Underline for die rolls.

Captain Ricx ran to hit the self-destruct. *Damned if they'll get this ship*, he told himself. **"I'm initiating the self-destruct. Abandon ship and good luck."** Sparks flew from the consoles, and the ship rocked. Athletics to hold on and press the self-destruct.

/r 3d6kl2+1

Rolling

Basic roll: /r 2d6

Bane roll: /r 3d6kl2

Boon roll: /r 3d6k2

Adding your modifiers is easy: /r 2d6+1+2

Writing Style

Write in third person limited, in past tense. When everyone writes in that style, the story flows like a novel and gives everyone reading a firm grasp of all the characters thoughts and motives. You might think "aesthetics aren't important," but they are. Think of it like a novel. You're devoting a lot of time and energy into this story. It deserves to have the best you can give it. Compare the following:

- 1) @ Minmaximus: "Can I see your sword?"
- 2) To Minmaximus "Can I see your sword?"
- 3) Psioney asks Minmaximus if he can borrow his sword.
- 4) Psioney walks over to where Minmaximus eating and asks "Can I borrow your sword?"

Which one of these would you rather read? Which would you rather be known for writing?

A PbP game is all about description. Be creative. Refine your writing skills. Use spell check.

Push and Hook

Always Be Pushing. (ABP!) A, Always. B, Be. P, Pushing. Always be pushing. This is the most important thing you can do as a PbP player. It's not about posting often or quickly, it's about doing stuff when you post. It's about pushing your character's involvement in the story forward. Whenever you can, push the action, push the direction, push the party along. PbP is already a slow format, so try to make it better by pushing while giving others a chance to respond, of course. To reiterate: it's not the frequency of your posts, but what actions you take through them.

Examples of good push posts:

[Good push post #1.](#)

[Good push post #2.](#)

Good players push...rarely leaving a post that doesn't move things along or offer a hook. That momentum will make it easier for the referee and other players to act and react as necessary. It's easier for a referee to slow things down if necessary, rather than create something from nothing. Do this because it can make your referee's job easier.

Embrace hooks: leave them everywhere. In PbP terms, a hook is a call to action, a point of interest, a *something* that someone else can react. It's hard to react in a vacuum, much easier to react to what others are doing and what else is happening. So try to have a hook in every post!

Compare the following two posts and pretend you're next to post:

Post #1: Hektir enters the room and looks around. $1d20 + 4 \Rightarrow (12) + 4 = 16$ Perception

Post #2: Hektir enters the room, spits, and looks around. "Smells like goblin farts in here," Hektir says, sniffing the air. $1d20 + 4 \Rightarrow (7) + 4 = 11$ Perception

Which post would you rather respond to? The second sets up a few more opportunities, if ever so slight. You might react to the spit on the ground, noticing it only when you make (or fail) your perception check. Or you might ask how Hektir knows what goblin farts smell like. Or comment on Hektir sniffing. When you reply, you should try to leave a hook (or 2) of your own.

Always look for other people's hooks when you're setting up your own. Try to respond to them in a way that can both encourage their character to elaborate while expounding on yours. An excellent PbP isn't simply the combats, with each characters' stories bordering it like a frame- it is a rich tapestry of a thousand threads, woven together to create the beautiful whole.

Embrace the Important Soft Push/Hook: There are times when you are just waiting for the referee or the other players to post, but 24 hours have passed. That's the time for the Soft Push/Hook- a post that doesn't do anything but bump your interest in the thread and what's happening. They are important to show that you're still alive, engaged and helping others stay engaged by giving them something to react.

[Good soft push/hook post #1.](#)

[Good soft push/hook post #2.](#)

Acknowledge & Thank Awesomeness

When someone does something awesome, acknowledge it. Great roleplaying? Say so. Something make you laugh? You blew coffee all over your keyboard? Put in an LOL! or [LOL@<name>](#) into your next post. Use the "favorite this post" to show your appreciation. It matters. You'll know when you start getting them, and you'll feel inspired to create better posts. Start today, by thanking and acknowledging good posts in your PbPs. Others will feel it too...and reciprocate.

React

There is a static and boring trope about being stonyfaced and unreacting when things happen. Well, it's boring in PbP. Good stuff happens when people react to things that are happening. Reacting gives others hooks and creates interest. Reacting ties your character to other characters. Find ways to react. Find ways to interact. Interaction is part of the social nature of this game.

Play Tips and Expectations

First Rule: Post something everyday (unless it's a known hiatus). Even if it's a null post, put something up. Remind others that someone is waiting on someone. Keep your momentum going and your thoughts on what's happening. I sometimes fail at this, but I try. Everyday.

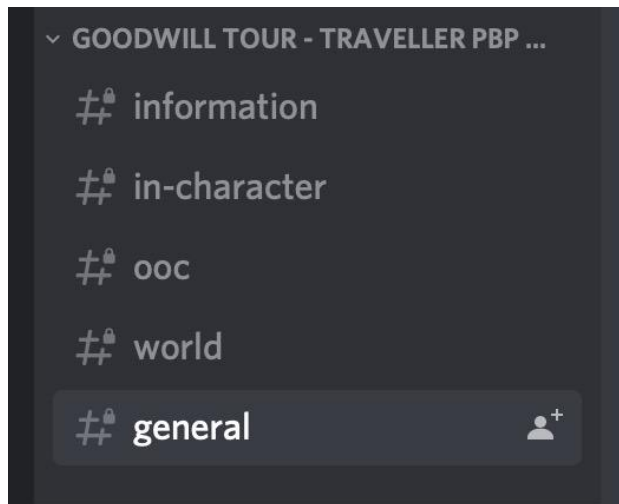
Rule of Two: Designed to reduce dithering, this rule suggests that after one character has suggested an action (or course of action) and it is seconded, that's what the party does and the referee should go along those lines. The other players are still welcome to post other actions, but the referee may assume that the seconded action is where/what the party is going/doing. This helps keep momentum moving AND reduces the stress on the referee on knowing when to proceed.

RAW vs. RAI: As a rule I play the rules as intended rather than strictly as written. There will be exceptions of course, and we can't always tell what RAI is supposed to be. More importantly I may change a rule now and again for the story. The story is what is important - the story the players and I are writing together. If that story conflicts with a rule now and then, I'm likely to ignore or modify the rule for that instance. However, the rules are there so we all know what to expect out of the environment, so it will not happen with any frequency.

Give detailed actions when you post in combat: Don't make the referee (or your fellow players) guess at what you are doing. When attacking, you should have your location marked and both your significant, minor, and free actions accounted for. If you are aiming, what are you aiming at.

Randomness; I will share all random rolls and results...and all random cards that I draw.

Structure



Information is intended for things like this, including the latest character sheets.

In-character is where all the action and story-telling is.

ooc stands for out-of-character chat and is used for us to talk about plans that we want our characters to do, etc.

World is information about the setting.

General is well...when you don't know where else to place something. :)

Things I Will Do For You

I will do a couple of things to help speed up the process.

First, in those situations where a referee would say, "Roll perception," I will roll perception for you. Same for initiative. Note, if you want to do a perception check, you can. The goal is not to stop you from doing that...just to speed up that bit.