

Play-By-Email Etiquette & Expectations

Transylvania Chronicles PBEM

This campaign is run via email to support immersive roleplay, thoughtful character choices, and long-form storytelling. To keep the game moving smoothly and enjoyably for everyone, please follow the guidelines below.

1. Email Structure (Required)

All game emails, both from the Storyteller and players—use the same format.

IN CHARACTER (IC)

- Your character’s actions, dialogue, and thoughts.
- Write in the third person, past or present tense.
- Stay within what your character knows and perceives.

Example:

IC: Ambrus inclines his head slightly, eyes never leaving Radu. “Time bends for those who endure,” he says evenly.

OUT OF CHARACTER (OOC)

- Dice rolls, mechanical notes, or clarifications.
- Intentions that help adjudicate outcomes.
- Coordination notes if needed.

Example:

OOC: If needed, I’m happy to roll Manipulation + Etiquette.

QUESTIONS / NOTES

- Rules questions.
- Setting clarifications.
- Anything you are unsure about.

Example:

Is my character aware of who Radu is, historically? Would Auspex reveal anything unusual about the frescoes?

Please mirror this structure when replying.

This keeps fiction clean and prevents misunderstandings.

2. Tone & Style

- Write *in character* as if this were a novel or screenplay.
- Avoid modern slang or meta references in IC text.
- NPCs, secrets, and mysteries should be respected. Uncertainty is intentional.



- Emotional reactions are encouraged; power-gaming is not.

If you're unsure whether something belongs IC or OOC, put it OOC.

3. Posting & Pacing

- Typical response window: **5-7 days**, unless stated otherwise.
- If life intervenes, a short OOC note is always sufficient.
- Silence is acceptable: if you don't respond, your character is assumed to observe quietly

PBEM is asynchronous. Thoughtful replies matter more than speed.

4. Dice & Mechanics

- Do **not** roll unless asked, or unless you explicitly state intent to do so.
- When proposing a roll, say *what you want to achieve*, not just the dice pool.
- The Storyteller will handle contested actions and secret rolls.

Example:

OOO: If needed, I'd like to roll Manipulation + Etiquette to defuse tension.

5. Player Agency & Intent

Be clear about what your character is trying to do.

Helpful tools:

- Stated intent ("If challenged, I withdraw rather than escalate.").
- Conditional actions ("If Radu refuses, I press once, then fall silent.").

This allows scenes to resolve cleanly without constant clarification.

6. Respect & Collaboration

- Everyone's spotlight matters—leave space for others.
- Assume good faith in unclear situations.
- Disagreements happen OOC, never IC-to-player.

This is a shared story. Support each other's moments.

7. When in Doubt

Ask!

Questions are not interruptions - they're part of good PBEM play. Nothing happens in real time, so it's hard to know otherwise. If you're unsure how to respond, what your character knows, or what tone fits a scene, say so.

Welcome to the Chronicle!