

CODE OF CONDUCT



Participants join together to share the unique and enjoyable experience of role-playing. In order to maintain a fair and fun game environment all players are expected to honor the Code of Conduct. Please read the Code of Conduct carefully, paying close attention to each point.

BE RESPECTFUL

The Game Master will treat you with respect by default, and it is expected that other players will treat you with respect as well, so you have no reason to mistreat them.

ARGUING

Take it to GM. Intelligent debate is welcome, but when your emotions take control of your actions, you are in violation of this rule. Please do not kill the “suspension of disbelief” and the flow of the game by bogging it down with frequent arguing. If you can address it briefly for a ruling by the GM, that is fine. Otherwise please ask to speak with the GM in private, or pass a note asking to discuss the topic during a break or the end of the session so that the GM may hear you out in full. Please always keep it civil and considerate of others

RESPECT ALL OTHER PLAYERS AND THEIR RIGHT TO HAVE FUN

Tabletop role-playing is a collaborative effort. It only really works if everyone is working together, not just in the game, but outside of it as well. Contribute to everyone's fun and not just your own. So let's put aside our pride, vanities, personal fantasies, tell a good story together, and have a good time doing it!

As part of being contributory, one must keep things like the following in mind: if your character is starting to cause resentment in the other players, it might be time to either make a new character or find an in-game way to alter the character in some way. We want to make sure everyone is having fun.

Please remember that the session's fun is not all on the GM, it's on you too! Even a bad GM can still end up running a fun session if the players are working with them rather than simply expecting perfection.

Out-of-Character physical abuse, discrimination, or verbal abuse is not tolerated. Everyone is to maintain common sensitivity. Hate speech is any speech, gesture or conduct, writing, or display which may incite violence or prejudicial action against or by a protected individual or group, or because it disparages or intimidates a protected individual or group. Out-of-character racist, bigoted, or excessively vulgar or distasteful language is strongly discouraged. Do not harass, bully, threaten, harm or cause discomfort for other persons. considers harassment to be a pattern of unwanted contact, attention, or behavior. For example:

- Use hate speech or racial, ethnic, sexist, homophobic or religious slurs
- Harass a specific person (repeated flaming or personal attacks)

- Troll or bait the participants in general with inflammatory statements, such as ones designed to elicit a negative response from the participants.
- Violence, threats of violence, or any other action or gesture that compromises the safety of participants.
- Harassment or hate speech of any kind.

Excessive in-character racist, bigoted, or excessively vulgar or distasteful language is discouraged, but may in moderate amounts be allowed if appropriate to the character and circumstances of the campaign.

Please refrain from all discussions of real-world politics on this server. While such conversations are important and valuable, in online environments they always promote anger and frustration. If you want to have such discussions, do so in a private chat, or on another Discord server.

BE RESPECTFUL OF THE GM

You are free to do whatever you want (that is not evil, of course) so long as you're taking the GM's scenario seriously and following the GM's lead, at the very least in spirit. The GM works very hard to design a scenario to be exciting and so all that is asked is that you not make any sort of attempt to break that work.

Tabletop role-playing is about working together: the GM provides you with a scenario and runs it for you, in return please give the GM what is your reasonable service: your sincere cooperation. The Game Master may arbitrate debate about the game rules or other such. The GM takes the approach of “beneficent dictator”, he will hear the concerns of those that wish to speak about an issue, but in the end all rulings by the GM are final.

The final word on game rules and house rulings are left up to the Game Master.

STORY FIRST, RULES SECOND

Rules are tools. Use them, but don't let them trap you. If the GM chooses to make the odd change here or there to encourage the flow of the story, do not let the flow of the game be ruined by frequent rules debate. If you have a concern then, please send a private message about your concerns to the GM, then the GM can opt to adjust then, or decide to discuss the topic at the end of the game session to make an official decision for future sessions

ATTENDANCE

All players are expected to attend every scheduled session. It is important for the flow of the campaign that everyone does their best to be consistent in their attendance. If a you believe you will be unable to attend an upcoming session, please inform everyone by leaving a message in the games Discord channel.

Having said that, life happens and due to any of a thousand reasons, some game nights will be canceled. There is an in game calendar which the GM will keep updated with the next games date and start time.