

Carpe Noctem Code of Conduct

Last Updated: Summer 2017

Everyone must:

- Ensure that players and Storytellers (STs) are not threatened, harassed, or made to feel uncomfortable. This means (but is not limited to):
 - Do not touch STs or players during game (with the exception of a handshake when meeting for the first time)
 - Do not bring weapons (replica or real) to game
 - Do not bring drugs or alcohol to game or be under the influence during game
 - Replace any bigoted statement a character would say with the words “bigoted statement”
 - Respect boundaries and be a good sport about winning or losing a scene
- Be considerate of players’ roleplaying styles and don’t be a jerk. For players, this means don’t ruin a scene for the rest of the players (for example, it’s a sensitive diplomatic mission and you come in with an Uzi, you take over a scene that makes all the other characters useless, etc.). For STs, this means to allow a player to handle scenes in his/her own way, provided that play isn't acting in a detrimental manner.

The consequences for breaking these rules range from verbal warnings to suspension from Carpe Noctem. If you find someone breaking one of these rules, please contact a Metagamer officer or Storyteller, and we will gather information and take action. All reports will be treated in confidence except when required by law or University policy.

The alibi of "this is what the character would do" is not a valid reason to break this code of conduct, for both players and Storytellers.

The above is what everyone **must** do. But we also have expectations of what the players and Storytellers will do in game -- what we **ask** that everyone strive to achieve. Meeting these standards makes the game more fun for everyone involved.

We Ask **Players** to:

- Be part of the game. Create characters that interact with other characters and the world.
- Be considerate of other players, especially if you are in a leadership position and are assigning other players on missions. Do not freeze out plots if players want to be on them, do allow physical players to get in fights, etc. You can protest in character to not do something, but make an OOC comment that it's OK.
- Do not use out of character knowledge to take advantage of a situation or another PC.
- Don't target new PCs unless you know the player well or talk with them OOC first to make sure there won't be hard feelings. And to newer players, be aware that playing the game longer, picking up additional IC authority positions, and public standing opens you up to PvP style reprisals. Plots are often designed so that different PCs will want different outcomes. Even if you aren't actively trying to thwart another PC, your actions may be doing so, and their response may be to thwart you in return.
- Communicate with the STs if there are issues with your character or the game.

We Ask **Storytellers** to:

- Ensure that the majority of players and STs are having fun.
- Provide a world for players to react to that accounts for player agency (in other words, do not have plots that can't be influenced by the player characters in some way, try to bring in player background elements in the story, etc.).
- Act as an impartial arbitrator concerning rule disputes, and adjust rules when the rules become unbalanced.
- Provide our game's canonical information for vampire, werewolf, fae, spirit, and mortal lore for the game as it becomes pertinent. This information takes precedence over any other material.
- Communicate with the players if there are issues with their character or the game.