

Vitae Aeternus Code(s) of Conduct

Vitae Aeternus strongly supports the rights of all its Players and Storytellers to gather in an environment free from all forms of harassment, including harassment on the basis of race, color, religion, gender, sexual orientation, national origin, age or disability. Harassing conduct includes, but is not limited to:

- Epithets;
- Negative stereotyping;
- Slurs;
- Threatening, intimidating or hostile acts that relate to the above characteristics;
- Written or graphic material that denigrates or shows hostility or aversion toward an individual or group because of the above characteristics, and that is placed on walls, bulletin boards, or elsewhere on the premises, or circulated in the game site.

Vitae Aeternus prohibits harassment of any kind. This policy extends to In-Person interactions during a game, email lists and social media.

If the result of an investigation indicates that corrective action is called for, such action may include disciplinary measures up to and including immediate termination of an Offending Staff Member, or a game ban of the offending player.

To report an incident of Harassment, please contact the Player Rep, or any member of the Storytelling Team.

Vitae Aeternus wishes to make clear that this policy is related to Out-Of-Character Actions only. This is the world of Darkness, and such things run rampant in that fictional world, and will not be grounds for Disciplinary Actions.

However, graphic In-Character actions, which could be offensive or cause discomfort in some individuals, will require OOC consent of all parties in the scene. Storyteller inclusion is suggested to help ensure the comfort of all players involved. If in doubt, a “fade to black” (the action occurs, no details are explicitly presented) is recommended.

Disciplinary Measures

All players and staff are charged with conducting themselves as responsible adults at game and/or organization functions, and acting in a restrained and civil manner at all times, in person and online. When a player or staff member acts in a fashion which violates the rules of the game and/or organization, it is imperative that the Storyteller staff react appropriately; this may include disciplinary action, as detailed below.

1. Disciplinary process

- a. When an incident or accusation occurs, it is the duty of the Storyteller staff to assess the situation and, if necessary, investigate to seek corroboration. In most cases, it behooves the staff to speak directly to both the alleged offender and any offended parties, in order to get as much information as possible about the incident. That being said, there may be occasions when instant judgment is both necessary and reasonable (for example, a player physically or verbally attacking another player in the midst of gameplay). Usually, the Storyteller staff will discuss the matter in detail and make a ruling on the matter. The general recommended progression of disciplinary actions is as follows:
 - i. First Strike - The first Strike issued to a player is an indicator that the player has violated a rule, and should be careful in future. The Storytellers are strongly encouraged to counsel the player as to the nature of the violation and the reason(s) for the Disciplinary Action.
 - ii. Second Strike, Third Strike - Further Strikes (up to three total) indicate further violations while the player still has previous Strikes on their record.
 - iii. Suspension - When a player accumulates three Strikes, that player is suspended from all game activities for a time period of no less than six months, at which point the suspension is up for review.
 - iv. Ban - A ban is far more serious than a suspension; the player is banned from all game activities for a time period set by the Storyteller staff (usually indefinitely).
- b. Players should note that the above "progression" is not a ladder - a Strike can be given in certain cases without a Warning proceeding it, and in extreme cases multiple Strikes may be issued for a single offense. The Storyteller staff is urged to use caution in their disciplinary actions, but at the same time keep the best interests of the game as a whole in mind. The Storyteller staff must keep written record of all Disciplinary Actions issued. Disciplinary Action, once handed down, should be reviewed by the Storyteller staff after a period of six months. During a review, the staff looks over the violation(s) and punishments, and assesses whether it is proper at that time to remove a Strike (ie, have it "age off"), end a suspension, or have the punishment stand.

2. Violations

- a. Excessive rudeness and insulting behavior towards fellow players or STs, or displaying unacceptable behavior not conducive to a healthy gaming environment, as determined by the Storytellers. This includes, but is not limited to: sexual harassment, bullying, assault, battery.
- b. Cheating - including, but not limited to; lying to players or STs about what your character has, claiming excessive XP, forging item cards or character sheets, and using OOC information IC.
- c. Role Violation - Any activity outside the accepted bounds of a player's role within the organization; to include "metagaming" (the in-game use of knowledge not possessed in-character), "improper narration" (running a scene when not authorized to do so), and Storyteller/Staff Misfeasance or gross dereliction of duty.

3. Recommended Penalties

- a. These penalties are a suggested minimum guideline and penalties are not limited to the list below.
- b. First Strike - Loss of 2 XP (if visitor; loss of 2 XP if their STs agree, or suspended from our game for a month). If losing 2XP would put the character at a negative balance, **then they cannot earn the next 2 XP they would have normally.**
- c. Second Strike - Suspended from game for one month; no XP earned (if visitor; same if their ST's agree, or suspended from our game for 3 months).
- d. Third Strike - 6 month suspension with a review and probation possible after that time. (Same for visitors)
- e. Any further offenses - permanent banning from game and/or GNC of the character.
- f. The following are immediate and permanent banning offenses:
 - i. Physical violence done to anyone during a game, including players, Persons portraying NPCs, STs or non-gamers in the area.
 - ii. Physical violence or vandalism to a site.
 - iii. Being under the influence of alcohol* or drugs during a game (*Exceptions made for specific game sites at STs' discretion).
 - iv. Bringing a lethal weapon to any game.

4. Miscellaneous Disciplinary rules:

- a. **If you are a member of the OWbN Uncensored Facebook Group, and are reported to the Storyteller, Council Rep or Player Rep for contributing to the hate mongering, bullying and toxicity of that list, you will receive an automatic 3 Strikes. Depending on the severity of the post, Storytellers may GNC any or all of your characters based in Vitae Aeternus.**
- b. **Being a member of the group does not constitute a violation of 4.a. Active behavior and/or statements made on said list may do so.**