

This Document is Out Of Character

Wardens of Loreil

The Code of Conduct for Players

To accompany the Code of Honor v2.7

The following is a codification of the customs and ways for the players behind characters. They are not rules or laws in the classic sense, but rather a set of guidelines and modes of conduct that should be used by players.

I. Courtesy

- A.** Treat other players with respect, fairness and courtesy.
- B.** Entry into another person or group's storyline should be done only after permission for such is given. Willingly taking a character into another group's room or storyline, acting out or posting destructive actions, or refusing to accept the consequences of such one's actions is not an acceptable form of role play. In addition, forcing another's character to respond as you wish they would, and/or not giving the character the option of developed or inherent response is also not acceptable in a group role play environment.
- C.** A character is not the player. Do not carry out of character (OOC) feelings or conflicts into the in-character realm. The game is not the place for personal grievances and agendas.
- D.** Privileged personal information one player has concerning another, including true name of that player, alternate screen names, or anything that is not in the public domain, should be kept confidential unless prior permission is given for divulgence.
- E.** Role playing should not incorporate anything from the player's world into the realm. Whatever one knows as a player about other players and their character stays only on the player level and should not cross into their character's storyline. If you did not role play your character learning something, or through prior agreement or storyline develop a viable means of your character's having learned something, then your character should not know it. Private storyline postings, even on message boards, cannot become character knowledge unless a mechanism has been put in place for such knowledge to be gleaned by other characters.
- F.** In character (IC) mail sent may be forwarded in pursuit of a storyline. Good form would require permission first be granted for such. Both instant message (IM) conversations and personal mail must be treated as confidential and held only by the recipient unless express permission is given to quote from said document or share it with others.

G. Out of courtesy, and with respect to other player's preferences, ask if they accept or have time for IM role play before engaging their character. IM's are taken at the discretion of the character and of the player. Certain courtesies involved should make awareness of the receiver's time available, and the attending situation. Note that all players do not have either the ability nor the latitude to respond immediately.

H. Courtesies involving appointments, ceremonies, meetings, classes, etc., should be treated with the same respect of time in the on-line world as in the real one. If a situation arises wherein one cannot meet the expectations agreed to with another, regardless of character intent or IC problems, a note to indicate conflict is appreciated. Times exist when this is not feasible, but when it is, the OOC courtesy should be extended.

II. Combat

A. Protection - this clause refers to Bodyguards. Both parties need to agree on this and such should be stated in the character's profiles. Once agreed upon, the bodyguard is responsible for the other's safety from attack. If under bodyguard protection, the character should NOT roll dice or request combat. To do so will void the protection agreement. As well, initiating an attack will void the protection agreement. However, if attacked, one under protection may defend themselves if desired. If one rolls dice with one under protection, said combat will be held with the bodyguard first, and resolved, before the protected may be targeted.

B. Champions: A champion is not a bodyguard. They are simply a "stand-in" for one who is challenged or provoked and is unable or unwilling to fight. The champion is simply an alternate combatant with no other responsibility than to fight for another character. Before rolling of dice, the champion must be agreed to by all parties. At the end of combat, if the champion loses, the party that designated the champion is responsible for fulfilling the terms of the duel, except for death.

C. Seconds: The second is simply the witness to any combat. Any character engaging in combat has the right to have another stand with them during the duel. Witnesses must not interfere with combat in any way unless cheating is detected or in the case of multiple parties attacking one of the primary combatants. A witness may not initiate combat if his/her party loses unless a challenge is given and accepted for a new combat match.

D. Duels for Cause: Refers to Honor matches, Death or Slave Matches. Terms must be agreed to by all as per the IC Code of Honor.

III. Character Combat

A. Character Death Match: An IC match resulting in the elimination of one of the character combatants shall be designated a Death Match. A player does not have to delete a dead character screen name if he/she does not wish to do so. S/he may keep it active for possible resurrection of the character in the future or to receive email. But good form dictates the player not role play the dead character

until a resurrection is granted IC by the character who won the death match or till conditions are met that would allow for a resurrection per the original death match terms.

B. Character Death: A player may remove his/her character from role play permanently, either as a result of an IC death duel lost or voluntarily. The player does not have to delete a dead character's screen name if he/she does not wish to do so. It may be kept either for possible resurrection in the future or to receive email.

C. Combat Conventions: Player's characters may use any set of IC conventions they agree on to resolve combat. If no prior special conventions are agreed on, the following general OOC conventions may be observed.

1. A die or dice is/are rolled for initiative. It is suggested to use an IC method to describe this action. Example: The proctor asks the combatants to cross swords or perhaps to choose a number between one and six. The player with the highest roll attacks first and the character proctor would call this First Strike within the combat role play.

2. If a 20 sided die is used for combat rolls. Then the following conventions prevail:

a) 1-14 Miss; 15-19 Hit; 20 Double hit

To roll dice - enter the command: //roll-dicex-sidesx (with x being the number of sides or dice)

b) After the strike, the player receiving the blow would role play, according to the dice score, a hit as a glancing blow and the double hit as a well-landed blow. There should always be a role played reaction from a character victim to a strike received and a missed strike as just that. Good form dictates, as a player, you not only role play strikes against another but also your character receiving blows in exchange.

c) Points are called by the player proctor after each round of strikes.

Example: Round 3: Fighter 1: 5 ~ * ~ Fighter 2: 3

3. Attacks are alternated. Each player has an equal number of attacks to role play. The first player to role play attack with their character gives the second player the final character attack in a sequence for complete rounds.

4. Cumulative points to 5 is victory (10 if using two die). Cumulative points to 10 is death (20 if using 2 die). In a tie, combat continues until the tie is broken with an equal number of attacks carried out by each player.

5. The "slip 1" rule is a self hit, inflicted if a roll of 1 is made, the assumption being the rolling player erred in combat and is now injured.**This is an optional rule that must be agreed to prior to combat.**

IV. Allegiance

A. Players may have a character swear allegiance to another player, institution, realm, etc. This can refer to a Guild Commander, a forum, or any organization. If your character has sworn an oath, be aware he/she may be called on to perform services including anything up to death. Character death is the decision of the player, unless one willingly engages in a Death Match and loses.