CORE VALUES

1. *Consent: All players should strive to prevent others feeling like their consent was violated.*

   1.1. By being present, players consent to the list of things on page 2 of this document, and nothing more.

2. *Diversity: Unique perspectives create more enjoyable games.*

   2.1. We respect and appreciate diversity in all its forms and encourage diverse expressions of self: race, gender, first language, perspectives and so forth.

   2.2. We expect and require people to respect the diversity of our game and not harass other players for any reason.

3. *Accessibility: Players should be able to access the game in every way that makes sense.*

   3.1. People with physical, mental or emotional accessibility concerns should feel empowered to talk to their chapter staff to gain access to all reasonable accommodation measures.

4. *Community: Without our players, we are nothing.*

   4.1. All players, including staff, commit to coming together and play a game whose goal is to tell stories as a community.

   4.2. We are united as one community, working across barriers, to make the game better by valuing and listening to player feedback.

5. *Growth: Growth should be encouraged and welcomed in our game as a whole, and on an individual level as well.*

   5.1. When appropriate, behavior correction should be addressed with a growth-forward mindset.

6. *Safety: We aspire to provide a physically and emotionally safe game space.*

   6.1. Players should not be afraid for their out of game safety, and should be confident that they will be treated with compassion and an acknowledgement of their individuality.

7. *Integrity: We are consistently honest, open, ethical and genuine.*

   7.1. To the degree to which a player is comfortable, we ask that all players bring their genuine selves to game.

   7.2. Ethical behavior is the heart of all our interactions. Violations will be dealt with accordingly.

8. *Respect: We value everyone and treat people with dignity and professionalism.*

   8.1. Opposing views on topics are expected, and, while uncomfortable, should never stray into territory that makes people feel unsafe or disrespected.

By playing this game, players consent to...

Be put into in-game situations that make one's character uncomfortable.

- This includes things like possibly being arrested, tried, or executed.

- Players may also be killed by monsters, cast members, or other player characters, Enslaved using alchemical means, or asked to do uncomfortable things via Greater Fae Curse.

- Players should feel empowered to discuss Enslavement orders and Greater Fae Curse situations with the performer of that action, but there's no guarantee those restrictions will be lifted unless it goes against the rules of the game. If a player has serious concerns, that player should address those to a marshal, a plot member, head of plot, or an owner.

- Players may also express feelings of in-game speciesism. This speciesism *must* remain in game exclusively, and is not encouraged, but is not explicitly forbidden by the rules. If a player is struggling with this, those concerns should be escalated to a marshal, plot member, head of plot, or an owner.

By playing this game, players do NOT consent to...

Being touched anywhere for any reason beyond an emergency.

- In the event of an emergency, please look out for others' best interests.

Being forced to fall in love with anyone in-game.

- All romantic roleplay should be consented to by both parties *in advance,* with no repercussions for anyone who is not interested in the romance going forward.

- Permission for romantic roleplay, including one-sided crushes, can be rescinded by any party at any point in time for no reason. Please see our romantic RP policy for more details.

Experience out of game "-isms."

- Players should *never* experience out of game "-isms," such as racism, sexism, or any other type of discrimination based on any unchangeable part of themselves. Please note that politics are not a protected class for these purposes, but violations of core values will be addressed.