

# DICEHAVEN CODE OF CONDUCT

## VALUES

### 1. Value Friendship First

The 'Golden Rule' of gaming. We are friends first and gamers second. Prioritize friendship and fellowship first. If a game ever threatens friendships, take a break and spend time to renew relationships. Start campaigns with a Campaign Charter to identify issues, triggers, taboos, and pet peeves that a campaign should avoid.

### 2. Respect Others' Time

Arrive on time. Start and end games on time. RSVP to games at least a week before. If you will be more than an hour late, check with the GM if you should still attend. If your average campaign attendance falls below 80%, consider bowing out of the campaign unless you work something out with the GM. Leave gaming venues as clean as you found them.

### 3. Do No Evil

Players should not cheat on dice rolls. Do not play dishonorable characters who murder, torture, or who do other acts of evil, whether by commission or by omission. Avoid conversations which make light of doing evil acts.

### 4. Honor Human Dignity

Do not play characters who commit inhuman actions such as collecting teeth, cutting out someone's heart, parading a head on a spike, or other grotesque, ghoulish, or barbaric acts which dishonor the dignity of the human body.

### 5. Keep Games Family Friendly

Do not use profanity. Avoid roleplaying scenes with rape, incest, child abuse, or child endangerment. Do not describe excessively detailed descriptions of gore, torture, and cannibalism. Use good taste and keep romantic dialogue or situations family-friendly. Do not smoke inside the venue.

## GAME QUALITY

### 6. Stay Immersed

Stay in character. Do not engage in metagaming. No drunkenness. Avoid text or phone conversations at the table. If you absolutely must take a call, excuse yourself from the table until your call is completed.

### 7. Pay Attention

Don't engage in non-game related side activities. Do not talk over the GM or other players by having side conversations, even if they are game related. Let other players speak and avoid talking over them. Allow other players to have the GM's undivided attention.

### 8. Play Memorable Characters Others Enjoy

Don't let your characters overshadow the game by the volume of your voice or by the force of your personality. Give other players a chance to shine. Play setting-appropriate characters. Use unique first letters for character names as a memory aid. Other players must approve your character's name and concept.

### 9. Put Story Before Rules

Don't engage in rules lawyering. The GM has the final say on rules. Generally the only rules you should look up in-game are ones where a character's life is on the line, or by request of the GM, otherwise make a table-ruling and resolve the rules after the game. Avoid systems that engender a continual rules debate.

### 10. Invest Time Outside The Game

Spend time outside the game to learn the rules.