

City of Shadows

Out of Character Rules for Conduct

These are the rules that shall not be broken. You may be removed permanently from the game for violating any of these rules.

1-7 taken from Laws of the Night: Revised pg. 14

No Touching. No Stunts.

That means none whatsoever. It's far too easy for things to get out of hand in the heat of the moment. Save the stunts for your imagination. If you can imagine you're a centuries-old vampire, then you can sure imagine you're swinging on a chandelier or leaping across rooftops.

No Weapons

No matter how careful you are. Whether it's to prevent some fool from skewering himself on your new dagger, or to make sure the police don't think you're a threat, weapons of any sort are forbidden. Even fake or toy weapons, trained attack gerbils or laser pens are not allowed. Use item cards instead.

No Drugs or Alcohol

Well, duh. Drinking and drugs do not inspire peak performance, and players who are so impaired are a threat to other players and the game. It's one thing to play a character who is drunk or stoned, but another thing entirely to actually come to game under the influence. At best it's tasteless; at worst it's illegal. Don't do it.

It's Only a Game

If a character dies, if a plot falls apart, if a rival gets the upper hand, it's just a game. You and the rest of the players are doing this for fun. Taking things too seriously, or taking character issues into real life, will only spoil everyone's enjoyment, including yours. Remember, playing a game should be fun - if you're not having fun, it's time for a reassessment.

Remember to leave the game behind when the session's over. "Soft" roleplaying (conversing in character without challenges) can be fun, and there's nothing wrong with talking about the game afterward at the local diner. On the other hand, demanding weekly clan meetings or trying to rouse your primogen to talk business at three in the morning signifies the need for a change in perspective.

Be Mindful of Others

Not everyone around you is playing the game, and it's in extremely poor taste to try to feed off passers-by. You want to ensure that your game and your players are welcomed. Frightening people and getting the local law enforcement called on you is not the way to do it. This is especially true if you're playing in a public area, such as a park. It can be a very good idea to alert local merchants and police before you play so they're prepared. If you get

curiosity-seekers, try to have some business cards on hand and offer to speak with them when you have more time.

Do What Works for You

We at White Wolf often call this proviso "the golden rule." Your game may have special circumstances that require a few extra bells and whistles to the rules, or your troupe may find a way to handle something that works better for you. So long as people are having fun, go ahead and run with it - it's your game.

Likewise, if you see something that you want in your game that doesn't appear with an MET system, then sit down and cobble up something that will work for you. If MET is all about telling stories, then here's the part where the Storyteller improvises.

Have Fun

Not "Win." Not "Go out and conquer everyone else." Just have fun, because in MET, it's not about how the game ends, but what happens along the way.

No Cheating

Be honest about the number of traits you have to bid. Don't try and use disciplines that you do not possess. Do not under any circumstances lie about merits and flaws!

Normal codes of dress are enforced

Dress in character, because it enhances the role play experience for everyone. If what you are wearing is deemed inappropriate, you will be sent home to change. Use common sense.

Respect our Location

Stay in sight of the game location at all times. Keep the area tidy. If you bring trash to the game, throw it away. Remember that there are students studying and sleeping in the dorms close by, so try to keep your volume to a reasonable level.

The Storyteller has the final say in any decision

If you argue unreasonably with the Storyteller or any Narrators on a decision, you may be asked to leave the game for the night. If this is a constant problem you may be asked not to return. It is the Storyteller's responsibility to maintain a flow of storyline, adhere to rules conceived and held by this chronicle, and consider all characters and precedents when making decisions. The Head Storyteller is the highest law in the land.

Possible Disciplinary Actions:

- 1.) Verbal warning from ST
- 2.) Loss of experience point award for the night
- 3.) Loss of character
- 4.) Probationary status: limits character options and may include other restrictions in the chronicle
- 5.) Removal from all game lists
- 5.) Suspension from chronicle
- 6.) Ejection from chronicle

If anyone feels that they are subject to any violation, the matter should be brought to the attention of the ST Staff immediately. This narrator will direct investigation, invite proper inquires, establish technical facts and testimony and report its results to the players.

Most disciplinary infractions can be subdivided into 3 categories:

Cheating, Disruptive Behavior, and Misconduct.

- Cheating consists of those things that run directly contrary to the published rules. This may include having a character sheet that is over points, using more traits than you have, misquoting traits in a challenge (number or type) or consciously misusing the rules.
- Disruptive Behavior is a broad term that encompasses behaviors, intentional or unintentional, that interfere with the smooth running and enjoyment of the game. This may include repeatedly breaking character to talk about non-game issues, arguing rules or rules calls, attempting to interfere with a narrator/storyteller in the performance of their duties, engendering ill-will toward other players or members of the ST staff etc.
- Misconduct represents those actions that are damaging to the game's continued functioning, against the spirit of the game or against the instructions of the ST staff. Such violations include meta-gaming, slow-throwing, discussing issues that the ST staff considers inappropriate or the staff has asked you not to discuss, attempting to wield inappropriate authority, attempting to circumvent rules, attempting to take advantage of one ST to circumvent the ruling of another, etc.