



NEVERENDING NIGHTS

Lancaster, OH

never ending nights - chronicle charter
written by drew walter, joey mathias, & nick white

july 15th, 2015

revised by ervin dumm & marion birdsell

february, 2018

never ending nights - chronicle charter

charter statement

staff positions and duties

voting procedures

disciplinary procedures and offenses

locations of play

experience guidelines

chronicle member characters

revisions to the charter

amendments

charter statement

The goal of the Never Ending Nights staff is to provide the framework for each player to tell their PC's story in the Vampire: The Masquerade genre. This is to be done by creating the local world meta-Plot for the players to interact with, as well as incorporating global and regional plot created by One World by Night (OWbN) Coordinators and other OWbN chronicles.

staff positions and duties

The staff will provide the players with a site to gather and play at, as well as running online scenes and monitoring interactions with OWbN coordinator office staff. The staff will aid players with questions concerning the chronicle and genre as needed, without directly controlling the actions of the Players. The staff will monitor game play to ensure a fair game play environment will be created, and will be prepared to enforce the disciplinary procedure to ensure fair game play. As Vampire: The Masquerade is a mature themed game, we restrict the games age to players seventeen (18) years of age and above. The HST and ST(s) can be collectively referred to as the Storyteller staff.

the staff positions in never ending nights are as follows

- Head Storyteller (HST)
- Storyteller (ST)
- Council Member (CM)
- Administrative Staff (AS)
- Narrator
- Player Rep

duties of the hst

The HST is chosen by the players when the current HST steps down, or when a successful vote of no confidence is cast by the players. The duties of the HST are as follows

- Appoint the positions of ST, CM, AS, and Narrator
- Responsible for overseeing the character database.
- Verify with the PC database that all character sheets are correct.
- Maintain a physical site location for chronicle use.
- Maintain the account books on the chronicle's funds for site fees and needed purchases.
- Interact and work with OWbN Coordinators and other OWbN Storytellers.
- Writing and revising the Chronicle Charter and House Rules.
- Work with the other ST(s) on any needed revisions to the Chronicle Charter or House Rules.
- Monitor the clans assigned to them, and help those clans players develop plot for their PCs.
- Develop and maintain the meta-plot of the chronicle and make sure that the storyteller staff plots work within the meta-plots framework.
- Adjudicate scenes where any PC death will occur.
- Monitor experience expenditures of the Never Ending Nights players.
- Monitor the influence actions of the players, and apply the effects to the plot of the chronicle. In some cases this duty can be assigned to one of the storyteller staff in particular.

duties of the st(s)

The St(s) are appointed by the HST. The duties of the ST(s) are as follows

- Responsible for overseeing the character database.
- Verify with the PC database that all character sheets are correct.
- Maintain a physical site location for chronicle use.
- Maintain the account books on the chronicle's funds for site fees and needed purchases.
- Interact and work with OWbN Coordinators and other OWbN Storytellers.
- Work with the HST and other ST(s) on any needed revisions to the chronicle charter or house rules.
- Monitor the clans assigned to them, and help those clans players develop plot for their PCs.
- Develop local plots for the chronicle as a whole in the framework of the meta-plot.
- Adjudicate scenes where any PC death will occur.
- Monitor experience expenditures of the Never Ending Nights players.
- Monitor the influence actions of the players, and apply the effects to the plot of the game. In some cases this duty can be assigned to one of the storyteller staff in particular.

duties of the council member

The Council Member (CM) is appointed by the HST. The CM can be a HST, ST, or Narrator, but must attend at least one Never Ending Nights game and play an NEN based character within a two month (60 day) period if they are a Narrator. The duty of the CM is as follows

- The CM will keep the chronicle up to date on what is happening in regards to discussions concerning changes OWbN genre rulings that are on council. They will speak with both the storyteller staff and player base on a bi-weekly basis.
- When voting on plot sensitive votes for OWbN, they will confer with the storyteller staff as to what is up for vote, and how the chronicle should vote.
- When voting for OWbN coordinator positions, or new chronicles, they will gather the information on those who are running/status of the new chronicles and present it to the chronicle.
- They are responsible for making the monthly status reports to the OWbN Archivist.
- They are to present to council R&U propositions for the any players in the chronicle, after conferring with the storyteller staff.

duty of the administrative staff

The Administrative Staff (AS) is appointed by the HST. The AS can be a HST, ST, or Narrator. The duties of the AST are as follows

- Keeping a record of game attendance by chronicle players and visiting players.
- Taking money for site fees, and helping with the sign in process.
- Balancing character sheets at the request of chronicle players.

duty of the narrator

The Narrator is appointed by the HST. The Narrator will be chosen from amongst the eligible voting player base of the chronicle. The duties of the Narrator are as follows

- Adjudicate challenges that do not directly affect plots or involve PC death, when a member of the storyteller staff is not available.

duty of the player rep

A voted on position. The vote for is counted by 2 random players and 1 storyteller. The Player Rep is responsible for counting votes with verification for transparency by 2 random players. They are also responsible for mediating any issues between any combination players and/or storytellers if the aforementioned parties do not wish to bring the issue up with the storytellers for whatever reason. Should the issue require action on an Org level they are responsible for presenting any evidence or allegations. Should the problem be with a player they will bring it to the attention of the storytellers and ensure anonymity and recommend a course of action.

voting procedures

Never Ending Nights allows its players a voice in how the chronicle is to be run. This section covers who is eligible to vote in the chronicle, what topics the chronicle can vote on, and the system used to determine the results.

eligible voting chronicle members

To be able to vote in an election for Never Ending Nights, you must meet one the following criteria

- Be a player based in Never Ending Nights who has attended at least two (2) NEN games with an NEN based character in that ninety (90) day period before the day of vote.
- Be a member of the chronicle's storyteller staff, and or council member.
- Be a former member of the chronicle's storyteller staff for a period of more than ninety (90) days prior to the day of vote, and have been an active member of the storyteller staff at two (2) games before the day of vote.

yearly hst voting procedure.

On the first game in May there will be nominations for the position of HST. During nominations any eligible voting chronicle member may make it known that they wish to enter the election.

At the second game in May the eligible voting chronicle members will vote on those who are running for HST. The vote will be a secret ballot counted by a staff member and two randomly selected eligible voting chronicle members. Eligible voting chronicle members who cannot attend the game at which the vote takes place can send an email to the current STs with their vote. Whichever one of the individuals has the greatest number of votes will become the HST on the first game in June.

emergency voting procedures

Whenever the HST is removed from their position via stepping down or a successful vote of no confidence an emergency vote will be held for a new HST. During this time the current STs will take over the responsibilities of the HST until a new one is elected.

Starting the game in which the HST is removed or steps down nominations will be held. During nominations any eligible voting chronicle member may make it known that they wish to enter the election.

At the following game the players will vote on those who are running for HST. The vote will be a secret ballot counted by a staff member and two randomly selected eligible voting chronicle members. Eligible voting chronicle members who cannot attend the game at which the vote takes place can send an email to the current STs with their vote. Whichever one of the individuals has the greatest number of votes will become the HST as of the announcement of the results of the election.

If the HST is removed or steps down within ninety days before the yearly election the remaining ST staff will take over the duties of HST until the yearly election covered under the yearly HST voting procedure.

voting policy on calling a vote of no confidence

If the chronicle decides that the current HST is not fulfilling their duties properly, an eligible voting chronicle member can call for a vote of No Confidence. When the players ask for the vote, the ST staff will announce the request before the next game and will announce the date of the votes. At the next game, the eligible voting chronicle members will vote in a secret ballot for a vote of No Confidence. Eligible voting chronicle members who cannot attend the game at which the vote takes place can send an email to the current STs with their vote.

When the vote of no confidence is called the current ST staff cannot be removed from office until the vote of no confidence is resolved. The removed HST cannot be a member of the ST staff for a minimum of six months.

All votes will be counted by 2 random players and the Player Rep and will take place at the next game date. If the total of the votes to remove the HST is a 2/3ths majority (60% or more of the eligible voting chronicle members who cast a ballot) in favor of removal, the HST must step down. If the vote to remove fails to gain a 2/3ths majority, it fails and the HST cannot be put up for a vote of No Confidence for three (3) months.

disciplinary procedures

The following policies encompass the conduct that is expected from both the chronicles players and staff. While some of these are a common sense in some respects, they are presented here so that there is a clear record of what the listed infractions and punishments are. These topics cover broad swaths of areas. If they need to be further clarified, they will be added in further revisions.

levels of punishment

As there can be varying degrees of severity of the offenses, there are varying degrees of punishment. All but one of the following punishments applies to the chronicle level only, whether they are a member or not. An OWbN strike will apply org wide. Due to the severity of some infractions, a chronicle member or visitor may directly be given a higher level of punishment. The punishments are given by the storyteller staff after a discussion on the matter. The punishments are as follows;

- **Warning:** This level of punishment serves as it says a warning that the player or storyteller is coming close to gaining a more severe form of punishment. This warning will be verbal and written. The warning will be signed by the ST giving the warning, a witness and the offending player. If the offending player refuses to sign the warning the next disciplinary step will be taken.
- **Strike 1:** At this level of punishment the offending person will receive no XP on any character based out of NEN for one month. The offending person may also be asked to leave the game for the evening or not to come to the next game. The ST staff may also choose to temporarily and/or permanently remove the offending person's character from play. (This includes visitors.)
- **Strike 2:** At this level of punishment the offending person will receive no XP for 3 months or the first 6 games they attend on any character based out of NEN after the strike is issued if the offending person chooses not to attend. The offending player may also be asked to leave the game for the rest of the session and/or not come to the next game. The ST staff may also choose to temporarily and/or permanently remove the offending person's character from play. (This includes visitors.)
- **Strike 3:** At this level of punishment the offending person will receive no XP for a minimum of 6 months, receive a 6 month ban from NEN starting the game immediately following the strike and be asked to leave the current game. The offending person's characters based in NEN will be permanently removed from play. Visiting players who receive this level of punishment will have their character which is currently signed in to NEN, GNC'ed.
- **Permanent Ban:** At this level of punishment, the offending person will be asked to leave game, and not return for a minimum of one year. After the one year minimum is met, the ST's will discuss if the offending player will be eligible to return to game. The offending person's characters based in NEN will be permanently removed from play. Visiting players who receive this level of punishment will have their character which is currently signed in to NEN, GNC'ed.

offenses in never ending nights

The following are a list of offenses in Never Ending Nights. Each entry consists of a description of the offense as well the typical punishment that is associated with the offense. As stated before, it is expected that some of these are common sense, but they are listed here for the sake of transparency and clarification. For easier clarification, the term “player(s)” will refer to any chronicle member or visitor that is portraying a PC and “storyteller(s)” are any member of the Never Ending Nights storyteller staff. The lists of offenses are as follows

Disruption of game play

This is a broad offense that covers a numerous smaller actions that interfere with the storyteller’s ability to smoothly run the game or the players’ enjoyment of the game. These include, but not limited to

- Public harassment of a player or storyteller for OOC reasons. This includes action taken on public lists.
- Public displays of intoxication that disrupt game play.taken on public lists.
- Continued arguing with players and/or storyteller staff concerning rules calls when asked to wait until the scene is finished to continue the discussion. This includes arguing with a Narrator over an adjudicated call.

Cheating

This constitutes a malicious attempt to change the outcome of a scene, or players’ characters’ power level, through various means. These include, but not limited to

- Adding/Using unearned experience to a character sheet.
- Adding/Using unpaid items to a character sheet that were not approved by a storyteller or a member of an OWbN coordinator’s office.
- Adding/Using items to a character sheet that were not approved by a storyteller or a member of an OWbN coordinator’s office.
- Using Out Of Character (OOB) knowledge in a scene or in other forms of in character communication.

Illegal consumption of alcohol/drugs

This constitutes the taking of illegal drugs and underage drinking at the game site.

Use/Threat of physical force

This constitutes the use of physical force against a player or storyteller. These include, but not limited to

- Physical violence against a player or storyteller.
- Threats of physical violence against a player or storyteller(s)
- Vandalism/destruction of any items at a game location.

Theft

This constitutes the use theft of personal possession from players, storytellers, or the game site facilities.

Illegal Activity. This constitutes the action or attempted action of any activity by the player or staff member that would be seen as illegal on any level while at game site.

Avoiding consequences

Any action out of character that would result in preventing in character consequences.

locations of play

The choosing of a site to play the chronicle can run at, and maintaining it, is the duty of the HST and ST(s). For a site to be acceptable, it must meet the following criteria;

- The site must be accessible to all chronicle members or visitors, within reason. This means that the site must allow for wheelchair bound and movement impaired individuals. The site also must allow individuals in that are within our age range.
- The site must have restroom facilities within a two (2) minute duration walk of the main site.
- Chronicle members or visitors must have free access to leave and enter the site unrestricted.
- Any caretakers for the site must know that the Chronicle is holding a game there. There is to be no squatting of a site.
- If there is to be a site fee for the location, it must be no more than five (5) dollars. If the site is being used for an event game, the fee can be increased for the event.
- If the site is in a public area, care must be taken not to interfere with other occupants of the area.

experience guidelines

Experience points are earned in several different forms. The OWbN Bylaws state that a member of OWbN may only accrue eight (8) experience points per month, per character. The bylaws also state that a new character may start with up to sixty experience points. These can come from a deceased character to the new character, or through a history written for the new character. The following is the guidelines used in Never Ending Nights to determine these point amounts.

starting experience

As stated, a new character can only start with up to sixty (60) experience points. These are earned by one of two ways;

- A written character history: The amount of points earned from this will be determined by the storyteller staff. While there is not hard system for determining the points awarded, histories that rich with details and story will earn more experience points than one that is simply an outline of who the character is.
- Rollover XP: However many unspent experience points are left on a character once it permanently leaves play, up to thirty (30) points, can be spent on the new character.

earned experience

As stated above, chronicle members cannot earn more than eight (8) experience points per month. Experience points can be earned by chronicle members in the following ways

- Attendance: A chronicle member may earn three (3) experience points for attending a Never Ending Nights game. If both games are attended in the month the member receives one (1) additional experience point. To earn these points, a chronicle member must sign into an OWbN chronicle game. If the game is not an Never Ending Nights game, a chronicle member must sign into that game and bring back a signed and stamped card that states they attended the game or

have a member of its storyteller staff contact the Never Ending Nights staff to let them know of the chronicle member's attendance.

- Costuming: A chronicle member may earn one (1) experience point per game for being in costume. To earn this point, a chronicle member must continuously wear something that would be considered synonymous with the character. This can range from makeup and prosthetics, to simply wearing the same coat and hat when playing that character.
- Role-playing nomination: A chronicle member may earn one (1) experience point for being nominated for what another chronicle member or visitor would consider Role-playing beyond the average. To earn this point, a chronicle member must be nominated by a chronicle member or visitor.
- Storyteller Nomination: A chronicle member may earn one (1) experience point for being nominated by a Member of the Story teller staff for exceptional role-playing. To earn this point, a chronicle member must be nominated by a member of the Storyteller staff.
- Travelling: A chronicle member may earn one (1) experience point for attending an OWbN game other than NEN. A chronicle member must sign into that game and either bring back a signed and stamped card that states they attended the game or have a member of its storyteller staff contact the Never Ending Nights staff to let them know of the chronicle member's attendance.
- HST discretion: up to 8 points (military drills, childbirth, funerals, medical procedures, etc)
- Online Roleplay: Any character based out of Never Ending Nights that is involved in online scenes is eligible for experience ranging from 0-8 xp per month at the HST's discretion.

story tellers

Storytellers of Never Ending Nights will receive 8 points on up to 1 Character per Genre of- Camarilla, Independent, and Anarch. For players with PCs based out of Never Ending Nights that are part of an ST staff of another OWBN chronicle they must still meet the requirements to be an eligible voting chronicle member as covered in section 3.1 of the charter to receive this XP.

Should an AST want to spend XP on a character based in NEN the HST must approve the XP expenditure on the character. Should the HST want to spend XP on their character(s) based out of NEN the ASTs must approve the XP Spends.

- Storytellers of other OWBN games, Coordinators, and Sub-Coordinators: 8 xp per month to 1 character
- Narrators of Never Ending Nights: 4 xp on one character per month (in case of back up narrators on sessions in which the Head Storytellers calls them to action they will receive 4 xp for one character that month)
- Player Rep and Council Member of NEN: 4 xp per month to once character.

chronicle member characters

This section covers the administrative side of the record keeping with concerns to chronicle member's characters. This does not include rules for character creation, as that is covered in the House Rules

active and retired characters

Chronicle members may have three active PC's in the database, but only one active character in play at a time. If you sign in with a character you must play that character for the rest of the evening. If you wish to play another character that game due to extenuating circumstances the ST staff may allow you to switch to a different PC.

age restriction for active members

Any person under the age of 18 but at least 16 may play if they have both Parental/Legal Guardian and Head Storyteller permission. If at any time either party decides that they no longer wish to the said minor play the player immediately transferred to Inactive Status until a time in which both parties give permission again or the player turns 18.

revisions

revisions to the charter

As noted in the "Duties of the HST" and "Duties of the ST", it is those positions' responsibility to write the changes to the Charter as the need arises. The HST and/or ST(s) will propose the change to Charter to the eligible voting chronicle members. After the announcement, there will be a discussion period during the week before the next game. At the next game after the announcement was made, the voting chronicle members will vote on the changes. If the vote for the revision of the Charter is successful, the changes will be made to the Charter as well as the following changes;

- On the front cover the date of the revisions, and the HST and/or ST(s) writing them, will be set under the author's name/previous revisers' name and date.
- The HST and/or ST(s) will update the Amended section to describe the changes that were made to each section of the charter.

revision to the house rules

As noted in the "Duties of the HST" and "Duties of the ST", it is those positions' responsibility to write the changes to the House Rules as the need arises. The HST and/or ST(s) will propose the change to the house rules to the eligible voting chronicle members. After the announcement, there will be a discussion period of two weeks before the next game. During the discussion period the players may voice their opinions of the changes to the house rules. At the next game after the announcement was made, the changes will be made to the House Rules as well as the following changes;

- On the front cover the date of the revisions, and the HST and/or ST(s) writing them, will be set under the author's name/previous revisers' name and date.
- The HST and/or ST(s) will update the Amended section to describe the changes that were made to each section of the charter.

amendments

Voted on- January, 2018

1. Rule Regarding Votes: All votes will be counted by 2 random players and the Player Rep
2. Rule Regarding Minors Playing: Any person under the age of 18 but at least 16 may play if they have both Parental/Legal Guardian and Head Storyteller permission.

If at any time either party decides that they no longer wish to the said minor play the player immediately transferred to Inactive Status until a time in which both parties give permission again or the player turns 18.

3. Position of Player Rep

(Already passed vote just needs worded, the vote for this is to keep the following wording or to change wording.)

A voted on position. The vote for is counted by 2 random players and 1 storyteller.

The Player Rep is responsible for counting votes with verification for transparency by 2 random players.

They are also responsible for mediating any issues between any combination players and/or storytellers if the aforementioned parties do not wish to bring the issue up with the storytellers for whatever reason. Should the issue require action on an Org level they are responsible for presenting any evidence or allegations. Should the problem be with a player they will bring it to the attention of the storytellers and ensure anonymity and recommend a course of action.

4. Added Category for Online Play

Any character based out of Never Ending Nights that is involved in online scenes is eligible for experience ranging from 0-8 xp per month at the HST's discretion.

5. Vote of No Confidence, change working in charter

Change the time frame of the vote from 6 months to 3 months in regards to if the vote previously failed and you wish to hold a vote of no confidence again.

6. Experience Point Gain Change

Never Ending Nights based characters will earn xp in the following ways:

Signing in and playing in an NEN game: 3xp

Travel, Online, Costume, RP Nominations: 1xp

HST discretion: up to 8 points (military drills, childbirth, funerals, medical procedures, etc)

7. Experience earned by Storytellers of Never Ending Nights

(Already passed just needs worded, the vote is to keep the working below or change the wording.)

Storytellers of Never Ending Nights will receive 8 points on up to 1 Character per Genre of Camarilla, Independent, and Anarch.

8. Change experience earned by storytellers of other games, coordinators, Sub-Coordinators, Narrators, Player Rep, and Council Member

Storytellers of other OWBN games, Coordinators, and Sub-Coordinators: 8 xp per month to 1 character

Narrators of Never Ending Nights: 4 xp one one character per month (in case of back up narrators on sessions in which the Head Storytellers calls them to action they will receive 4 xp for one character that month)

Player Rep and Council Member of NEN: 4 xp per month to once character.

© 2018

chronicle charter
never ending nights
an owbn chronicle

written by drew walter, joey mathias, & nick white

july, 2015

revised by ervin dumm & marion birdsell

february, 2018



layout design by marion birdsell

#DominationByDesign

