

**Wyld Prophets  
Chronicle Charter  
Updated May 2018  
Voted in June 17, 2018**

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## **1.0 Charter Statement**

Rage Across Columbus: Wyld Prophets is an interactive, Live-Action-Role-Playing (LARP) game, functioning under the Changing Breeds genre of One World By Night (OWBN). We seek to create an ongoing collaborative storytelling environment, where storytellers and players work together to create an immersive environment to explore Werewolf: The Apocalypse. This Charter has been established to outline the rules of governance for the game.

## **2.0 Staff Positions and Duties**

Staff positions in Wyld Prophets are as follows:

- Head Storyteller (HST)
- Assistant Storyteller (AST)
- Council Member (CM)
- Administrative Staff (AS)
- Player Representation (Player Rep)
- Narrator

The HST and AST(s) can be collectively referred to as the Storyteller staff. Individuals may hold more than one staff position, if approved by the HST.

### **2.1 Duties of the Head Storyteller (HST)**

The HST is voted into game by a majority vote of active players. There is no time-limit on an HST's term. They may either step down, or be voted out by a vote of no confidence. (*See: Voting Procedures*)

- Appoint the positions of ST, CM, AS, Player Rep, and Narrator.
- Responsible for overseeing the character sheets including: verifying the sheets in the database are correct and verifying the authenticity of visiting sheets.
- 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 ASTs to develop and maintain the meta-plot for the chronicle.
- Adjudicate scenes where any PC death occurs.
- Monitor experience expenditures of the Wyld Prophets players.
- Monitor the influence actions of players and apply the effects to the plot of the chronicle.
- Has final say over how the chronicle votes on matters on Council (the OWBN governing body).

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### 2.2 Duties of the Assistant Storyteller (AST)

AST(s) are appointed by the HsT. Duties of the AST(s) are as follows:

- Interact and work with OWBN Coordinators and other OWBN Storytellers.
- Work with the HST and other AST(s) on any needed revisions to the chronicle charter or house rules.
- Develop local plots for the chronicle and help maintain meta-plot for the chronicle.
- Adjudicate scenes where any PC death occurs.
- Monitor experience expenditures of the Wyld Prophets players.
- Monitor the influence actions of players and apply the effects to the plot of the chronicle.

### 2.3 Duties of the Council Member

The Council Member (CM) is appointed by the HST. The CM can be the HST, AST, or Narrator. The duties of the CM are as follows:

- The CM will keep the chronicle ST staff up to date on what is happening in regards to discussions on Council (the governing body of OWBN).
- When voting on plot sensitive votes of OWBN, they will confer with the storyteller staff as to 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 players and staff.
- They are to present to council R&U propositions for any players in the chronicle, after conferring with the Storyteller staff.
- Submit any by-law or additional propositions to council, after conferring with the Storyteller staff and getting permission from the HST.

### 2.4 Duties of the Administrative Staff

The Administrative Staff (AS) is appointed by the HST. The duties of the AS 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.

### 2.5 Duties of the Player Representative

The Player Representative (Player Rep) is appointed by majority vote of the game and approved by the HST. The Player Rep may not be the HST or an AST.

- Approach members of the storyteller staff, when players feel they cannot approach one of the storyteller staff, to discuss an issue a player may have with a member of the staff.
- Keep the storyteller staff informed about the general feeling of the chronicle's players.

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- Direct the player on which member of the staff they should see concerning a question they have.
- Count the ballots to determine the outcome of chronicle votes for Head Storyteller.

## 2.6 Duties 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 staff. 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.

## 3.0 Player Qualifications

To be considered an active player in Wyld Prophets, you must meet the following criteria:

- Because of the mature nature of the Werewolf: the Apocalypse, all players must be 18+ or older, or 17 with written consent to play from a parent or guardian.
- Have a PC based in the Wyld Prophets game.
- Have played at least (2) games within the last ninety (90) days.

## 4.0 Voting Procedures

Wyld Prophets allows its players a voice in how 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.

### 4.1 Eligible Voting Chronicle Members

To be eligible to vote in Wyld Prophets, you must meet the one of the following criteria:

- Have a player character based in Wyld Prophets, that has been playing ninety (90) days prior to the day of the vote, and who has attended two (2) games within that 90-day period before the vote.
- Be a member of the chronicle's storyteller staff and/or council member

### 4.2 Head Storyteller (HST) Votes

Eligible voting chronicle members have a vote in the HST. Two games prior to stepping down, the HST will approach the chronicle and announce his/her resignation. After the announcement, any of the eligible voting chronicle members who would like to run for HST have two weeks (or until the next game period) to announce their declaration of intent.

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Blind/Secret votes will be scheduled and distributed online via email (using a service such as Survey Monkey) by the Player Representative. If for some reason a chronicle member cannot vote online, they have the right to reach out and let their vote be known to the Player Rep.

Upon the finalization of the vote. The resigning HST and new HST will discuss a transition timeline and the transfer of all accounts/passwords/information regarding the game.

#### 4.3 Vote of No Confidence

If the chronicle decides that the current HST is not fulfilling their duties properly, the eligible voting chronicle members can call for a Vote of No Confidence. An eligible voting member must call for a vote of no confidence and have it seconded by another eligible voting member. The Player Representative will announce the request at game and online, to ensure that all chronicle members are aware of the vote.

The Player Representative will arrange a blind/secret vote online (using a resource such as Survey Monkey). Eligible voters who cannot vote online have the option to reach out to the Player Representative and cast their vote.

#### **A vote of no confidence is a vote to remove the HST.**

If the total of the votes received is a  $\frac{3}{4}$  majority (75% or more of eligible voters) is in favor of removal, the HST must immediately step down, providing all information/accounts/etc. to the Player Representative and AST(s). The remaining Storyteller Staff will take over the duties of HST until the Player Representative can arrange for a new vote for Head Storyteller.

If the Vote of No Confidence fails to gain a  $\frac{3}{4}$  majority, the HST cannot be put up for another Vote of No Confidence for six (6) MONTHS.

#### 4.4 Charter Revision Votes

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 of one week. After the discussion period, a member of the Storyteller Staff will provide chronicle members with the means to vote (online or at game). Charter updates need a simple majority (51%) of eligible voters, in order to pass.

Upon vote of approval, the charter will be updated by the HST and a new copy will be provided to players and the OWBN organization.

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## **5.0 Discipline Procedures**

Wyld Prophets uses a strike system:

- Strikes may be given verbally at game, and require an documented follow-up email for record keeping purposes.
  - Emails for visiting players will have their home chronicle staffs CC-ed.
- A strike may be given at the discretion of the HST or AST(s).
  - Any strike given by an AST must be reviewed and confirmed by an HST.
- A strike is removed six months after it is received, unless another strike has been received in that six month period.
- Strike(s) may also be removed at the discretion of the HST.
- If a player accumulates three (3) strikes, they are banned and removed from the game for a minimum of six (6) months. After this time, the players may approach the Storytelling Staff for approval to rejoin the game. Approval is at the complete discretion of the staff and may be denied.