

NEVER ENDING NIGHTS

**Lancaster, OH
Chronicle Charter**

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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. The HST and AST(s) can be collectively referred to as the Storyteller Staff. The staff positions and their duties are as follows.

Head Storyteller (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.

- Appoint the positions of AST, 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.
- Work with the Storyteller Staff to create and run plots.
- Adjudicate scenes where any PC death will occur.
- Monitor the influence actions of the players, and apply the effects to the plot of the chronicle.
- Oversee the submission of any R&U to the responsible OWBN offices. This includes additions to the Custom Content Database.

Assistant Storyteller AST(s)

The AST(s) are appointed by the HST.

- Responsible for overseeing the character database. This includes any and all XP spends submitted by the HST for the HST's own characters. The denial of an XP expenditure for the HST's PC may not be used for grounds of an AST's dismissal.
- 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.
- Work with the Storyteller Staff to create and run plots.
- Adjudicate scenes where any PC death will occur.
- Monitor the influence actions of the players, and apply the effects to the plot of the game.
- Oversee the submission of any R&U to the responsible OWBN offices. This includes additions to the Custom Content Database.

Council Member (CM)

The Council Member (CM) is appointed by the HST. The CM can be the HST, an ST, Narrator, Administrative Staff, or an Active Player, but must attend at least one live NEN game and play an NEN based character within a two-month (60 day) period if they are not part of the Storyteller Staff.

- The CM will keep the chronicle up to date on what is happening in regards to discussions on OWBN council, so long as the bylaws permit the discussion of the proposal.
- 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 any OWBN council proposal, they will vote in accordance with whatever the decision is of the Staff and Player basis, when applicable.
- They are to present to council R&U propositions for the any players or Storytellers in the chronicle, after HST approval.

Administrative Staff

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

- 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 the Storytelling Staff.
- Processing experience expenditures at the request of the HST (this does not include their own experience expenditures or expenditures made on characters played by the HST).
- Updating the House Rules or Charter, when asked by the HST.

Narrator(s)

The Narrator(s) is appointed by the HST.

- Adjudicate challenges that do not directly affect plots or involve PC death, when a member of the storyteller staff is not available.
- Assist the Storyteller Staff in running scenes, NPCs, or combat, when asked by the HST or an AST.
- Assist with duties of game sign-in, when asked by the Storytelling Staff.

Player Rep

The Player Rep is voted on by the Players and Staff of NEN. The vote for is counted by 2 random players and the HST.

- Running the HST election.
- Mediating any issues between any combination of players and/or storytellers if the aforementioned parties do not wish to bring the issue up with the storytellers. Should the problem be with a player they will bring it to the attention of the storytellers.
- Ensure anonymity, when requested by a player, 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. The vote for HST may not be held within sixty (60) days prior to an event in which NEN is one of the hosting chronicles, unless a vote of no confidence passes.

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) live NEN games with an NEN based character in that ninety (90) day period before the day of vote.
- Be a member of the NEN Storyteller Staff.
- 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) live games before the day of vote.

Yearly HST Voting Procedure.

On the first game in July 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 July the eligible voting chronicle members will vote on those who are running for HST. The vote will be a secret ballot counted by the Player Rep 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 Player Rep with their vote.

Whichever one of the individuals has the greatest number of votes will become the HST on the first game in August. If the HST changes due to this vote, the former HST has until the first game in August to transfer all files, passwords, accounts, game funds, and equipment belonging to NEN to the new HST.

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 the Player Rep 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 Player Rep 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 sixty (60) days before the yearly, election the upcoming HST vote will be bypassed for that year only.

Voting Policy for a Vote of No Confidence (VNC)

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 any eligible voting chronicle member asks for a VNC, the Player Rep 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, ran by the Player Rep. Eligible voting chronicle members who cannot attend the game at which the vote takes place can send an email to the current Player Rep 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. If the VNC is successful, 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. If the total of the votes to remove the HST is 60% or more in favor of removal, the HST is immediately removed from office. If the vote to remove fails, a VNC may not be called against that HST for three (3) months.

Disciplinary Procedures

The following policies encompass the conduct that is expected from both the chronicles players and staff. The Storyteller Staff has the right to issue punishments for infractions not listed here. To do so, there must be sufficient evidence brought forward to the Player Rep and the Storyteller Staff. All disciplinary actions, excluding warnings, must be recorded with the Archivist, as per OWBN bylaws.

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. The punishments are given by the Storyteller Staff after a discussion on the matter with the player and the Player Rep present. The term administratively GNC'ed refers to the destruction of a character. 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, administratively 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, administratively GNC'ed.

Examples of Offenses

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 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.
 - Continued arguing with players and/or Storyteller Staff. 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 (OOO) 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 any person or place, while at game.
- **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. Depending on the illegal activity, this may also include actions taken away from game site.
- **Avoiding consequences**
 - Any action out of character that would result in preventing in character consequences.