



# SAGA SOCIETY'S ROLEPLAYING CODE OF CONDUCT

The Saga Society is pleased to host a vibrant community which offers discussion, resources, and the opportunity to game with other Christians. To uphold our standards and culture, when you run or play in games that are advertised in the Saga Society forums, we ask that you abide by the following rules.

**Types of Saga Society Games:** There are three types of games associated with the Saga Society: (1) **games run by the Saga Society directors** which are recorded and shared online, (2) **official member games** run at a SagaCon or solicited in one of our social media groups and run by and for Saga Society members, and finally (3) **unofficial games** which are run by a saga society member for other members but which are recruited through direct messaging or similar indirect means. The latter are games which are not governed by these rules (for example, a dark and gritty cyberpunk game which is played by society members but has mature content not suitable for some audiences), but the former two are.

**Labeling Your Games:** We recommend GMs make it clear that "Our game will use the *Saga Society's Roleplaying Code of Conduct* in our game."

**Where to Run Your Games:** We do not host games in our Facebook group or Discord server. To run a game, recruit from our members, then find another medium (your own Discord server, Zoom, a hosted play-by-post game on GamersPlane.com, etc.) to run and manage your game.

**Violation of Rules:** If you are running or playing in an official Saga Society game (one that was advertised on our forums) then you are responsible for following these rules. Willful and/or repeat violations of these rules may result in being removed from the Saga Society.

## VALUES

### 1. Live Traditional Christianity

The mission of the Saga Society is to create Christian Culture through tabletop gaming. We hold the traditional definition of "Christian" as summarized by The Nicene Creed which includes the core beliefs of Trinitarianism (3 divine Persons, 1 divine Essence) and orthodox Christology (1 Person, 2 Natures). Do not promote theology, views, or values that conflict with traditional Christian doctrines, ethics, and practices.

### 2. Value Friendship First

This is our 'Golden Rule' of gaming. Saga Society members 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. Work to preserve the internal peace of the group.

### 3. Respect Others' Time

Arrive on time. Start and end games on time. RSVP to games at least a week before. If you can't attend, give the GM ample notice. 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. When gaming in person, leave gaming venues as clean as you found them.

### 4. 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 evil acts.

### 5. Honor Human Dignity

Do not play characters who commit 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 (even if your enemies in the game do this).

### 6. 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. When gaming in person, do not smoke inside the venue.

## GAME QUALITY

### 7. Stay Immersed

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

### 8. 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.

### 9. 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. The GM must approve your character's name and concept (tip: unique first letters for character names make them easier to remember).

### 10. 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.

### 11. Invest Time Outside The Game

Spend time outside the game to learn the rules.