



RPG Sessions Code of Conduct For Broadcasts

Revision 20200203i

This is a specially modified version of RPG Research's Role-Playing Gamer Code of Conduct specifically for sessions broadcast online for audience entertainment rather than just recreational purposes.

Participants join together to share the unique and enjoyable experiences of role-playing gaming. In order to maintain a fair and fun game environment all players are expected to honor the Code of Conduct. Please read the Code of Conduct carefully, paying close attention to each point.

Remember we try to run family-friendly streams most of the time, along the lines of PG or younger appropriate language, while still covering complex adult topics in creative ways. This makes our games and broadcasts more accessible and inclusive for the widest audience possible.

Stream Service Compliance

In addition to all of the rules specified herein, one must also keep in mind that each streaming service has its own Terms of Service (Youtube, Twitch, etc.), that we must comply with else risk our content being taken down or our streaming privileges revoked.

When streaming on our own sites and services, then these terms clearly apply.

Be Respectful

The Dungeon Master (DM), aka Game Master (GM), and the Show Host (SH) will treat you with respect by default, and it is expected that other players will treat you with respect as well, so you have no reason to mistreat them. Disrespect in any fashion is grounds for disciplinary action.

Story First, Rules Second. Avoid Arguing.

Rules are tools. Use them, but do not let them trap you.

If the GM chooses to make changes here or there to encourage the flow of the story, do not let the flow of the game be ruined by frequent rules debate.

If you have a concern, then please write a note about your concerns and pass it to the GM, then the GM can opt to adjust a rule/ruling, or decide to discuss the topic at the end of the game session to make an

official decision for future sessions. Sometimes a critical issue will be impacted by a ruling, so the GM may occasionally interrupt game play to quickly research, but these instances should be avoided as much as possible.

Take it to the Game Master (GM) and/or Show Host (SH). Intelligent debate is welcome, but when your emotions take control of you, be careful you do not violate this rule. Please do not kill the “suspension of disbelief” for the players and audience by disrupting the flow of the game by bogging it down with frequent arguing. If you can address an issue briefly for a ruling by the GM, that is fine. Otherwise please make a note to yourself to talk about at the end of the session, or if more urgent pass a note asking to discuss the topic during a break or at the end of the session, so that the GM may hear you out in full. Please always keep it civil and be considerate of others.

Respect All Other Players and Their Right to Have Fun

Tabletop role-playing gaming is a collaborative effort. It only really works if everyone is working together, not just in the game, but outside of it as well. Contribute to everyone's fun and not just your own. To help with this, let's tell a good story together, and have a good time doing it!

As part of being contributory, one must keep things like the following in mind: if your character is starting to cause resentment in the other players, it *might* be time to either make a new character or find an in-game way to alter the character in some way. We want to make sure everyone is having fun.

Please remember that the game session's fun is not entirely dependent upon the GM, the burden also rests upon each player!

Even an inexperienced GM can still end up running a fun session if the players are working *with* the GM and the other players, rather than simply expecting perfection from everyone else.

Show respect toward all property and possessions. Damage or theft of a Player's, GM's, or Host's property is not tolerated. This also includes online reputations, accounts, etc.

Out-of-Character (OOC) physical abuse, discrimination, or verbal abuse is not tolerated.

Everyone is to maintain common sensitivity. Out of consideration to others, public intimacy is discouraged. Please do not “hit on” your fellow players or player characters. Except for folks that have known each other for years, and/or more emotionally mature players, this tends to make everyone uncomfortable, and will usually drive players away.

With approval from the GM, it may be acceptable for your PC to flirt with NPCs (as appropriate to your character, campaign, group expectations, and the adventure), but don't get too carried away. Treat your fellow players as a brother/sister, not a potential date. Descriptions of sexual acts in (or out) of the game are not allowed. If you and another player are already romantically involved, please don't incorporate that into the game, it can often make other players feel very uncomfortable.

Harassment & Hate Speech

If someone says “No” or “Leave me alone” and you don’t listen, that is harassment.

Hate speech is any speech, gesture, conduct, writing, or display which may incite violence or prejudicial action against or by a protected individual or group, or because it disparages or intimidates a protected individual or group.

Out-of-character racist, bigoted, or excessively vulgar or distasteful language is strongly discouraged. Do not harass, bully, threaten, harm or cause discomfort for other persons.

Consider harassment to be a pattern of unwanted contact, attention, or behavior.

Do not:

- Use hate speech or racial, ethnic, sexist, homophobic or religious slurs.
- Harass a specific person (repeated flaming or personal attacks).
- Make sexual advances toward other players
- Troll or bait the participants in general with inflammatory statements, such as ones designed to elicit a negative response from the participants.
- Violence, threats of violence, or any other action or gesture that compromises the safety of participants.
- Harassment or hate speech of any kind.
- Religious slurs and comments (be considerate of Christian and other players sensitivity to using certain names “in vain”).
- Be careful with “off color” jokes.

Communicating What is Appropriate On A Show-by-Show Basis

*Excessive **in-character*** racist, bigoted, or excessively vulgar or distasteful language is discouraged, but *may* in moderate amounts, as per in-advance discussion with the GM and other players, be allowed if appropriate to the campaign and player characters, for example racial comments about orcs, or orcs vulgar threats to the Free People of Middle-earth might be allowed if appropriate to the circumstances and the predefined characters. But it is important to discuss this in advance to know what is appropriate for this campaign and this particular stream.

Things get complicated for historically placed games, for example in a Call of Cthulhu campaign being played in a relatively historically accurate 1925 USA, there are many attitudes, behaviors, and terms in that time period that are no longer appropriate in this day and age. It is important that which terms and behavior is appropriate for this stream is both discussed and agreed upon clearly, in advance to

broadcasting. It is also important that these terms be included in overlay text of the stream description as an in-advance warning to all viewers, with a link to the list of issues, triggers, or other content that may be a concern for viewers.

Some sessions that may be designed for covering difficult topics, may provide you with a “No Thank You Evil”, “X card”, private post-it notes, or other means of discretely communicating to the GM that something is bothering you and you would like the GM to address it ASAP.

No pornography or otherwise rated "X" material is to be displayed. Do not use, post, distribute or link to obscene, pornographic, sexually explicit, graphically or gratuitously violent, derogatory, demeaning, malicious, defamatory, abusive, offensive, hateful or discriminatory language or content. This includes "masking" language by using alternative characters/spelling /spacing to get around profanity filters or claims of profanity filter “testing.”

Players are prohibited from making final rules calls or chastising others for improper role-playing. Players should instead politely call the rule or player actions into question and let the GM appropriately resolve any issues. If a rule or player’s behavior is called into question, said rule is to be reviewed by the GM and/or SH to determine its legality/compliance. Respect the authority of the Game Master and/or Show Host.

Please try to keep the language family friendly, for the widest possible audience. We can live with PG-13, but the closer to PG, the more people will be able to enjoy the show, including at their workplace, home, etc. where others may overhear.

Hygiene, Allergies, Dress Code, Alcohol, Drugs, & Smoking

Please be considerate of all the other participants. Some participants have strong reactions from allergies, asthma, and other sensitivities to strong chemicals, perfumes, or excessive body odor.

Please avoid excessively poor grooming, noticeable body odor, or excessive perfumes out of consideration to everyone else. Severe body odor isn’t just unpleasant — it can irritate medical conditions like allergies, asthma and migraines, and is highly disruptive to the enjoyment of the game for everyone else.

No participant shall have an odor generally offensive to others when attending a session. An offensive body odor may result from a lack of good hygiene, from an excessive application of a fragrant after-shave or cologne or from other causes.

No alcohol or illegal drugs are to be brought or used at gaming sessions. Obviously intoxicated or high participants may be asked to leave the game.

Smoking/vaping must comply with Washington state laws (25' distance away from entrances and windows).

Since some participants are known to have allergies and asthma, if you do need to smoke, please refrain

from smoking/vaping until after the game session is over. Smoking/vaping just before a game, or during a break, tends to bring a strong unpleasant odor unto the game room afterward, and can trigger asthma attacks, so please try to wait until after the game session is over to smoke. No smoking is allowed at the gaming table.

If you do have offensive odor, the GM and/or SH will attempt to discretely let you know so that you can resolve any such issues.

Props and Costumes

Props are allowed, but brandishing of naked steel is generally discouraged, unless the GM allows. Please consult with the GM before bringing any prop-type weapons to the gaming session.

Costuming will vary from show to show.

For most of our TRPG sessions, though you may wear costumes and props, when not at a convention setting, this group is not expected to dress in any costumes at all.

All attire must be appropriately modest and considerate of others. Determination of “appropriately modest” is to be decided by the Streaming Service Provider’s Terms of Service, the GM, and/or the Show Host.

Be Respectful of the GM

Your character is free to do whatever you want it to do as appropriate to the theme of the campaign. If this is a heroes-only campaign then avoid blatantly “evil” PC actions.

So long as you are taking the GM's scenario seriously (but not *too* seriously) and following the GM's lead, at the very least in spirit. The GM works very hard to design a scenario to be exciting and so all that is asked is that you not make any intentional attempts to break that work.

Tabletop role-playing is about working together: the GM provides you with a scenario and helps you run through it, in return please provide the GM your sincere cooperation.

The Game Master (DM or GM) and/or Show Host (SH) may arbitrate debate about the game rules or other such. The DM and/or SH takes the approach of “beneficent dictator”, they will hear the concerns of those that wish to speak about an issue, but in the end all rulings by the GM and/or SH are final.

Take Turns, Pay Attention, & Avoid Distractions

Take turns. Do not speak over each other. Especially when broadcasting, more than one person is speaking is extremely difficult for people to track, so please avoid any side conversations, cross-talk, or talk over other players. It is always important to take turns in a TRPG setting, but with a broadcast this is even more important. A lot of the side-conversation and aside comments we are used to doing during

normal TRPG sessions are fine and not disruptive, but when delivered over an audio-only podcast, or even streaming video, it is usually just a cacophony of noise for the audience, so please learn to take turns, even for your asides and necessary cross-talk moments by getting the GM's permission with a gesture or other method. A useful method may be to use an object as a "talking stick" to help with training.

Even if it is not your turn to speak, it is polite, considerate, and helps speed up the flow of the game, if everyone is paying attention throughout the session. Please mute or turn off your cell phones. Please do not be engaged in out-of-game chat, instant messaging, social networks, or other distractions not directly related to the show, the GM, the players, and the adventure.

Research from RPG Research (www.rpgresearch.com) shows that removing such distractions will not only improve your experience by not missing any details and being ready to respond to the GM and other players promptly and in a prepared manner, it also impacts the enjoyment, level of immersion, and flow state, of your fellow players and the GM.

And when broadcasting, unless it is designed to be part of the show, is just plain bad form.

The Consequences of Violating a Rule(s)

This is only an example progression to provide some approximate guidelines of expectation. They are not "hard and fast", and cannot possibly cover all situations. Alternate or additional remedial actions may be taken, based on the discretion of the GM and/or SH, and the severity of any individual case may escalate remedial actions. The remediation is usually at the DM's and/or SH's discretion.

We believe that zero tolerance equals zero thought, so we do *not* implement a zero tolerance policy. Instead we try to understand context appropriateness. However, if something is inappropriate, these are some example consequences:

1st Level Offense: A verbal (or passed note) warning.

2nd Level Offense: Verbal reprimand (GM and/or SH will try to speak with the player discretely away from the group if possible (this may be difficult in a broadcast situation), and potentially a loss of turns or control of character for a given time period may occur.

3rd level Offense: kicked out of the day's session, up to being banned from a number of several sessions.

4th Level Offense: Banned from all future game participation in this group, but still allowed to work with the organization in other areas.

5th Level Offense: Banned from any participation in any RPG Research organization activities.

Player Character Campaign Guidelines

If this stream is a HEROIC campaign, the character must be good at heart. It is okay for player characters to be flawed, have eccentricities, and struggle with difficult moral decisions and actions (which can lead to some great role-playing).

For a less subtle extreme example, Boromir's temptation and loss of self-control caused by giving into the will of The One Ring. In the long run they must be well-intentioned towards the greater good. Boromir is an example of an heroic character that gave into temptation and a moment of evil action, and paid for it in the ways of the Song of Arda.

If your character commits too many evil acts, the PC will increasingly lose freewill, succumbing to impulse and/or the will of others. Too much transition into this "shadow", as determined by the GM, may lead to the PC increasingly losing self-will. At the GM's discretion, if the PC performs too many evil or questionable acts, the player will no longer be allowed to control the PC, and relinquishes control of the PC to the GM.

Streaming Specific Notes

The player character must work as much as possible as part of the group. The player must be able to actually role-play the character. The character must fit the campaign style.

Since this is an audio/video broadcast, **enhanced role-playing techniques are greatly encouraged**, this includes but is not limited to:

- NO SIDE CONVERSATIONS WHILE OTHERS TALKING (this does not work with media)!
- Clear distinctions between what the player is saying (out of character), and what the character is saying (in character) (use of PC names and pronouns rather than player pronouns).
- Distinctive (even outrageous) voicing techniques, accents, with distinct speaking mannerisms befitting your character, stereotypes are just fine.
- Exaggerated facial expressions.
- Exaggerated body language.
- Exaggerated gesturing.
- Distinctive cultural colloquialisms appropriate to the character/setting.
- Generally no eating during streams (during breaks is fine).
- If there is food allowed during stream, do not chew with mouth open, and do not talk with food in your mouth.

•If you are wearing a microphone, turn it off if you are going to cough, sneeze, chew, drink, or during the breaks.

Attendance

Once a player participates with a character in a session, all players are expected to attend every subsequent scheduled session. It is important for the flow of the campaign that everyone does their best to be consistent in their attendance. If a you believe you will be unable to attend an upcoming session, you must inform the GM and the SH with as much advance notice as possible, prior to the next game session.

An absent player's character is to be controlled by the GM unless the GM allows another player to control the player's character given said player's permission.

This is one of the reasons why it is the policy of the GM to retain all character sheets between sessions.

Contact information

RPG Research

US Toll-free: (833) RPG-INFO

Cell/text: (509) 508-7630

info@rpgresearch.com

Role-Playing Game (RPG) Code of Conduct for Broadcasts by [Hawke Robinson](#) is licensed under a

[Creative Commons Attribution-ShareAlike 4.0 International License](#).

Based on a work at <http://spokanerp.com/archives/gamer-intake>.

Permissions beyond the scope of this license may be available

at <http://spokanerp.com/archives/permissions>.



Here is the HTML for online versions:

```
<a rel="license" href="http://creativecommons.org/licenses/by-sa/4.0/"></a><br /><span xmlns:dct="http://purl.org/dc/terms/"
href="http://purl.org/dc/dcmitype/Text" property="dct:title" rel="dct:type">Role-Playing Game (RPG) Code of Conduct for Broadcasts</span>
by <a xmlns:cc="http://creativecommons.org/ns#" href="http://spokanerp.com/archives/gamer-intake/rpg-broadcast-code-of-conduct"
property="cc:attributionName" rel="cc:attributionURL">Hawke Robinson</a> is licensed under a <a rel="license"
href="http://creativecommons.org/licenses/by-sa/4.0/">Creative Commons Attribution-ShareAlike 4.0 International License</a>.<br />Based on
a work at <a xmlns:dct="http://purl.org/dc/terms/" href="http://spokanerp.com/archives/gamer-intake"
rel="dct:source">http://spokanerp.com/archives/gamer-intake</a>.<br />Permissions beyond the scope of this license may be available at <a
xmlns:cc="http://creativecommons.org/ns#" href="http://spokanerp.com/archives/permissions"
rel="cc:morePermissions">http://spokanerp.com/archives/permissions</a>.
```