

## **DISCIPLINARY POLICY:**

### **Disciplinary Rules**

Carpe Noctum uses a strike system. A player is given a strike at the Storytelling staffs discretion. Any person who accumulates three strikes will be removed from the membership and banned from the site. A strike is removed one year after it is received, unless another strike is received in that time. The strike(s) may also be removed at the discretion of the Storytelling staff. A player may also be removed from the membership and banned from the site at the discretion of the Storytelling staff. Players may initiate a strike against another player or Storyteller. The players may recommend to the Storyteller staff that they wish a strike to be leveled and supply convincing evidence of their reasoning and said strike will be put to a vote.

### **Censure System:**

The Censure system was created as a form of punishment when the misconduct is not grievous enough to merit a Vote of No Confidence or a strike. These points are on a scaling system similar to the strike system and as such obtaining three (3) Censures is equivalent to earning one (1) strike. Depending on the severity of the situation the censure may be given in conjunction with the following listed below.

**Loss of Experience points:** In the instance that any member is found to be a part of misconduct with in Carpe Noctum said member may be penalized by way of loss of experience this penalty can be upto a maximum of a full month of actual play time with no Experience points or Player points being gained. Furthermore this will be logged within the Database and the member will not be able to make these points up by use of Player Points.

**Suspension:** In the event that a Member of this chronicle has been penalized by way of experience loss and the misconduct continues the member will be asked to remove themselves from site for the duration of the game session and will be suspended for no less than 1 games session after said occurrence. Suspension from game through this measure may not exceed 1 month/2 game sessions with out just reasoning or the addition of a Strike being proposed for the player.

**Ban:** A temporary ban action lasts for six (6) months, after which a six (6) month Probation occurs. An indefinite ban action has no time restriction and is given after a temporary ban. It can only be removed with the assent of the HST.

### **Strike System of Carpe Noctum:**

Carpe Noctum much like OWbN has a strike system in which we use to determine the standing of individuals within of Chronicle. The following are a break down of actions to be taken when one receives on of these strikes within our chronicle.

1. If any member is found guilty of misconduct within this chronicle they will no long per eligible for a position of leadership within the chronicle. If a storyteller at the time of receiving the strike they will be immediately required to step down from their position on staff and will be penalized the Experience granted for that game session.
2. In the event that any member of this chronicle receives a 2<sup>nd</sup> strike prior to the removal of the initial will be penalized 1 months worth of Experience and will be required to take no less than 1 month away from game not to exceed 3 months or 6 games sessions.
3. In the event that any member of this chronicle receives a 3<sup>rd</sup> and final strike they depending on the events that lead up to the strike my lose their character in the form of a GNC and or a permanent Ban from game site. This Ban will stand for no less than 6 months depending on the severity of the claim up to 1year after which said member may propose a vote to remove the Ban.