



# Charter

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## Mission Statement

CARPE NOCTUM is an interactive, improvisational theater group, functioning under the Vampire oriented live action role-playing rules published by White Wolf and also under the organizational rules and auspices of One World By Night. We seek to create an ongoing collaborative work of art using the framework of a game that lends itself well to the ancient art of storytelling. We strive to give the act of aesthetic creation precedence over the game related ideas of "winning" and "losing".

## OWBN Bylaws

Carpe Noctum adheres to all OWBN Bylaws as written, this includes the Charter, Code of Conduct, Code of Ethics, and all Character Bylaws. Carpe Noctum encourages tolerance of the diversity in our membership as outlined by the OWNB Code of Conduct and Code of Ethics

## Membership

Members shall be defined as the body of regular players and storytellers (STs and HST). These may be comprised of Active or Inactive members.

Active Members:

- May be Carpe Noctum Staff Members.
- May vote in any Carpe Noctum Ballots.
- Are players who have an **active character** in the Carpe Noctum Database.
  - An **active character** is defined as:
    - A character residing in Carpe Noctum's database.
    - A character that has been played in a Carpe Noctum game session no less than 6 times in the year preceding the day of a vote, with at least two of these sessions within the two months preceding a vote.

An Inactive Member is defined as:

- A player who has not played an active Carpe Noctum character in a Carpe Noctum game session within the past six game sessions unless they are serving as a storyteller.

**Special Dispensation can be provided by the Head Storyteller for mitigating circumstances.**

## Game Funds

These are funds collected from, or donated by, the player base at the beginning of each game session. They are to be used to directly benefit the game. The members of Carpe Noctum shall be notified of all expenditures of game funds exceeding \$100.00.

## Voting

All voting shall be conducted by secret ballot among the Active Membership, and the vote shall be carried by a simple majority. Only Active Members may vote. Voting shall only be conducted at official, pre-announced meetings, and shall not be valid if less than two thirds of the total membership casts a vote.

A vote may be called by any Active Member on any subject within this charter, but the call for a vote must be seconded by another Active Member.

For those who are unable to attend the game on any given vote, you may send a vote to the storyteller list, however those votes may be seen by the storyteller staff.

## Vote of No Confidence

A Vote of No Confidence may be not called for eight games after the Staff Member has been elected/appointed and calling for a Vote of Confidence must be seconded by another player. The individuals calling/seconding the Vote of No Confidence must be active members of Carpe Noctum. If a Vote of No Confidence is called, and the players vote to retain the current staff member, then another Vote of No Confidence may not be called again until eight games after the vote.

## Leadership

You may not hold any leadership position during the period of an OWBN or chronicle disciplinary action or if you are not an active member of Carpe Noctum as defined above. A leadership position is defined as one of the following: HST, ST, or CM or any other out-of-character position such as Player Representative or Narrator.

## Staff Positions

No person shall be obligated to accept a position to which they have been elected. All staff members are required to be active members of Carpe Noctum as outlined in this charter prior to their election or appointment.

- Head Storyteller (HST)
  - Is a player elected position.
    - The HST vote happens the first game of every June and follows the Voting rules above.
  - Is the final arbiter of plot and rules calls at game.
  - Is responsible for the chronicle as far as site and OWbN interaction.
  - Selects and removes ST's, Council Reps, Treasurer, and Narrators.
  - May be removed by failing a vote of confidence.
- Storytellers (Sts)
  - Is an HST appointed position.
  - May be removed by the HST or a Vote of No Confidence.
  - Duties are set by the HST but may include assisting in rules calls, running sign in, developing plots, tracking experience gained, and helping to ensure that the game runs smoothly.
- Council Member (CM)
  - Is an HST appointed position.
  - Must also be an ST as appointed by the HST.
  - Represents our Chronicle as the Voting Representative on the OWbN Council.
- Narrator
  - Is an HST appointed position.
  - Assists staff in adjudicating simple mechanics during game sessions.
- Treasurer
  - Is an HST appointed position.
  - Responsible for bookkeeping and ensuring that the funds are used for the best interest of the game and provide information on the funds when required by the player base and/or other members of the staff.

## **Staff Positions Cont....**

- Player Rep
  - Is a player elected position.
  - This person is elected as a trusted member of the player base to air grievances to when a player is not comfortable in taking the issues to the current game staff. It is then the responsibility of the Player Representative to work with the Storytelling staff to address the issues.

## **Genre**

Carpe Noctum is a Vampire the Masquerade game which focuses on Camarilla and Anarch genre. A yearly vote to determine primary genre, Camarilla or Anarch, will be held the last game of every May.

## **Age Requirement**

You must be at least 18 years old to play. Exceptions MAY be made with both the HST and the parent in agreement.

## **Site Behavior**

Players must display a responsible attitude towards any game/event site and towards non-players, including compliance with all laws and rules that are in force on site. Disciplinary actions will be enforced per the local laws, site requirements, Carpe Noctum Charter, OWBN Charter, Bylaws, Code of Conduct, and Code of Ethics.

## **Story Requirements**

Although we sometimes explore adult themes in our game we should be aware of the fact that there are some sensitive topics which should be met with additional discussion before being permitted into active play. This includes, but is not limited to, the below:

- If a story/scene includes, in any way, the topic of rape, HST approval is required for that story/scene.
  - This includes, but is not limited to emails, face to face scenes, narrated scenes, backgrounds and story lines brought back from other games.

This is not intended as an attempt to censor or restrict story. This is an acknowledgement of the fact that this particular topic is currently an identified problem in our OOC society. If all players involved in the proposed scene are willing participants it will likely be approved. If additional topics are identified as needing to be included; further discussion and charter amendment votes will be scheduled.

## **Amendment Clause**

All amendments to this charter require a two thirds majority vote.