

Charter

- **Mission statement:** Secundus Surrectum, a Phoenix, Arizona chronicle of One World by Night, is a live-action role-playing game utilizing the rules published by White Wolf. We seek to participate and contribute to an ongoing, collaborative shared universe within the framework of the game, providing a positive mutual experience for all participants and contributors.
- **Chronicle Philosophy:** Secundus Surrectum involves storytelling featuring mature and adult themes of personal horror. We seek to create a high-quality role-playing experience through improvisational portrayal of characters, combining their individual stories into a cohesive whole. We work towards a fair and equitable gaming environment for all players and participants, and seek to place value in the aesthetic of story creation, and emotional content of the story's process, rather than the concepts of "winning" or "losing".
- **Participant Rights and Responsibilities:**
 - All players and participants are entitled to a safe and comfortable playing environment.
 - All players and participants are entitled to fair and equitable treatment by staff and administrators of Secundus Surrectum, and One World by Night, at all administrative levels.
 - All players and participants are expected to conduct themselves with good sportsmanship, and in a fashion that will maintain the good public standing of Secundus Surrectum. This includes respecting the laws of the location in which Secundus Surrectum convenes games, the rules of the spaces in which games are held, and the rights of all other players and participants.
 - All players and participants are responsible for making the staff and administrators of Secundus Surrectum aware of any problems with the game environment, conduct of others, or any obstacles to a positive gaming experience.
 - Participants are encouraged to utilize e-mail to the Storyteller and/or downtime e-mail address for this purpose. Mediation between two or more participants may also be requested in this fashion.
 - If a participant has a complaint related to a member of the administrative staff, or requires a mediation with a member of the administrative staff, participants are encouraged to contact an uninvolved staff member directly.
- **Chronicle staff** – The administrative staff of Secundus Surrectum shall consist of one Head Storyteller, a minimum of one Assistant Storyteller(s), and one Council Representative. The Council Representative (also called Council Member), may be either a storyteller or a player within Secundus Surrectum. Other positions, such as Narrators, webmaster, and other administrative positions as necessary, may be appointed or selected by the storytelling staff as the needs of the game require. All administrative staff positions are unpaid, conferring no monetary benefits of any kind for those volunteering their time to the positions. All administrative staff will fully comply with all ethics guidelines laid out in the Secundus Surrectum House Rules.

- **Head Storyteller** – The Head Storyteller acts as the primary lead for all members of the administrative staff and must exercise this power in the interests of the overall story narrative, and smooth administrative operation of, Secundus Surrectum. The Head Storyteller retains final control over all characters based in the Secundus Surrectum game, whether at or between games. The Head Storyteller retains final control over all visiting characters for the duration of all such characters’ time within the area controlled by Secundus Surrectum as recorded by the One World by Night Archivist Office, and for the duration of any game at which such characters are portrayed, including the downtime between multiple nights of a single event. The Head Storyteller may overturn any ruling made by other members of the administrative staff.
 - The Head Storyteller has the following rights and responsibilities:
 - Dividing tasks among other administrative staff members, and following up to ensure task completion.
 - Serving as the final arbiter of any disputes involving in-character plots, actions, rules calls, or similar.
 - Creating plotlines, creating and portraying Non-Player Characters (NPCs), arbitrating in-character player actions, cooperating with other One World by Night chronicles for the creation of networked plotlines, and other duties necessary for the development of the story of Secundus Surrectum.
 - Communicating with other chronicle staff, One World by Night administrators and players as needed. The Head Storyteller is required to maintain an email address subscribed to the One World by Night Storyteller e-mail list.
 - Managing the game’s assets and resources, including but not limited to, monetary funds, game books, props, electronic passwords, chronicle house rules, websites, and e-mail lists. These responsibilities may be delegated to other members of the game’s administrative staff.
 - Keeping records of all agreements and contracts made in the chronicle’s name, including, but not limited to site rental contracts, written agreements with One World by Night coordinators, signed safety waivers and permission slips, etc. These agreements and contracts should be archived electronically on the chronicle storyteller shared e-mail account or list.
 - Serving as liaison between the chronicle and any vendor representatives - such as landlords who provide rental space for games, event planning staff at hotels, etc. – who provide services to the Secundus Surrectum chronicle.
 - Overseeing the advancement of characters, whether through experience expenditure or otherwise. This responsibility may be delegated to another member of the game’s storyteller staff.
 - Completing and/or delegating any other miscellaneous duties necessary for the management of the chronicle.
 - Overseeing and arbitrating disciplinary procedures, except in the event of a conflict of interest (see Storytellers – all).
- **Assistant Storyteller(s)** – Assistant storytellers serve as the primary management for game plots and administrative tasks, as assigned by the Head Storyteller.
 - The Assistant Storytellers have the following rights and responsibilities:
 - Creating plotlines, creating and portraying Non-Player Characters (NPCs), arbitrating in-character player actions, cooperating with other One World by

Night chronicles for the creation of networked plotlines, and other duties necessary for the development of the story of Secundus Surrectum.

- Delegating tasks to chronicle Narrators, if applicable, as needed.
- Following up with chronicle Narrators to ensure that tasks are completed in a timely fashion.
- Communicating with other chronicle staff, One World by Night administrators and players as needed. The Assistant Storytellers may maintain an e-mail address on the One World by Night Storyteller e-mail list.
- Completing and/or delegating any other miscellaneous duties necessary for the management of the chronicle.
- Assisting the Head Storyteller in overseeing the game's disciplinary procedures as necessary, except in the event of a conflict of interest (see Storytellers – all).
- If there are two or more Assistant Storytellers, a majority of the Assistant Storytellers in agreement may overturn any ruling made by the Head Storyteller.

- **Storytellers – all**

- No storyteller will have final administrative control over his or her own character (or those of the storyteller's spouse, or boy/girlfriend), with all character advancement (experience point expenditures and other) requiring the approval of another member of the storytelling staff. No storyteller will take any action that might constitute a conflict of interest, favoring his/herself (or spouse, etc.) either In-character or Out-of-character, including but not limited to changes to character sheets, disciplinary situations and in-character rank/position. All administrative or disciplinary matters will be handled by uninvolved administrative staff members. To ensure this is possible in most foreseeable situations, no storytelling staff shall consist solely of two individuals who are married or otherwise romantically involved, nor shall it consist solely of pairs of individuals so involved. Should no uninvolved administrative staff member exist in the event of a disciplinary matter, an uninvolved external individual agreed upon by all involved parties of the dispute shall arbitrate the dispute.
- Storytellers may house their characters in Secundus Surrectum, and may portray characters while serving as a storyteller if the circumstances of the game permit it, but storytellers are discouraged from portraying characters above the average Experience Point total of other characters active in the chronicle, at games. Storytellers are prohibited from having their Player Characters serve in the role of Prince (or other equivalent positions on a non-clan level) while acting as Storyteller. Storytellers are encouraged to refrain from accepting primary storyteller responsibility for the clan/group of their own character(s) or those of their spouse, etc.
- Secundus Surrectum awards (or if storytellers' characters are housed elsewhere, recommends) equal Attendance Experience to the primary active character of the storytellers, to that of attending players, for all games attended. Good Role-playing experience may only be awarded to storytellers' active character from Secundus Surrectum games, if it is awarded uniformly to all players present for a given date. Storytellers may be awarded one additional Experience Trait to any

one of the storytellers' characters of the storyteller's choice for each game attended. It is recommended that storytellers must also attend all scheduled storyteller organizational/planning meetings, or otherwise conduct sufficient work between games, contributing to the smooth operation of game, to receive this additional Experience Trait.

- **Council Representative (also called Council Member)** - As a member chronicle of One World by Night, Secundus Surrectum is entitled to and responsible for participation in One World by Night's administrative Council. The Council Representative maintains the chronicles' relationship with One World by Night and serves as the point of contact between One World by Night administration and game administration. If the Council Representative is not otherwise a member of the Secundus Surrectum storytelling staff, the storytelling staff may chose to award the Council Representative one additional Experience Trait per month to one of the individual's characters, if he or she performs the duties of the Council Representative to the satisfaction of the storytelling staff.
 - The Council Representative has the following rights and responsibilities:
 - Maintenance of an e-mail address on the OWBN-Council e-mail list, representing the opinion of the chronicle in administrative matters, answering any administrative questions posed to the game, and collecting information from the discussion on that list for consideration by the membership of the chronicle.
 - As permitted by the specific items being discussed or voted upon, when permissible, the Council Representative shall solicit opinions and input from chronicle members publicly on the chronicle's general out-of-character e-mail list. Only items, discussions and votes of a non-confidential nature, as defined by the Head Coordinator or designee, or otherwise described as permissible to be shared with players, may be divulged in this fashion.
 - If votes and discussions are not of a public nature, available to the player population of One World by Night, the Council Representative shall solicit the input and opinions of the storytellers privately.
 - Casting votes on the game's behalf during One World by Night Council votes, in accordance with the expressed opinions of the players and/or storytellers of the game.
 - Overseeing any administrative requirements related to the chronicle's membership in One World by Night, including, but not limited to:
 - Maintaining Secundus Surrectum's listing on the One World by Night official website.
 - Subscribing and unsubscribing storytellers to and from the One World by Night Storyteller e-mail list.
 - Insuring that the game's voluntary membership/chronicle dues are paid and that the game remains in good standing with the One World by Night Finance Coordinator. This may be delegated to another member of the administrative staff with Head Storyteller approval. This duty is waived if the chronicle administrative staff conducts a majority vote among the chronicle participants, successfully carrying an outcome of

withholding payment of the voluntary membership/chronicle dues for a given year.

- Submitting chronicle reports on the game's behalf to the One World by Night Archivist as necessary. This may be delegated to another member of the administrative staff with Head Storyteller approval.
- Working with the Secundus Surrectum administrative staff to make sure the game upholds all requirements of the One World by Night Rare & Unique character policies, and bylaws, as necessary.
- **Game Narrators** - Game Narrators serve as assistants to the primary administration of the storytelling staff. They are delegated specific duties as necessary by the storytelling staff to ensure the continued smooth operation of the game.
 - Game Narrators have the following rights and responsibilities:
 - Completing all tasks delegated to them by the storytelling staff in a timely fashion.
 - Communicating with the rest of the chronicle staff and players as needed. Narrators are not permitted to maintain an e-mail address on the One World by Night Storyteller e-mail list.
 - Maintaining any plotlines delegated to them by the storytelling staff, including portrayal of Non-Player Characters (NPCs) as necessary.
- **Changes to Charter**
 - Any section of the Secundus Surrectum chronicle charter may be amended or altered by a 2/3 majority vote (rounded up) of the chronicle participants maintaining active characters in the chronicle.
 - Should chronicle participants wish to suggest a change to the charter, they may do so to the Council Representative. If the Council Representative deems the change is worthy of consideration, he or she will conduct a vote through email over the course of one calendar month, with announcements of the open, close and contents of the vote on the chronicle's general out-of-character e-mail list.
 - If three or more participants support a suggested change to the charter, the Council Representative cannot turn down the request for such a vote. If a suggested change to the charter is voted on and the vote fails, six months must pass before that same suggested change is eligible for a re-vote.
- **Votes of No Confidence**
 - At any point, a 1/3 majority (rounded up) of the chronicle participants maintaining active characters in the chronicle, can call a vote of no confidence on a Head Storyteller, Assistant Storyteller, Council Representative, Narrator or any and all combination of the above. The Council Representative, if not the subject of the vote (and not in a conflict of interest regarding the subject of the vote), shall officially call for the requested vote, on behalf of the requesting players at opening announcements of a game (as well as on the chronicle's general out-of-character e-mail list immediately following the game), and during that game and the following consecutive game, oversee a paper vote. If 2/3 (rounded up) of the cast votes indicate "yes" to the vote of no confidence, the subject of the vote of no confidence shall be removed from the game's administrative staff immediately. If the Head Storyteller is

removed by this vote then the remaining storyteller(s) shall select a new Head Storyteller from among the Assistant Storytellers already in place, and take action as necessary to maintain minimum storyteller staff composition as outlined above. Staff members removed through a vote of no confidence shall not serve the game in any administrative staff position for minimum of one year following the successful vote of no confidence.

- Should the vote of no confidence be called upon the Council Representative (or his/her spouse, etc.), or if the Council Representative is otherwise in a conflict of interest regarding the vote of no confidence, the requesting players shall select a single representative to carry out the duties outlined above in regards to administering the vote of no confidence. It is recommended that if an uninvolved administrative staff member is available, said administrative staff member be selected as the representative to carry forward and conduct the vote of no confidence.
- In the event of the entirety of the Storyteller staff being removed by votes of no confidence, leaving no Head Storyteller, and no Assistant Storytellers already in place to step up as Head Storyteller, the chronicle participants shall immediately conduct a vote, in the fashion outlined above for votes of no confidence, to instead elect a new Head Storyteller. This newly elected Head Storyteller must immediately take action to ensure minimum storyteller staff composition as outlined above.