

CODE OF CONDUCT

APPLICABILITY AND ELIGIBILITY

All persons who participate in any Chronicles of Ashenfall event, in any capacity, are expected to abide by this Code of Conduct. This includes both Players and Cast. This Code of Conduct applies to participants during events and between events, including digital platforms through which community members of the game interact such as the Chronicles of Ashenfall Discord or Facebook page, and includes interactions between community members regardless of whether they occurred in official Chronicles of Ashenfall spaces or in other spaces.

All participants are expected to:

- Follow rules, regulations, and policies of any campsite or other event space used for a Chronicles of Ashenfall event.
- Abide by any insurance requirements and any local, federal, or state laws.
- Abide by any rules and regulations communicated by Staff during the pre-game Player Meeting or as described on our website or communicated to you by the Chronicles of Ashenfall Staff in writing.

ELIGIBILITY

We seek to set expectations as clearly as possible upfront due to the dark fantasy nature and tone of some of our stories and some logistics of game management. Eligibility to participate in our game is limited to individuals who are 18 years of age or older. Exceptions to this policy are rare and entirely made on a case-by-case basis. Exceptions are granted at the sole discretion of the game owner.

RULES OF ETIQUETTE

HONESTY AND HONOR SYSTEM

LARP in general and our game in particular rely on honesty. This means making the best efforts to engage with aspects of the game or game mechanics using an “honor system.” Keep track of your character’s condition, any effects they may be under, and hits that strike you—act accordingly to these.

CALLING EFFECTS CLEARLY

Any Verbal Calls need to be spoken clearly and audibly. Do not expect your target to take an effect or react appropriately to garbled or muffled calls.

BURDEN OF USE

The user of skills, spells, effects, etc. has the burden of use of those effects. If you are asked to Clarify an Effect that you just attempted to use, you must be able to explain the Effect to the target. If you are unable to explain a keyword or other part of an Effect you are attempting to use in-game, you may not use it.

INSULTING AND THREATENING LANGUAGE

If an insult your character would make would offend someone on an out-of-game level, consider a different choice of wording that could be taken as entirely in-game. Any in-game or in-character threats should be worded so that they are clearly in-game.

SEXUALLY EXPLICIT

References to explicit sexual behavior or concepts, especially violent ones, are not welcome nor allowed.

EXCUSING BAD BEHAVIOR

“Just being in character” is never an acceptable excuse for unacceptable behavior. Similarly, attempting to legalistically argue your way out of trouble or intentionally bending the rules to benefit your character is not acceptable.

SMOKING, ALCOHOL, AND DRUGS

SMOKING POLICY

No smoking is allowed inside any of the buildings at any campsite or event space used by Chronicles of Ashenfall. Smoking is permitted only in designated areas such as the parking lot or around an active campfire.

ALCOHOL & DRUG POLICY

Chronicles of Ashenfall is bound by the rules and regulations of the campsite we use. Unless explicitly permitted, usage of alcohol or illegal drugs on site, or playing while impaired or under the influence of such substances is grounds for an immediate and permanent ban, and the participant is liable for the loss of the Security Deposit or any related Financial loss.

DISCIPLINARY ACTIONS

We take disciplinary action against participants of our game very seriously. Behavior that violates our rules, policies, or expectations will be subject to disciplinary action and/or investigation. Such actions may include:

- verbal or written warnings
- suspensions from the game
- permanent ban from the game

Membership and participation in our game and community is a privilege, not a right.

When issues or complaints arise, we utilize a progressive system of review. While this may not fit everyone’s personal definition of “fairness”, we strive to approach situations with compassion and set expectations up front as much as possible. The spirit of these policies are considered as more significant than the exact wording.

REMOVAL FROM AN EVENT

Chronicles of Ashenfall and Mountaintop Games LLC reserve the right to remove any participant from the game. Such removal may occur at any time including, but not limited to, during the course of an event. Decisions on disciplinary action such as the removal from an event or the community entirely are made at the sole discretion of the game owner.

BANS AND SUSPENSIONS

To be explicitly clear the following will likely result in a permanent ban from our game and may result in referral to police where warranted:

- **Sexual Misconduct of any kind will not be tolerated.**
- **Posting or sharing of illegal content, including hate speech, on Chronicles of Ashenfall social media is not permitted.**
- **Out-of-Game harassment of community members is not permitted.**

SHARING INFORMATION

Generally, information about participants and incidents that resulted in disciplinary action will not be shared with the community. Information about participants and incidents that resulted in disciplinary action may be shared with other game organizers. Information may also be shared with the Chronicles of Ashenfall community in situations where it is determined that doing so may reduce harm or ameliorate some negative impact as a result of such situations. Decisions on what information is shared and when are made at the sole discretion of the game owner.

REPORTING CONCERNS

While we support a culture of a self-policing community and encourage folks to address issues as they occur / as they see them, we also have methods for reporting egregious concerns or notifying our staff of an ongoing issue.

- **In-Game:** you can always flag down a staff member or NPC and let them know that you need to speak in an out-of-game manner, then convey the concern. If that person is not able to address it directly, they will inform someone who can.
- **Out-of-Game:** you can let us know about any concerns through your feedback form, contact our game owner directly, or email support@ashenfall.com. This information is private and will be handled in confidence. Please provide as many details as possible and please be aware that we may need to ask for additional details or communication in order to move forward.

If a negative interaction occurs and you do not feel comfortable addressing it with the person involved, please do not wait to report a concern until after the end of an event. Let our staff know as soon as possible. Addressing it in the moment is always a better practice to help reduce harm, especially when it comes to elements of safety or breaches of our code of conduct. Communicate any first-hand information as soon as possible. Second- or third-hand complaints are typically not actionable.

STAFF INTERVENTION

Staff will intervene provided the Staff member(s) feel in their best judgment that such intervention is warranted. Depending on the severity of the allegation, Staff may investigate and make a determination about any disciplinary actions that may be warranted.

Staff will not intervene in an in-game conflict between characters, only in situations that present out-of-game concerns or breach some element of our rules, policies, or code of conduct.

SECURITY DEPOSIT & FINANCIAL LIABILITY

DAMAGES

You are expected to take good care of the property and all equipment and fixtures in it at any campsite or event space during the course of a Chronicles of Ashenfall event. If, at any time, your behavior results in damages to the property you will be responsible for reimbursement, on demand, for all costs, fees, and expenses incurred to address any such damages. Damages to the property must be communicated to staff in a timely manner. Damages to the property that may reasonably be attributed to intentional actions may be grounds for removal from an event

SECURITY DEPOSIT

If, at any time, your behavior results in the loss of the security deposit for an event, you will be responsible for reimbursement of such loss to Chronicles of Ashenfall in addition to any other disciplinary action.

LIABILITY FOR FINANCIAL LOSS

If, at any time, your behavior results in the early conclusion of a rental period by the Operator of a campsite or event space, you may be liable for the cost of the rental fee including any deposit.

If, at any time, your behavior results in the cancellation of future rental contracts with a campsite or event space, such as Chronicles of Ashenfall or Mountaintop Games LLC as entities banned from a campsite or event space, you will be liable for the loss of revenue equal of up to four events or until such time as a new campsite or event space has been selected and contracted with for use at future events, whether this loss is perceived or actual, of Mountaintop Games LLC calculated at a rate of 1 event per 3 month period between the months of March - November and based on the average revenue received from Chronicles of Ashenfall game events during the preceding 12 months.

SAFETY & SPORTSMANSHIP

Our goal is to ensure that all participants have fun in a safe environment. All participants are responsible for the safety of any items used in combat; this includes swinging or throwing weapons. You should check the safety of your weapons throughout the course of the event, and if you notice any safety concerns such as ripping or breakage on a boffer or other weapon, please retire it for the remainder of the event.

At the bare minimum, participants in our game, both Players and Cast, are expected to familiarize themselves with the safety rules, safety calls, and keywords used in our game system.

PHYSICAL CONTACT

Physical contact should only occur through a foam boffer weapon, LARP-safe ammunition, or with prior consent given for physical roleplay.

INJURIES

If you become injured during the course of an event, please seek medical attention and let us know.

If you have been injured prior to attending an event, please carefully consider whether it is safe for you to continue participating in the event, whether you may need a Yellow-Armband, or whether you should cancel or push your registration to a future event. Ultimately, you are responsible for your own well-being and are the only one who can make this decision.

Chronicles of Ashenfall: Core Rulebook

WILDLIFE SAFETY

Make sure to keep the campsite clean: do not leave food, trash, or anything smelly out in the open or in your tents that might attract wild animals. If you are camping on site, food should be sealed and stored appropriately out of reach of animals.

Do not feed or try to pet any wildlife you come across, even if it seems friendly. Stay away from dead animals you find in the wild. Stay away from young animals you find in the wild.

REAL WEAPONS

Real weapons are not permitted to be worn or used for any reason at a Chronicles of Ashenfall event. Knives, axes, or other camping utensils are permitted as long as they do not leave camping areas and are stored safely while not in use. Firearms are not permitted on the camp site.

FIRE WATCH

Fires may only be in designated areas and must be attended at all times. It is everyone's responsibility to make sure that there are no unattended flames in or around the campsites. While a fire is active, a person must be designated as the "Fire Watch." Should something happen to incapacitate the other characters in the area, the Fire Watch is not affected and is considered Out-of-Game for all intents and purposes.

Combat must maintain a safe distance from active fires; use "caution" and other safety calls as needed to move the action a safe distance (10 ft. or more) away. No person should ever run to a fire to avoid in-game action or combat.

SPIRIT OF THE RULES

The rulebook at large and any specific section therein are intended to be approached "in good faith." Participants are expected to behave in a manner that supports the safety of the community and the good of the game, not merely for personal gain.

It is simply not possible to write a rulebook that accounts for every situation. It is possible to technically follow a rule while intentionally manipulating it beyond the expected function. Our goal is to convey expectations, rules, policies, and procedures clearly, and that means relying on participants to engage with these in good faith.

Don't be a weasel and don't try to force technicalities to avoid consequences. Where necessary, such behavior will be marked by Staff as inappropriate or as Cheating. Wilfully abusing the clear meaning of language in an attempt to gain personal advantage, avoid consequence(s), or be disruptive to an event and the community will not be tolerated. We will always provide clarification when asked if a rule is confusing or being misinterpreted.

Some things shouldn't have to be said to adults and aren't explicitly defined in our policies or rules; please don't be the person who forces us to make another rule.

CHEATING

Cheating is not permitted. Intentionally bending or breaking the rules outlined in our system will be considered cheating.

ANTI-HARASSMENT & ANTI-DISCRIMINATION POLICY

Chronicles of Ashenfall seeks excellence through diversity among its Players, Cast, Staff, leadership, and stories. We are committed to creating and sustaining a community that is inclusive, as reflected in our core values.

We confidently hold the position that LARP is a hobby for all and one in which physical, verbal, or sexual harassment will not be tolerated. We also recognize that the tone and stories explored in Chronicles of Ashenfall may not be everyone's cup of tea, however we are committed to ensuring that this is not due to the prevalence of discriminatory elements, actions, or messages.

PROTECTED CLASSES

We do not discriminate on the basis of race, color, religion, sex, age, national origin, sexual orientation, gender identity or expression, disability, veteran status, ancestry, ethnicity, or pregnancy status. It is not acceptable for members of our community to discriminate against or make derogatory comments towards another participant on the basis of any out-of-game identity they may hold, especially legally protected classes. Legally protected classes include: age, ancestry, color, disability, ethnicity, gender, gender identity or expression, genetic information, HIV/AIDS status, military status, national origin, pregnancy, race, religion, sex, sexual orientation, or veteran status.

HATE SPEECH

Under no circumstances will hate speech be allowed nor tolerated. In-game insults must be kept to clearly in-game language. There is a difference between a character and the person playing that character, but this does not excuse one from the bad behavior of the other.

MAKEUP RESTRICTIONS

Chronicles of Ashenfall does not permit blackface, brownface, or other makeup that mimics real-world skin tones in representations of any of the species in our game. Some species have specific makeup requirements which are not intended to nor should be used to change one's natural coloring to mimic real-world skin tones, but should be deliberately integrated into fantasy makeup and costuming in a way that highlights the supernatural, non-human appearance of the character.

PLAYER VS. PLAYER (PvP)

The game system and world of Chronicles of Ashenfall provide the scaffolding for antagonistic "Player vs. Player" (PvP) situations that may include both roleplay or combat scenarios. These may result in outcomes that were not previously negotiated by one or more characters involved, such as character death, loss of in-game possessions, etc. PvP content that is kept to in-game conflict and does not run afoul of our other rules, policies, or the Code of Conduct is permitted.

Characters may possess skills that allow them to attack or affect other characters by surprise, without pre-negotiated scenes and resolutions. Therefore, it is uncommon for two Players to agree in advance that their PC will or will not enter combat at a specific time or with a specific outcome. Conflict between characters should remain in-game and between those characters, especially when conflicts occur between two or more Player Characters.

PvP GRIEFING

Laying in wait nearby any set respawn point for a Player Character to respawn so that you may swiftly kill them again and again, ad nauseum, is considered Griefing. Such behavior is not tolerated and should be reported to Staff.

Theft

All participants should lock valuables in their vehicles if and whenever possible. Please do not leave any valuables unattended and visible in the cabins, camping areas, or in-game areas.

Chronicles of Ashenfall is not liable for any property that is lost or stolen during an event. Any found property may be given to a staff member and we will do our best to locate its owner. If you have lost an item, please ask staff during the end of event cleanup to check if it has been found.

Making Mistakes

If you make a mistake, own up to it. Don't attempt to "weasel" or "rules lawyer" your way out of trouble if a complaint has been made. Such attempts do nothing other than demonstrate a lack of alignment with our community values and provide significant justification to removal from the game or community entirely.

Photo / Video Release

Chronicles of Ashenfall may use photographers and videographers at the events to capture the action. We also use these images to update our website, rulebook, and promote future events. By registering for an event, you agree to allow Chronicles of Ashenfall and Mountaintop Games LLC to use these images or recordings.

Removal or Omission of Public Images

However, we will omit images from our publicly accessible areas such as the website and rulebook if you send us a request to support@ashenfall.com. To help facilitate this, please also include a clear image of yourself.