

## **RPG Talk's Code of Conduct**

RPG Talk expects that community activities:

1. Are a safe and respectful environment for all participants.
2. Presume the value of others. Everyone's ideas, skills, and contributions have value. We have discussions, not arguments.
3. Respect that RPGs are vibrant and diverse. Do not make fun of people for what they love.
4. Don't assume everyone has the same context, and encourage questions.
5. Encourage members and participants to listen as much as they speak.
6. Do not post controversial, inflammatory or off-topic messages with the primary intent of provoking other users.
7. Respect the copyrights of content creators.

We reserve the right to remove users that contribute to a hostile or unpleasant atmosphere even if they don't violate any of these rules. If any user is making you uncomfortable, and it makes you want to be quiet when they're around, please tell a moderator.

RPG Talk prefers conversation over moderation. We want to be a community that encourages good behavior. However, in the worst of cases we still do moderate and ban. Banning users works on a three-strike rule. First offense results in a warning. Second offense results in a temporary ban. Third offense results in a permanent ban. Depending on the degree of the breach of conduct, permanent bans may be enacted immediately.

### **Moderation Guidelines**

TL;DR: Please be a good person everywhere. We would like to be able to judge you based on your conduct on RPG Talk solely, but if something awful is brought to our

attention then we will address it, particularly if it is affecting the cohesion of the community. We have no intention to police conduct elsewhere.

RPG Talk exists at a time where the internet is becoming an increasingly public place. Although we would prefer to judge members exclusively on their actions on the RPG Talk server, the realities of the current world mean that we cannot.

Therefore, conduct of our members in other communities may be considered when determining if a user has violated the CoC. Hateful ideologies and/or behaviors are not welcome in our community: this includes abuse, harassment, frivolous and false accusations, and discrimination (particularly on the basis of race, creed, sex, sexual orientation, gender expression, or physical or mental ability). Generally speaking, controversial behavior elsewhere alone will not be enough to warrant a ban, but particularly egregious violations of the CoC in other communities may be severe enough to warrant such an action, especially if it likely to result in an unsafe environment here. However, we do not consider it the job of the RPG Moderation team to police or seek out behavior elsewhere on the internet.

If you have concerns about the behaviour of another member of this community, either on RPG Talk or off-site. Please bring them to the moderation team **in private**. 'Calling out' or conducting witch hunts against other users for actual or alleged off-site behaviour or using RPG Talk as a vehicle for revealing personal information about other users is not permitted and will be treated as a violation of the Code of Conduct.

When allegations are made against a user, the RPG Talk moderation team reserves the right to temporarily suspend the user in question from RPG Talk while an investigation is carried out. This investigation can last a maximum of 24 hours, after which a final decision will be made. Unacceptable off-site behaviour can contribute to a user's three strikes and thus result in warnings and/or temporary or permanent bans.

That said, we prefer conversation over moderation.

### Tough Topics

There are topics that can cause a lot of contention and it's important that we behave civilly when these come out. First, we have the #outside channel for contentious topics such as politics. However, #outside is still **absolutely subject** to the Code of Conduct. Name-calling, insults and petty behavior are, as always, unwelcome. As moderators, we try to intervene to stop conversations that are getting heated or unproductive. It may be hard to predict which topics are contentious and so a topic that you previously thought safe may be subject to removal. Particularly in #outside, we consider it our prerogative to require topic changes or breaks from the channel.

### Promotion on RPG Talk

- RPG Talk is here first and foremost to be a community for talking about RPGs. It is not a billboard!
- Please be aware of your surroundings when you advertise your things. Be an active participant in the community and we'll take interest in what you do.
- Many users are readers of lots of channels so repeated messaging in lots of places can be "too loud" so please keep it down. Consider your audience and how discussion might vary from channel to channel.
- It is ultimately up to the RPG Talk Moderation Team on what is Promotion and where it is most appropriate.
- If you are not interested in investing in our community, we are not interested in your advertising.

### What is promotion?

Promotion comes in many forms and I can't name them all here. To a certain extent, this is "we'll know it when we see it" but it does specifically include:

- Linking products, podcasts, personal discord servers, blog posts, videos, personal websites or Kickstarters without being prompted for that content.
- Requesting playtesters for your unfinished game
- Requesting art, artists, layout work, editing, proofreading or other help, especially if you want it for free

Brand new members or those who participate only to self-promote are more likely to have their messages classified as promotion.

### What isn't promotion?

Once again, things being or not being promotion can be very fuzzy and there is no one-size-fits-all answer. Context is everything!

- Recommending applicable games to users requesting recommendations
- Mentioning games in their designated channels
- Talking about what you just played or bringing up rules or aspects of a product in a conversational manner.
- Talking about game design, mechanics, layout or potential promotion in #game\_production or #game\_design

### Where is it OK?

Kickstarter links, GoFundMes, Patreons and other requests for funding or support in any way are welcome in two places: #crowdfunding and a single applicable channel (#dungeons\_and\_dragons for a D&D adventure, #powered\_by\_the\_apocalypse for a PbtA game or #indie\_games for your own indie game, for example).

Podcasts, art projects, live-streamed games and other general things are welcome in #game\_media and any applicable channels such as #osr for your OSR podcast or #arts\_and\_crafts for your mini-painting efforts.

### How often is it OK?

You may provide links to your thing or plug it unprompted **once** when you announce your thing in each appropriate channel when you begin your effort, **once** when you are nearing completion (48 hours remaining on your Kickstarter or other timed product) and **once** when you release your product and **never more than once a week**.

Exceptions to this include being specifically prompted on your product, being asked what you work on, or asking for examples.

### What about new episodes, streamed games, blog posts, comics or other iterative things?

When you have iterative content it is acceptable to post the link and detailed description in a single channel and then briefly mention it in other applicable channels to point users in the right direction. However, the busy nature of website previews means that we would prefer to keep those limited. Do not do this more than once a week. If it is general RPG content, the appropriate channel is #game\_media.

### What happens when the Moderation Team doesn't like what happened?

When the Moderation Team determines that a promotional message is misplaced, inappropriate, or excessive, the user will be messaged with a clarification or a request for a change in future behavior. If a user shows up to promote but do nothing else, your message may be edited or deleted. Repeat behavior may result in RPG Talk's standard Warning -> Temporary Ban -> Permanent Ban flow but we much prefer to talk about it and keep good people around.