

Code of Conduct for RPGs at Anyone Comics

The purpose of this code of conduct is to outline and define the expected behavior and social norms to treat everyone with respect and civility.

RPGs at Anyone Comics is committed to providing a harassment-free gaming environment for all, regardless of gender, sexual orientation, disability, physical appearance, body size, race, or religion. Harassment of any form will not be tolerated. Any communication, whether during role playing or during breaks, should be appropriate and always consider “would my words hurt this person?”

In role playing words matter: be sure that the words you choose will not make someone uncomfortable, unwanted, or unappreciated. We are all here to play together and have fun together. Harassment and sexist, racist, or exclusionary comments and jokes, are never okay and violating these rules will lead to you being not allowed back to any RPG at Anyone Comic events. Role playing touches on issues that are sensitive - always make sure all players are comfortable and okay, it is the facilitators job to regularly check in with everyone so expect check ins. If a player ever feels uncomfortable the game must pause and move away from the uncomfortable discussion or situation – no questions asked. It is always okay to say I feel uncomfortable.

These are the values to which RPGs at Anyone Comics aspire to:

- Be friendly and welcoming
- Be patient – remember people communicate in different ways and in different languages
- Be thoughtful – think about how your words will be interpreted and remember sometimes not commenting is the best action.
- Be respectful – especially respect differences
- Be charitable – always give people the benefit of the doubt, when there is disagreement try to understand why
- Avoid destructive behavior – give people their turn to speak and play, unconstructive criticism is always unconstructive, instead make suggestions as how things may be improved. Discussing potentially offensive or sensitive issues requires sensitivity. Microaggressions, hostile, derogatory, or negative slights and insults are never okay.

If there is an issue please speak to facilitators and know that facilitators are held to these codes of conduct – no one is exempt.

What to do if you witness harassment

If the behavior of another player or the facilitators makes you or someone else feel uncomfortable, threatened or unwelcome, you have a number of options.

If you feel safe in addressing the issue immediately, please do so. Identify the language or behavior that made you uncomfortable, and we will address it and make sure it doesn't happen again. You do not need to be the target of the behavior to speak out.

If addressing an issue publicly is unsafe or impossible, please speak to the facilitators, another Anyone RPG organizer or the store clerk. You can step away from the game to use the restroom and speak to the store clerk upstairs, who will act immediately to address the issue, or pull the facilitators aside during a break or after the game. Consider passing a note to the facilitators during play, or sending an email or text message.

If you need to make a complaint anonymously, write it on the back of a questionnaire, or on a blank paper or index card, and mix it in with completed questionnaires. We review the questionnaires closely after every game.

If a facilitator is harassing or harming participants, Dimitrios shuts the event down.