

4th Earth: Vanilla Social Contract

This contract is not intended to be enforceable by law; instead it outlines promises and agreements among the undersigned. The [4th Earth Social Contract](#) by [Alexander Midnight](#) is marked with [CC0 1.0 Universal](#).

We, the undersigned, hereby ratify this contract for the purposes of creating a pleasurable gaming experience and applies to all Players (including the Narrator, if applicable). This document MAY be filled out, modified, and amended as needed.

1. While our Characters may be disrespectful, unpleasant, and prejudiced against one another, the Players MUST NOT be.
2. Players agree to be respectful and supportive to each other.
3. Players agree to respect boundaries set by other Players and not use their Character(s) as a proxy for any and all out of game drama, disdain, or tension.
4. Players are free to enter and exit the game and this contract at-will for any reason. Further, Players are not required to divulge their reason(s) for leaving (or joining).
5. Before the first Session, Players will discuss boundaries related to game and gameplay.

Also consider

1. How will changes to the Social Contract be ratified? (Benevolent dictatorship, two-thirds vote, straight democracy, and so on.)
2. Will there be food, phones, and similar distractions allowed while gaming? How will breaks from gaming be handled?
3. How will food be handled? (Bring your own, rotating among members, potluck, and so on.)
4. How often will you be gaming? How long will sessions be? How many Players must be present for the game to continue versus being canceled?
5. How will general communication be coordinated? How will changes to the Social Contract be communicated and tracked?
6. What happens if a Play is late? What happens if a Player cannot attend the session?
7. Will non-Players be allowed? If so, what are the guidelines and guardrails? (Children, partners, and so on.)
8. How will you determine if a Player should be removed from the circle? How will you determine if someone should be added to the circle?
9. Who and how is the Setting defined and modified?
10. What is the conflict resolution strategy for Players? (Someone doesn't like the Setting or where the story is going.)
11. How do you feel about meta-gaming? (Players using knowledge they have to affect decisions of Characters who do not have that knowledge, for example.)
12. What behaviors will not be tolerated by Players? (Define up front or as they arise.)
13. What conversational topics are off-limits at the table by Players?
14. What behaviors SHOULD NOT be introduced into the game without approval? (Torture, for example, might be a triggering subject for a Player who would rather not have it happen in the game. Maybe Characters aren't allowed to steal from one another.)
15. What resources should be consumed ahead of time? What resources should be avoided during play? What rules (including expansions) will be used?
16. Can Characters die? If so, will Players create new Characters? (Should those "fallback" Characters be made prior to the first session?)
17. How do you handle in-character and out of character conversation?