

PW BOOKWYRMS

Group Rules

- 1. Be a Decent Human Being**
Racism, ableism, homophobia, transphobia, and sexism will not be tolerated. We all have blind spots and accidents happen, but it is the impact that matters, not the intent
- 2. Respect Your GM**
Remember that everyone running games is volunteering their time, effort, and supplies.
- 3. Respect Your Fellow Players**
You are not the only player at the table. Have patience for others and help them when they ask for it. Encourage everyone to participate in the story while being mindful of differing playing styles and comfort levels. Thank them for the supplies and snacks that they bring to share.
- 4. Respect Time and Schedules**
Show up on time and let your GM and/or other players as soon as possible if you are running late or cannot make it.
- 5. Be Prepared**
Familiarize yourself with the rules and your character to the best of your ability, but don't be afraid to ask for help. The GMs and other players have or know of plenty of resources to guide you on your way.
- 6. Be a Part of Your Party**
You are not the only character in the story. Give the other characters/players a chance to shine and contribute to the group's success. Make sure your fun is not spoiling the experience for anyone else.
- 7. Be Attentive**
Pay attention and listen to what the GMs and other players are saying and doing so you can be ready to participate, both in and out of combat. Keep track of when your turn is coming up and think of what your character would do ahead of time..
- 8. Have Fun!**
This is more important than winning. It's important to remember this game is for everyone's enjoyment.