

The Social Contract

[Back to .](#)

Important tools to help make the game safe for everyone and a summary of decisions made for the game. The setting inherently has many possibly offensive tropes within in that are also listed here.

Defaults

- Oppressive or invasive bureaucracy that is corrupt
- Piracy, theft and property being regarded as more important than life
- Racism and [substrate chauvanism](#) that varies from background bias generally up to violence in very specific locations
- Slavery (the Ur-Bots in this setting are treated like Droids in Star Wars)
- Violence is occasionally seen as a solution to problems

Tools

This game will be using two social tools:

- John Stavropoulos's [X-Card](#)
- Ron Edwards's [Lines and Veils](#)

X-Card

"I'd like your help. Your help to make this game fun for everyone. If anything makes anyone uncomfortable in any way... [**draw X on an index card**] ...just lift this card up, or simply tap it [**place card at the center of the table**]. You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded. And if there is ever an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually I'm the one who uses the X-card to help take care of myself. Please help make this game fun for everyone. Thank you!"

Basically - at any time, with no explanation, anyone can cease an element from the game from occurring or being talked about.

Lines and Veils

Lines and Veils are discussed in session zero of the game and whenever they may occur within play - either lines or veils may be added to at any time.

- **Lines** are never crossed. A line is drawn on particular subjects and they will never occur within the game. Current lines are-
 - Any form of harm against children
- **Veils** are things that may be referenced but are never roleplayed. They happen behind a veil, off screen, out of camera shot. Current veils are-

- Torture. It's a genre trope and unlike real life it is a tool that works.
- Sex. Anyone may hook up with anyone, but it happens off screen.

Expectations

Final part of the social contract is expectations of the game. This is going to be where things discussed in session zero are listed. Genre tropes folk want to see, how long they hope the game will go, plots they do or do not want.

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