SCP METAVERSE
SERVER ARCHIVE

SERVER DOCUMENT 006
PUBLIC

Roleplay Rules

These rules keep roleplay fair and fun for everyone in the scene. They sit under the SCP Metaverse Charter and the Community Rules, and above every faction charter.

DOCUMENT	SERVER DOCUMENT 006	CLASSIFICATION	PUBLIC
APPLIES TO	EVERYONE WHO ROLEPLAYS IN SCP METAVERSE, IN EVERY FACTION, ON THE SERVER AND IN THE ROBLOX PLACES	KIND	COMMUNITY
REVISION	0	ISSUED	[redacted]

1. In the story and outside it

1. What your character knows and does happens in the story. What you, the player, know and do happens outside it.
2. Keep them apart. Mark remarks made outside the story in roleplay channels with double brackets: ((like this)).
3. Nothing that happens to a character is aimed at the player, and nothing between players is settled through their characters.

2. No metagaming

Your character knows only what they have learned in the story.

1. Do not act on things you read outside the story, overheard in another faction's channel, or saw in an archive file your character's clearance or access does not allow.
2. Do not act on a player's identity: a character does not know who plays whom.

3. No powergaming

1. Do not decide what happens to someone else's character. Write what your character attempts and let the other player write how theirs responds.
2. Characters are not invincible. They can be outmatched, injured, wrong or afraid.
3. Do not invent abilities, gear or authority your character does not have.

4. Serious outcomes need consent

1. Capturing a character, killing them, or giving them a lasting injury or change needs the player's consent, or a Game Master's ruling during an event.
2. If a player does not consent, the scene finds another outcome: an escape, a rescue, a fade to black.

3. Any player may pause a scene by saying ((pause)). Everyone stops until it is sorted out.

5. Characters

1. You may play one main character in each faction you belong to, and minor characters for scenes.
2. Playing an anomaly, a member of Command or the O5 Council, The Administrator, or any named canon figure needs the Creators' approval.
3. Your character's rank, clearance and job are the ones your faction has given them. Do not claim more.

6. Factions

1. Factions may ally, spy on, deceive and fight each other in the story, as the SCP Metaverse Charter allows.
2. Faction rivalry stays in the story. It is never a reason for real hostility between players.
3. Playing a double agent needs the approval of both factions' leadership in character, and staff must know about it.

7. Events and breaches

1. Game Masters run events, breaches and the world itself. Follow their calls during an event.
2. A Game Master may pause, rewind or end a scene that breaks these rules or has stopped being fun.
3. Disagree with a Game Master's call afterwards, outside the scene, not in the middle of it.

8. Records

Archive files, Ledger entries and other records are your faction's account of what happened, written in character. They can be wrong. The Creators decide what actually happened when records conflict.

9. Content

Roleplay follows the Community Rules on content: horror, not gore; no sexual content; content notes on anything that may upset people. In the Roblox places, Roblox's rules apply on top.

Revisions

REVISION	DATE	CHANGE
0	[redacted]	[redacted].

Server Document 006. Roleplay Rules, revision 0. The official text is held in the SCP Metaverse repository; printed copies are uncontrolled.