SCP METAVERSE
SERVER ARCHIVE

SERVER DOCUMENT 000
PUBLIC

SCP Metaverse Charter

SCP Metaverse is a whole universe: the Foundation, the Chaos Insurgency, governments, and every other group that lives in it, played across the Discord server, the Roblox places, the Foundation Archive and the website. This charter is its constitution. Part One governs the real community. Part Two sets the ground rules of the universe that every faction lives under. Only Discord's and Roblox's own terms rank higher.

DOCUMENT	**SERVER DOCUMENT 000**	CLASSIFICATION	**PUBLIC**
APPLIES TO	**EVERYONE IN SCP METAVERSE, EVERY FACTION AND EVERY PLACE IN THE UNIVERSE**	KIND	**COMMUNITY**
REVISION	**2**	ISSUED	**[redacted]**

Part One. The community

Article 1. Purpose

SCP Metaverse exists so people can build and play in a shared SCP universe together: write its records, roleplay its factions and play its places. Members' safety and fair treatment come before any story.

Article 2. The Creators

1. The Creators made SCP Metaverse and own its server, games, archives, website, brand and code.
2. The Creators have the final say on every real-world matter: rules, staff appointments, bans, appeals, factions, canon, and changes to this charter.
3. The Creators may hold roles in any faction like any member. When they act in character, they are bound by that faction's charter like everyone else; when they act as Creators, they say so.

Article 3. Two kinds of authority

1. **Real authority** comes from this charter and the staff roles below. It covers moderation, access, appeals and the community's rules.
2. **Roleplay authority** comes from each faction's charter. It covers the story: orders, ranks, clearance and events inside that faction.
3. Roleplay rank never grants real authority. The Administrator, an O5, a Site Director or the leader of any other faction has no moderation powers through that role alone.

4. A real matter (harassment, a rule break, a dispute between members) is never settled in character, and a roleplay outcome is never used to punish someone for something real.

Article 4. Staff

Staff are appointed and removed by the Creators. Each role has only the powers listed here.

ROLE	MAY	MAY NOT
Moderator	Enforce the Community Rules: warn, delete messages, time out, kick, and ban for up to 30 days. Handle reports.	Ban permanently, change rules, or act on a case they are part of.
Game Master	Narrate the universe: run events, breaches and story arcs across factions, play non-player characters and outside forces, pause a scene.	Moderate, unless they are also a Moderator. Decide real disputes. Take a side between factions.
Developer	Build and maintain the games, site, archives and bots.	Moderate, unless they are also a Moderator. Read members' private data beyond what their work needs.

1. Every moderation action is logged in #mod-log with who, what and why.
2. A permanent ban needs a Creator's approval.
3. Staff who abuse their powers lose them, and may face the same penalties as any member.

Article 5. Members’ rights

Every member may:

1. Read the rules and policies that apply to them before they are enforced.
2. Get the reason for any action taken against them, unless sharing it would put someone at risk.
3. Appeal under Article 6.
4. Ask what data SCP Metaverse keeps about them and have it removed, as the Privacy Notice explains.
5. Play in any faction they qualify for, and leave a faction or the community at any time. Records they wrote stay published under the archive's licence unless they ask for their name to be removed.

Article 6. Appeals

1. A member may appeal any moderation action within 30 days by messaging a Moderator who was not involved in the case.
2. That Moderator reviews it within 7 days and may keep, reduce or reverse the action.
3. A member may take a second appeal to the Creators, whose decision is final.
4. Nobody is punished for appealing.

Article 7. Emergencies

When members are at risk (a raid, doxxing, threats, content that breaks Discord's or Roblox's terms), any Moderator or Creator may lock channels, remove content and remove members at once, without the usual notice. They log what they did in #mod-log as soon as the emergency is over, and the Creators review it.

Part Two. The universe

Article 8. The universe

1. SCP Metaverse is one shared universe. Everything that happens on the server, in the Roblox places and in the archives happens in the same world and the same timeline.
2. The Creators are the authors of the universe. They decide what exists in it, what is canon, and how the world answers what the factions do.
3. The setting: the old world ended when the anomalous could no longer be hidden. Everyone knows SCPs exist. The SCP Foundation survived and governs the zones it protects; beyond them lie the ruins, the Unregistered, and whatever else survived.
4. Game Masters narrate the universe on the Creators' behalf. They play the world itself: anomalies, bystanders, nature, the press, and any force no faction controls.

Article 9. Canon

1. Canon is what has happened in SCP Metaverse. It is recorded in the archives, in the official canon the games are built on, and in events the Creators or Game Masters run.
2. A record a faction publishes is that faction's account. It may be wrong, partial or a lie; the Creators decide what actually happened when accounts conflict.
3. Material adapted from the SCP Wiki follows its licence and is credited, as the Licensing policy sets out.

Article 10. Factions

1. A faction is an organisation in the universe that members can join and play: it has its own members, ranks, goals and records.
2. The factions recognised at the founding of SCP Metaverse are:

FACTION	KIND
The SCP Foundation	Secret organisation that contains anomalies
The Chaos Insurgency	Splinter group of former Foundation personnel, at war with Foundation rule

Two groups of people are playable without belonging to a faction:

GROUP	WHO THEY ARE
Citizens	People registered with the Foundation and living in its zones under its civil law
The Unregistered	People outside the Foundation's Registry, in the zones' margins or the ruins beyond

Citizens and the Unregistered have no charter of their own. Citizens' rights and duties are set by the Foundation (Foundation Directive 005); the Unregistered answer to no one but the story.

3. Other organisations (surviving governments, settlements, groups of interest, companies, cults) exist in the world from the start and are played by Game Masters until they become factions under Article 12.

Article 11. Faction charters

1. Every faction is governed by its own charter. A faction charter sets out the faction's purpose, leadership, ranks, internal rules and records.
2. A faction charter binds only that faction's members, and only in character.
3. A faction charter may not contradict this charter. Where it does, this charter wins.
4. No faction's charter or rank binds another faction. Authority inside one faction means nothing to members of another, except through what happens in the story.
5. The Creators approve every faction charter and any change to it.

Article 12. New factions

1. Any member may propose a new faction to the Creators: its purpose, leadership, how members join, and a draft charter.
2. The Creators decide whether it joins the universe. A faction may start as a group played by Game Masters and become playable when enough members want to join it.
3. The Creators may merge, suspend or retire a faction. Its records stay in the archives.

Article 13. Between factions

1. Factions may ally, trade, spy on, deceive and fight one another in character.
2. Conflict between factions is played out in the story and in the games, never through real harassment, leaked private messages or pressure outside roleplay.
3. Serious outcomes for a character (capture, death, a lasting injury) need the player's consent or a Game Master's ruling at an event. The Roleplay Rules set out how.
4. Agreements between factions bind them in character for as long as the story keeps them.
5. A member may belong to more than one faction only where both charters allow it, and plays each role openly with the staff.

Article 14. Places

1. Each Roblox place is a location in the universe (a Foundation site, an Insurgency cell, a city).
2. The faction that controls a place in the story writes its local rules, within this charter, the games' own rules and the Roblox terms.

Part Three. This charter

Article 15. Changing this charter

1. Only the Creators may change this charter, the community policies, the list of factions or the canon.
2. A change is announced in #announcements at least 72 hours before it takes effect, except to fix a typo or to respond to an emergency under Article 7.
3. Each change bumps the revision below and records what changed.

Article 16. The platforms come first

Discord's Terms of Service and Community Guidelines, and Roblox's Terms of Use and Community Standards, apply in full. Where they are stricter than this charter, they win. In particular, the Roblox places follow Roblox's rules on violence and content, even where SCP stories go further.

Revisions

REVISION	DATE	CHANGE
0	[redacted]	[redacted], as the [redacted].
1	[redacted]	[redacted] to the [redacted] and [redacted] to the [redacted]: [redacted], [redacted], [redacted], [redacted].
2	[redacted]	[redacted]; [redacted] and the [redacted] as [redacted].

Server Document 000. SCP Metaverse Charter, revision 2. The official text is held in the SCP Metaverse repository; printed copies are uncontrolled.