

Mereth RP
Rules and Regulations



MERETH ROLEPLAY

Welcome to Skyrim!

Summary

S.1- Staff hold the right to change any and all rules and regulations at anytime

S.2- Mereth RP is a 18+ community.

S.3- Staff hold the right to conduct disciplinary action to any member of the community for any infraction outlined in these rules.

S.4- Voice changers/modulators are allowed, however this must maintain a realistic pitch, i.e not too low, not too high.

Discord Server Rules

Please follow these rules at all times when using our discord to communicate, these are used to keep the discord safe!

1. Be Respectful:

This means no mean, rude, or harassing comments. Treat others the way you want to be treated.

2. No spamming:

Do not send a lot of small messages right after each other. These disrupt chat and make it hard to scroll through the server. Please keep your messages at least 5 words long while chatting.

3. No advertisements:

No invasive advertising, whether it be for other communities or streams. You can post your content in the media channel if it's relevant and provides actual value for the community.

4. No offensive names and profile pictures:

Keep your names and profile picture appropriate.

5. Threats are forbidden:

Threats are prohibited and disallowed.

6. Follow the Discord Community Guidelines:

Respect the general Discord Community guidelines.

7. Don't share your personal information:

Do not share your personal information or the personal information of other users without their consent. This includes phone numbers, addresses, and any other sensitive information.

8. Don't share illegal or pirated content:

Do not share links to illegal or pirated content, such as copyrighted material or stolen software. This is against the Discord terms of service and can result in a ban from the server.

9. Avoid false or misleading information:

Make sure to fact-check any information that you share and only share reliable sources. Spreading false or misleading information can be harmful and undermines the trust and integrity of the community.

10. No sharing or distributing hacks, cheats, or other unauthorized tools or services:

Sharing or distributing hacks, cheats, or other unauthorized tools or services is strictly prohibited on the server.

11. No adult (18+), explicit, graphic content including but not limited to images, text, nicknames etc.

12. No hate speech or iconography.

13. Do NOT ping staff.

Character Rules and Expectations

CRE.1 – Characters must have a lore-appropriate name and appearance for the province of Skyrim and the Fourth Era. This means names should fit the naming conventions of your character's race (e.g., Nordic names for Nords, Dunmeri names for Dark Elves, etc.). If you're unsure, staff can point you toward resources. If you have a character raised by another culture and their name reflects this - please specify in your whitelist backstory the reasoning.

CRE.2 – Characters must not be a historical figure, legendary figure, celebrity, established character from an IP (Intellectual Property), or a joke name. Examples of prohibited names include: Ulfric Stormcloak, the Dragonborn, Tiber Septim, Sheogorath, Jon Snow, Geralt of Rivia, Ben Dover, or Mike Hunt.

CRE.3 – Your name in Discord must match your character's name.

CRE.4 – Your character must be 18 years of age or older.

Toxic Behavior

T.1 – Insulting or inappropriate language that is homophobic, or makes fun of any real-world culture, ethnicity, religion, sexual orientation, political belief, etc. is strictly prohibited. This includes hate speech and iconography.

T.2 – Excessive toxicity will not be tolerated, including slurs or telling people to "kill yourself."

T.3 – Being toxic or harassing someone in the server Discord, on stream, or in DMs is not allowed.

T.4 – In-universe prejudice that reflects Elder Scrolls lore is permitted. This includes things like Nordic distrust of elves, Dunmer views on outsiders, racial tensions between Khajiit and other races, etc. However, this must remain strictly in-character and rooted in lore—it should never be used as a cover for real-world bigotry or to make another player genuinely uncomfortable.

T.5 – "Smack talk" is allowed on this server, however there is a line. Since this is RP, some players may give their character handicaps such as missing limbs, chronic illnesses, speech impediments, etc. These may be referenced in-character until the player behind that character states it should go no further. Continuing after being asked to stop will be considered toxic behavior.

Breaking any of these rules will result in an irreversible ban.

Breaking Character

B.1- IRL or OOC talk is strictly prohibited, if an issue arises where you must break character please quickly BUT methodically remove yourself from the scene and handle the issue in a ticket "prayer" or a DM.

B.2- When a situation arises where you must submit a ticket or "prayer" do not discuss this IC, tickets must be handled OOC by staff in the proper channels.

Serious RP

SRP.1 – Keep it professional. We're all here for a good time, but maintain a level of seriousness appropriate for immersive roleplay.

SRP.2 – Everything your character does should be considered as if it were their real life. Think about consequences and how your actions will affect your character's future in Skyrim.

SRP.3 – Players cannot use any form of AI for their writing. Certain roles, factions, or whitelist applications require original backstories written by you.

No Intent to Roleplay

N.1 – No intent to roleplay is exactly how it sounds—zero intention from the player to RP a scene. Examples include:

- Failure to roleplay injuries appropriately (even if healed by magic, you should still acknowledge being wounded).
- Failure to comply with reasonable in-character requests from guards or authority figures.
- Using exploits or game mechanics to escape restraints or capture without proper RP (this is also powergaming).

N.2 – Obvious attempts at being a shitter, troll, or griever.

N.3 – Using non-lore-friendly terms. This server is set in the Fourth Era of Tamriel. Modern slang like "bruh," "cap," "YOLO," etc. is not permitted. Keep your speech immersive.

N.4 – To help with immersion, we encourage players to use in-universe expressions. Some examples:

- "By the Nine" / "By the Eight" / "By the Divines" – common exclamations
- "Talos preserve us" – prayer or exasperation (careful around Thalmor)
- "Milk-drinker" – Nordic insult implying weakness
- "S'wit" / "N'wah" / "Fetcher" – Dunmeri insults
- "By Y'ffre" / "Green bless you" – Bosmer expressions
- "May your road lead to warm sands" – Khajiit farewell
- "Walk with the shadows" – common among thieves or Dunmer

Preservation of Life / Not Valuing Life

NVL.1 – You must value your character's life at all times.

- Remember: roleplay over ruleplay.
- If someone has a blade to your throat or a spell aimed at you, consider your options carefully.
- If you are in combat, use cover and fight realistically—don't charge recklessly into danger.

NVL.2 – If you are outnumbered 5-to-1 or more and attempt to retaliate, this will be considered NVL. (This includes guards and authority figures.) Aggressors must have weapons drawn or spells readied and aimed for this to apply.

NVL.3 – If you hear sounds of combat (swords clashing, spells firing, screaming), do not run toward them unless you are directly involved or are a guard/authority figure responding to the situation.

Erotic Roleplay

ERP.1 – ERP is allowed, however it is not permitted in:

- Public view
- Populated areas (towns, inns, markets, etc.)
- Along roads or major pathways

ERP.2 – Non-consensual ERP is by no means allowed. This will result in an irreversible permanent ban. This includes but is not limited to sexual assault and sexual harassment.

- This includes degrading acts performed on downed or incapacitated players.
-

Robbery Rules

All robberies must have a 1-hour cooldown before your group may commit another robbery of any type. Avoid confrontations in towns and cities if possible.

1. Player Robberies

1.1 – You may not pocket wipe a person. Only the following may be taken:

- 1 equipped weapon
- 3 items from their inventory (not including weapons)—stackable items count as 1 item
- 100% of carried gold

1.2 – When robbing as a group, only one individual may take items from the victim.

- Example: If you take 1 weapon and 3 items, your accomplice may not take additional items from that same person.

1.3 – It is recommended to avoid robberies in crowded areas such as cities, towns, or busy inns to minimize potential witnesses.

1.4 – Victims should not be harmed after a robbery is complete unless they pose a genuine threat to the robber's freedom or life.

1.5 – You may not rob someone you have just healed or revived, nor may you camp near a downed player's body waiting to rob them.

1.6 – No chain robbing. There is a 60-minute IRL cooldown between player-to-player robberies.

1.7 – You may not rob the same person within a 24-hour period.

1.8 – After committing a robbery, you may not change your clothing or alter your character's appearance for 30 minutes.

1.9 – You may not force another player to withdraw items or gold from storage, a bank, or any safe location.

2. Storage/Stealth Robberies

2.1 – Thieves may steal from player-owned or faction-owned storage containers (chests, lockboxes, stashes, etc.) while sneaking, but limits apply.

2.2 – When stealing from storage, you may only take:

- Up to 3 items (stackable items count as 1 item)

- Up to 500 gold

2.3 – You may not completely empty a storage container. Leave something behind.

2.4 – There is a 1-hour IRL cooldown before you may steal from storage again.

2.5 – You may not steal from the same player's or faction's storage more than once within a 48-hour period.

2.6 – Breaking into storage must be roleplayed appropriately (lockpicking, sneaking, etc.). Simply running in and looting without RP is considered powergaming.

2.7 – If you are caught in the act, normal RP rules apply—you must value your life and respond accordingly.

3. Torture RP

3.1 – Torture RP is only allowed if the other player consents to it, and consent must be obtained for each individual action.

- Example:
 - /do Do you consent to torture?
 - /me Yes
 - Then:
 - /do Attempts to cut off right finger
 - /me Finger is removed successfully or /me Pulls hand away as the blade misses

3.2 – If consent is denied, no torture may take place whatsoever. If a player's /me response results in avoiding a specific act, you may not retry that same act.

3.3 – No purposefully removing heads or limbs from a player without consent. This will result in a possible ban for toxicity.

4. Dueling RP

4.1 – Dueling is permitted. Both parties must agree to the duel, and the losing individual must understand their character will be permanently killed (PK). If you lose a duel and do not PK, you will face disciplinary action OOCly.

4.2 – Duels may be sanctioned or unsanctioned:

- **Sanctioned:** Guards or an authority figure have been notified and are present to witness the duel. The outcome is considered lawful.
- **Unsanctioned:** No authority is present. If caught dueling unsanctioned, the winner may face criminal charges in-character.

Organizations

O.1 – Organizations (guilds, factions, clans, etc.) are limited to 15 members.

O.2 – Organizations are limited to 2 official businesses or operations.

O.3 – Organizations are limited to 1 official hideout or headquarters.

- If individual members own personal homes, those properties may not be used for organization activity unless designated as the official hideout.

O.4 – Organization rosters must be kept updated by the organization leader.

Player Deaths, Illness, Injuries

P.1 – If you are downed and brought to a local healer (NPC), you may only vaguely remember the details that led up to your death. If brought to a player healer, you are allowed to remember everything.

P.2 – If you are being treated by a player healer, you are in their custody until they discharge you. This can be enforced by guards and you may be held under forced detainment until the healer releases you. Security hired and approved by staff may assist with detainment until guards arrive.

P.3 – If you are downed and healed, you cannot rejoin the scene.

P.4 – Players are not allowed to respawn while in the custody of another player, guard, or healer.

P.5 – You may not use a local healer (NPC) when a player healer is present and available.

- **Example:** If you are injured and no player healer is around, you may use an NPC healer. However, if a player healer is available, you must seek them out instead.

P.6 – You may not respawn to avoid RP.

P.7 – You may RP a terminal illness or disease, however:

- You must be prepared to PK your character from the illness based on the healer's examination.
- You must RP with player medical staff.
- You are not allowed to go around infecting other players.

P.8 – When seeing Sovngarde (respawning), you may not remember the prior 30 minutes leading up to your death.

Proper Player Initiation

PPI.1 – You may only attack the person(s) you initiated with.

PPI.2 – Your group may join in if they were present for the initiation.

PPI.3 – Archers, mages, or any ranged support must be announced before action takes place.

- Players do not need to give precise locations. Example: "I've got eyes on you from a distance, so don't try anything foolish."

PPI.4 – You may not restrain or attack someone without proper initiation first.

PPI.5 – Initiation must be long enough for the victim to exit any menu or animation. They must comply (hands up, yield, etc.) before you can take action such as restraining or attacking. Staying in a menu to avoid RP is against the rules.

PPI.6 – Initiation must be clear and direct. There must be more than "If I see you again, you're dead."

PPI.7 – If you leave a scene, you have a maximum of 10 minutes to return and take action before you must initiate again.

PPI.8 – If you are going to quickdraw on someone, it must be with a one-handed weapon (dagger, sword, or readied spell). Drawing a two-handed weapon from your back and immediately attacking may be considered powergaming due to unrealistic speed.

Businesses

B.1- Players are limited to owning 1 individual business. That includes amongst all your characters.

B.2- Players are limited to 2 jobs. Guard Captains are allowed to determine a second job if they wish. You cannot be on duty while doing the second job and must only report crime. Not react to crime.

B.3- Businesses are limited to 10 employees, the owner is not included.

B.5- Businesses are limited to ONE co-owner that is not counted as an employee.

Perma Deaths

PD.1 – If you Perma Kill (PK) your character, you may never use this character again. This requires a ticket first so staff can help delete your character.

PD.2 – When you PK a character, you must write a will at least 2 days before the Perma occurs for it to be valid. A ticket must be opened and completed 2 days prior.

PD.3 – Players may have a will to transfer items to another player. These items may include:

- Items
- Weapons
- Gold

This does not include characters you own. Item transfers between your own characters are still against the rules. Your new character cannot receive a home or gold from your old character.

PD.4 – Players that PK their characters while owning a business or home must appoint a new owner in their will. If no one is appointed, the property will return to the Hold. This does not mean it can be willed to your other character.

PD.5 – Once you PK your character, your next character may join the same whitelisted faction or job, however you must start from the lowest position and wait 15 days.

PD.6 – After you PK your character, you are unable to join a criminal organization for 2 weeks from the date of the Perma.

PD.7 – Pending the severity of your crimes, your character may be PKed. However, we try to be fair in offering the following options to those convicted of major crimes: Life Imprisonment, Banishment from the Hold, or Execution.

PD.8 – Jarls reserve the right to execute the leader of a bandit faction when certain criteria have been met. These criteria will be determined and communicated by staff.

Dark Brotherhood

DB.1 – The Dark Brotherhood is a whitelisted faction that operates under special rules due to their nature as assassins.

DB.2 – Dark Brotherhood contracts are the only sanctioned method for one player to PK another player without mutual consent. However, strict requirements must be met:

- A contract must be submitted via ticket to the Head Government for approval before any assassination attempt.
- The contract must include valid in-character justification. Personal OOC grudges are not valid reasons for a contract. Clips are required to validate IC reasons for why you would like to kill someone.
- The target must have committed significant in-character offenses or have a compelling narrative reason to be marked for death (e.g., betrayal, witnessed crimes, broken oaths, etc.).

DB.3 – Contract Approval Process:

- The player requesting the contract (the "Black Sacrament") must submit a ticket detailing the IC reasoning. And a picture of them completing the sacrament.
- Staff will review whether the reasoning is valid and narratively compelling.
- If approved, the Dark Brotherhood may accept the contract and plan the assassination.
- The target will not be informed OOC that a contract exists.

DB.4 – Assassination Attempts:

- The assassin must initiate proper RP before any kill attempt. Silent executions are permitted only if the target is caught completely unaware and alone.

- If the target escapes or defeats the assassin, the contract is considered failed. The assassin must PK if caught and killed during the attempt.
- A failed contract may not be re-attempted for 14 days IRL.

DB.5 – Limitations:

- No more than 2 approved contracts may be active at any given time server-wide.
- A single player may not be targeted by more than one contract within a 30-day period.
- Contracts cannot be placed on Jarls, guards, or essential server figures without explicit Head Government approval and a significant lore-driven reason.
- Dark Brotherhood members may not target their own faction members or staff characters without approval.

DB.6 – If a contract results in a successful PK:

- The victim must PK their character. Standard PK and will rules apply.
- The assassination should be kept secretive IC. The Brotherhood does not boast publicly.
- OOC, both parties are expected to remain respectful. The contract system exists for narrative purposes, not personal vendettas.
- Clips must be provided of the assassination to staff for verification.

DB.7 – Abuse of the contract system (using it for OOC grudges, harassment, or targeting the same players repeatedly) will result in removal from the faction and potential server ban.

Tickets

PT.1 – All clips or recordings submitted to tickets must provide context leading up to the issue. Clipping 15 seconds of a fight will not suffice.

PT.2 – Do not submit multiple tickets for the same issue.

PT.3 – Before your ticket is closed, verify with staff that your issue is resolved.

PT.4 – Corruption tickets (involving guards, Jarls, or other officials) must be approved by the Head Government or senior staff.

PT.5 – When staff ask you to open a ticket in the required support section, you will have 24 hours to do so.

PT.6 – Don't be a ticket warrior. Remember: roleplay over ruleplay!