

# Pirate Destiny Roleplay & ROE Rules

**FOR PLANNED, SCHEDULED or IMPROMTU EVENTS REFER TO THE APPROPRIATE BATTLE COORDINATOR:**

**Battle Coordinator decisions are final!!**

## **RULES OF ENGAGEMENT**

There are numerous types of battles which you could be involved in here at Pirates Destiny the general rules for battles and weapons are listed below.

Planned battles run by battle coordinators may use different rules which will be attached to the notice sent before the battle.

## **GENERAL RULES**

We are a period correct Pirate estate. You must dress the part, and be historically accurate. Mermaids, as a large part of pirate lore are allowed. However, no furies please.

You must be wearing an active PDC (Pirates Destiny Combat) meter, please test your meter before a battle, if it is not working then replace it with a new copy.

Once your meter gets to zero you will be incapacitated and you are out of the battle unless someone comes to heal you.

If your meter breaks during a battle then say so in the group chat or shout in local but you will be out of the battle

Do not reset your meter until RP has ended.

Ship collisions should be turned on.

If you are attacked and do not wish to start a battle or fight then IM your attacker and politely tell them you do not wish to fight, you do not have to give them a reason but it would be polite to do so :).

Do not edit ships when they are sailing or during a battle.

All ships taking part in battles at Pirates Destiny must on our approved ships list, unless otherwise directed by a BC for an event. Other period ships may sail, but not engage in battles. NO modern day ships are allowed. We are a 1700's Pirate estate.

If a ship moors during battle, except for boarding purposes, it is considered retired from battle and may no longer participate.

You may not fire from or at Moored ships. A moored ship is considered retired.

The use of mines is NOT allowed.

You may only use a repair depot after role play has finished and the ship must be moored.

***To board a ship :***

- Both ships should be either moored or incapacitated.
- They must be side by side close enough to swing using a grapple or touching each other to walk/jump over.
- You cannot board by touching the opposing ship and sit.
- Do not fire guns from the water, the powder would be wet and would not work.
- Do not fire on or attack anyone who is seated, nor may you fire guns from a seated position.
- Do not fly, jump, teleport or use any item which would give you an unfair advantage, such as items which increase your speed (Exception: Mermaid huds that require fly to swim through the water, however speed must be regulated to a limited speed, so you cannot outswim ships or at least not by much (max 9m/s)).

Use your swim HUD, ship or boat for crossing the sea, do not walk across the sea floor.

Only Mers may use the Combat Dolphin.

**WEAPONS**

All Weapons used at Pirates Destiny must be historically accurate, and approved on the estate approved weapons builders. If not the meter will not detect damage. Animations for melee weapons are built into the meter so you do not have to buy animated weapons. Any weapons with custom animations should not displace your avatar by a significant amount.

Guns, grenades, explosives and Cannons must be PDC compatible and manually operated.

Automated defense systems are not allowed. Explosive barrels, cannons and grenades should be approved before being used.

Ranged PDC weapons must be :

- Single shot.
- At least ten seconds reloading time for firearms.
- At least five seconds reloading time for bows/crossbows.

If you have any questions please contact :

Any of the Admins.

## **PD APPROVED SHIPS**

All ships sailed in Pirates Destiny must be approved. The following link takes you to the current list of approved ships:

[https://storage.googleapis.com/wzukusers/user-30045070/documents/5b626ae8858cbMhvHMza/Approved%20Ships\\_V1.2.pdf](https://storage.googleapis.com/wzukusers/user-30045070/documents/5b626ae8858cbMhvHMza/Approved%20Ships_V1.2.pdf)

We understand this ships list may bring about some complaints. The decision to clean the ships list was to retain the better function of events and the overall aesthetics and performance of the sims.

We recommend that you contact the maker of your ship and request they either update their scripting or conform to the ships code. We are preventing further issues and possible future issues that will ultimately force creators to better their service to provide better, less laggy and comparable ships.

### **Farming:**

A lot of residents run farms raising crops, animals, and other things that we need to cook to eat and build in PD. Stealing of crops, seeds, grain, animals, and their products is strictly forbidden, as well as killing a farmer's livestock.

The one exception to this rule that is acceptable is in RP. If you and the farmer agree to RP and develop RP that PD residents may join in on, stealing crops or animal products is allowed.

### **1..Role Play Rules**

We have gone to great lengths to get the look and feel of the Golden Age of Piracy. We feel the sims are immersive and the closest thing to time travel you will ever see. You will feel you are really in the Island of the Caribbean. That is until someone walks up to you and says "OMG, did you see the Superbowl yesterday? Go Patriots!"

So it's simple, don't go out of character, not even for one second. If you need to talk OOC (Out of Character), then IM your friend.

We MAY TOLERATE the occasional "(BRB)" if you have something in RL demanding your immediate attention, but you will find our more kindly roleplayers manage to fit this into their character by saying they need to go sit down for 5 minutes, or something along those lines.

If you find yourself needing to be in IMs or going AFK, please move to a discrete area (e.g., inside a building, around the corner) that does not interfere with the ongoing roleplay in the Estate.

Cussin' is okay, but keep it in era. This is a Pirate estate, not a rap song.

## **2. Wear Clothing of the Era**

We are a roleplay sim set in Golden Age of Piracy. This means you have to be properly dressed. No modern clothing will be allowed! You can find some pirate outfits FREE OF CHARGE in behind the bar. If these do not satisfy your needs, you can find several shops on the Nassau sim where you can purchase something more to your liking..

## **3. No forcing actions on the unwilling**

Respect other's limits. If someone doesn't want to role play something that's out of the norm, please respect their limits. On the flip side, this really isn't happening to you so try to be creative and role play it out. And remember, if you die, 15 minutes wait time before you may rejoin the fight.

## **4. Pirates' Destiny Group Chat**

The main Pirates' Destiny group chat (Pirates' Destiny Admin) is for important and authorized announcements related to the SIM and for seeking help from Admins.

If your message was not authorized then it will be considered spam. While we can accept that the occasional wrong window happens, we would much rather remove a single spammer from a group than have many more members leave the group due to that spam. To be honest removing a griefer or spammer from the group is usually a pleasurable experience for us and gives us an enormous sense of satisfaction, so don't do it!

## **5. Do not teleport in or out of a roleplay scene**

If you know you have to leave the SIM soon, do not start a new roleplay and teleport out in the middle. If you are involved in a roleplay scene, and must leave, we ask that you roleplay out of the scene and find a DISCRETE AREA (e.g., inside a building, around the corner) to teleport from. Should a "friend" have offered you a teleport and you find yourself in the middle of a scene, kindly walk off the scene until the appropriate time to enter.

## **6. No RAPE, Sex, or Nude storylines/Activities**

Do we really have to tell you this? It's Second Life! there are more than enough sex sims out there. Kindly do not suggest or imply RAPE or sexually explicit story lines as scenes or dialog of such nature WILL result in an immediate ban from the sim. This is our choice. We also will not accept nudity in any public areas of the Pirates' Destiny Estate with the exception of our brothel, The Orchid.

Kindly visit the Wenches at The Orchid for a pleasant distraction.

## **7. Mind Your Role Play Etiquette (No God Mode)**

SEE AND HEAR ONLY THINGS YOU WOULD BE ABLE TO SEE OR HEAR IN REAL LIFE. You have to remember not to use things that Second Life gives us if it would not be realistic, like reading name and group tags, using minimap, flying or camming to distances or places that you could not really see with the naked eye. Seek this information through roleplay! Role Playing enhancements will not go over well either.

Detach your speed / jump enhancers, or absolutely any other augmentation HUD or attachment toy that is more appropriate for a sim where role playing is not a priority.

You also cannot decide what happens to another role player, for example, describing THEIR thoughts, emotions, reactions, or what happens to their body or possessions.

#### **8. Wear an authorized and visible Pirates' Destiny or Island Owner group tag**

We ask that you wear an authorized group tag while you are on the Estate. Official Pirates' Destiny certain sanctioned groups must be authorized by our Admin Team before their group tags can be worn on sim. Please ask an Admin if you are unsure.

If you wish to create a new group, please contact a member of the Admin Team first!

#### **9. Voiding Roleplay**

Do NOT VOID a roleplay unless you have the approval of an Admin. Even when you have been shot with no roleplay, make every effort possible to continue the roleplay and seek help from an Admin afterwards.

### **COMMON RULES OF ROLEPLAY**

The common rules of role-play are the essential rules that all public role-playing groups employ to keep things in order. These include things like godmodding, metagaming, and autohitting. One of the fundamental skills that every good role-player has is the ability to follow and abide by these rules. Even though everybody has the occasional slip-up, disregarding for these common rules is frowned upon amongst the community.

*To follow is the list of common role-play rules that every role-player should understand and follow.*

#### **Do Not God-mod**

Godmodding is when a character features god-like abilities, such as invincibility, mind control, or other unrealistic powers that might not fit with lore. Another form is when your character does something impossible that could kill them.

#### **Do Not Metagame**

Metagaming is when a player applies out of character retrieved information to their in-character, such as having information that only several in-character players know, and you obtained it without having your character there, or by just hearing it from others out of character. Another method may be to use screens or scans to locate individuals on a map

### **Do Not Auto (Autohit, Autowalk, etc)**

Auto is when a player performs an action without giving the affected players a chance to respond to those around him. More advanced role-players will go into detail with their actions and emphasize their attempts.

### **Do Not Lorebreak**

Lorebreaking is when a character breaks lore, which is anything that likely affects a character or scenario. The basis for these commonalities is origin, culture, and known historical events. Lorebending, a similar term, is when existing lore is lightly modified (Hence the term lorebending), but not significantly or in a way that detracts from the role-playing experience. Often this has to do with ideas that are neither supported nor contradicted by existing lore.

### **Do Not Powerplay**

Powerplaying occurs when a player operates someone else's character without the other player's consent. The most blatant example of this would be a player writing, "Your character falls off the cliff when he walks up to it." As you can see, you take active control of what the other character does. Not only is this not fair to the other player, but it's also discouraged because often players will misconstrue the behaviors and personalities of characters they didn't design. Powerplaying goes into more subtle situations, however. Saying, "Sally charges Jack so fast that he wouldn't be able to react enough to avoid it," can also be considered a violation of this rule since Sally's player has controlled Jack's abilities, possibly in a way that doesn't accurately represent his character.

### **Do Not Play Mary-Sues**

A Mary-Sue is a specific kind of character that has a lot of feats, and no flaws. A Mary-Sue is any character (of any gender, age, race, or species) who fits one or more of these descriptions:

- A character who's too perfect, lacking realistic or logical flaws, or whose flaws do not affect them in any ways.
- A character who's exactly like their creator, except idealized or made "better".
- A character who's far too powerful, especially whose abilities exceed that which is possible for his/her race in the setting of the story. Particularly if said character has abilities that do not exist within the boundaries of the story's world. Often these characters are technically legitimate, but are very, "Look at how unique and cool I am!"
- A character who's cliched, having qualities or characteristics that are overused by people trying to have a powerful/perfect/cool character. This includes but is not limited to the traits listed as Popular Role-Play Trends.

## **In Conclusion**

**Always keep in mind that the purpose of role-playing online is to have fun!**