

"AFGA" is a Neverwinter Nights guild founded by a group of students and former students of Texas A&M University (a.k.a. Aggies) to help provide a fun online role-playing experience for its members. While the guild is not affiliated with the university, the founding members of the guild share a strong connection with their school, and with each other and the "Aggie code of honor".

Guild Goals:

- 1) To uphold the Aggie Code of Conduct: "Aggies don't lie, cheat, or steal, nor do they tolerate those who do."
- 2) To help provide a fun and rewarding online role-playing experience for the guild and those who associate with the guild.
- 3) To promote a spirit of friendship and camaraderie among its members, and the online gaming community in general.
- 4) To be a team, a team that is unstoppable while working together.

Guild Bylaws:

1) Standards of Conduct

- A) Stealing from other players works in direct conflict with the goals of this guild. Therefore, members shall not use the Pick Pockets skill on other player characters.
- B) Members of the guild are expected to help other members of the guild who are in need to the best of their abilities. (Members who are found to abuse this privilege will be subject to punishment by the guild leaders.)
- C) The members of the guild must remember that they are the representatives of the guild. Any actions that you perform on any server will reflect badly on all guild members as a whole. Actions that violate the guild's goals and standards of conduct or reflect poorly on the guild and its members will not be tolerated.
- D) All of the members of this guild should be proud of their characters and want them to grow. While we do not expect you to talk in character, we do encourage doing things that would be in character.

2) Server Specific Rules

- A) Follow all of any server's rules. If you do not agree with them either do not play on that server or start a discussion on the guild page and the guild will see what can be done.
- A) It is the opinion of this guild that the penguins and polar bears on the NWNIGAMERS.com server are unbalanced and therefore should not be used by any members of the guild.

3) Induction of New Members

- A) The guild is open to all players who will promise to uphold the goals and standards of conduct as set forth by the Guild Charter.
- B) Players wishing to join the guild will be expected to play online with current members and participate in discussions in the AFGA forum in order to establish their loyalty to the goals and standards of conduct set forth by the Guild Charter.
- C) Players who would like to join the guild should apply at the website and the application will be considered.
- D) After the application has been read, the members of the ruling council will then vote on granting membership. An open discussion will usually occur to allow the other members of the guild a voice in the proceedings.
- E) The decision of this vote will be final.
- F) When a player is granted membership in the guild, the player's name shall be added to the list of Current Members (Section 6).

4) Removal of Members

- A) If a member is found to be breaking any of the guild's rules, email the Clan Chief of the offense and a screen shot immediately at the address afganw@hotmail.com.
- B) The member will immediately be placed on a probation watch list and his privileges will be restricted. The member will be restricted to one forum on the forum page to defend himself.
- C) A topic will be started to discuss the issue and give the guild members a voice.
- D) The offense will then be discussed by the ruling council and those members will then vote on the member.
- E) The decisions of this vote will be final.
- F) If a member is removed from the guild, that member's name shall be removed from the list of Current Members (Section 6).

5) Guild Hierarchy:

A) Clan Chief

The Clan Chief is the leader of the guild. His duties include, but are not limited to:

He/She is the voice of the guild.

i) His/Her vote will be held in any matter and, in the event of a tie, will cast the tie breaking vote.

ii) Any decision made by the Clan Chief is final. If He/She chooses to go against a vote by the ruling council, a unanimous vote will overrule the Clan Chief.

iii) If any decision is made by the Clan Chief that is not expressly mentioned in the Guild Charter, that subject needs to later be brought before the Ruling Council for discussion.

B) Guild Captain

The Guild Captain is the Guild Chief's second. His duties include but are limited to:

- i) He/She acts with the voice of the Clan Chief in any situation where the Clan Chief is not available.
- ii) If any decision is made by the Guild Captain that is not expressly mentioned in the Guild Charter, that subject needs to later be brought before the Ruling Council for discussion. A vote of two thirds of the ruling council, including the chief, is necessary to overrule the Guild Captain.

C) Ruling Council

The Ruling Council is a small body of ranking guild members that decide and vote on issues of importance to the guild. This group includes the Guild Chief and the Guild Captain. Their duties include, but are not limited to:

- i) They are the elders of the guild. If ever a question about guild business arises they have the power to handle the situation.
- ii) If any decision is made by a member of the ruling council that is not expressly mentioned in the Guild Charter, that subject needs to be brought before the Ruling Council. A majority vote, or the opinion of the Clan Chief, is required to overrule the voice of a ruling council member.
- iii) The decision may be made from time to time to add more members to the ruling council. Appointments are to be made by the Guild Chief and approved by the Ruling Council. If approved, the list of Current Members (Section 6) will be revised to reflect the member's promotion.

D) Clansmen

Clansmen are all other players in our guild. There duties include, but are not limited to:

- i) Carry the guild tag of |aTm| proudly and represent the guild in everything they do.
- ii) Follow and encourage following of the rules of the server that you are playing on.
- ii) Play with and support other clansmen.

6) Current Members

A) Clan Chief: |aTm| cleaver003

B) Clan Captain: |aTm| Kevin56

C) Ruling Council: |aTm| nicocin
|aTm| Bastarden
|aTm| coffeecrazy1

D) Clansmen

|aTm| Fireflare39
|aTm| Jtapple
|aTm| Octavian

|aTm| starz912
|aTm| warped
|aTm| wizzer104

7) Amending the Charter

A) Procedure

If at any time it appears that the Guild Charter needs to be revised in any way the procedure for changing it is as follows:

- i) Formally post the request of change and the wording of revision in the forum.
- ii) After an appropriate amount of discussion time, the topic will be turned over to the ruling council to be discussed and voted upon.