



## **Blacktooth Grin Clan Charter**

The purpose of this document is to outline the various policies governing the operation of the Blacktooth Grin in its current iteration on Grobbulus (US), founded August 26, 2019.

### **About Us**

#### **Mission Statement**

**Blacktooth Grin is a World of Warcraft guild on Grobbulus (US) that aims to engage in large-scale world PvP battles whenever and wherever possible, with a heavy emphasis on roleplay and character development.**

We are an RP-PvP guild, organized along strict military guidelines with an orcish heritage and a focus on world PvP. Our ultimate goal is to engage often in such battles, while providing a social environment that is rich in lore and story for our members. However, we do participate in other aspects of World of Warcraft and have been known to throw together some half-decent dungeon runs and raids for a good time. This is a game and it should be fun to play.

# Ranks

## Grot

*The Grot is the lowest rank within the Grin, but also one of its most important. Those who wish to become powerful and honored warriors within the clan must first start as nothing, as all Grin once did. To be a Grot is to be raw material, to be shaped and honed into a weapon for the clan. Grothood is also an evaluation period for members of the clan, as many do not survive the journey to becoming a Grunt.*

This rank is given to players that have applied and been accepted to the clan; Grot is considered a trial period to see if a player is a good match with our community and playstyle. Players of this rank should expect to have it for at least one month, during which time it is encouraged that they introduce themselves to the membership and participate in clan activities.

To be considered for membership in the clan, a player must meet the following criteria:

- The player must be willing to abide by clan policies (see Code of Honor & Prohibited Activities).
- The player must have a character whose name is in accordance with the Honorable Names policy, or be willing to name-change.

## Grunt and Blooded Grunt

*A Grunt is the core of the Grin, its main body. Grunts are responsible for all manner of duty within the clan, save for the most simple or undesirable duties, which are left to the Grots. Grunts meet basic standards of combat within the Grin and are expected to know how to carry themselves on the battlefield. Grunts also are expected to represent the clan well, showing neither weakness nor dishonorable tendencies.*

These are considered full members of the Grin, who have given a tooth in exchange for their service. Members of the Grunt rank are expected to participate in clan activities as often as possible, as well as uphold our code of honor and act as an ideal for others. Grunts may compete in jak'thra for the rank of Raider, and may apply for Master positions.

To be considered for full membership as a Grunt, a Grot must meet the following criteria:

- The player must have shown participation in clan events.
- The player must have acquired a basic mount.
- The player must have attended a PvP bootcamp.

A promotion to Grunt, even with the above criteria met, is still a judgment call made by the officers.

The following are the expectations of a Grunt in good standing:

- The player shall attend clan events as possible, making Grin activities a priority.
- The player shall answer the call to defend our home, holdings, and the interests of our allies in the Dread Horde and Horde.
- The player shall have an interest in self-improvement and training, so as to be more valuable to the clan.
- The player shall represent the clan with honor and dignity. We have a positive reputation on the server and expect members to maintain and even improve it.
- The player shall be occasionally active on the Grin Discord, checking for major announcements at the very least.

Grots are promoted to Grunt under the following circumstances:

- During debriefing after a raid or other world-PvP action.
- During a weekly clan meeting.

Occasionally, promotions are made at other times, but this is rare.

## **Raider**

*The Raider is the shining exemplification of what it means to be Grin. Honorable, powerful, deadly, and wise, these individuals are selected or submit themselves to face the trials of Jak'thra. Those who pass these trials are named victorious, and granted the rank of Raider until the next trials are held. This fleeting position is most coveted within the clan, and many Raiders will serve consecutively for many years, competing in Jak'thra regularly to remain.*

Those granted the rank of Raider have shown leadership qualities and a solid understanding of game and class mechanics. Raiders are tasked with planning and leading clan events, and are often an officer's first choice for leading world-PvP groups as squad leaders.

The following are the requirements for those who wish to stand the trials of Jak'thra to become a Raider:

- The aspirant must have attained the rank of Grunt.
- The aspirant must have been active and in good standing during the previous month.
- The aspirant must exemplify discipline and honor.
- The aspirant must have a desire to improve both the clan and his or herself.

Upon promotion, Raiders will have the following expected of them:

- The Raider shall organize two+ events per month (such as world PvP, RP events, and/or training sessions).
- The Raider shall continue to strive to be the best the clan has to offer, setting a positive example for the clan, on good days and bad.

- The Raider shall take an active role in the success of Grots, picking up the slack where mentors are absent.
- The Raider shall check in on the Discord regularly to plan events and ensure they are up to date on news and activities.

At the beginning of the following Jak'thra, all Raiders are demoted to their previous rank and turn in their rank pins. If a Raider wishes to continue his or her service to the clan, that Raider will announce the intention to become an aspirant just as before. Jak'thra will take place on the first Saturday of every month.

## **Masters**

These are deputy positions which can be applied for by any member after attaining the rank of Grunt, and are held as long as the member is performing well and willing to continue in the role. The number of Masters at any time is flexible, and each will have specific duties as well as a Sythegar to report to. Below are Master positions as we currently envision them, but the duties will be finalized with individual Masters as applications are accepted. If you are interested in some of the duties from multiple positions, or have a vision for other duties not listed anywhere, new Master positions can be crafted to taste.

*Quartermaster* - Maintains the clan bank and distributes its contents among members; helps to provide materials for war drives. Liquidates unneeded donations and invests the treasury to grow Grin wealth and provide loans to members for mounts/items. Requires knowledge of AH success.

*Battlemaster* - Responsible for organizing premade BG events, striking a balance between cultivating a strong core team and giving our members a chance to learn and improve.

*Kennelmaster* - Responsible for assisting new members in the clan; getting them acculturated to the Grin, assisting with any needs they may have (i.e., providing a tabard, answering questions). Requires a familiarity with IC Grin culture/traditions and a strong, drill-sergeant-esque RP presence.

*Loremaster* - Responsible for soliciting members to post character profiles; helps run RP training sessions; helps coach novice RPer's. Works to promote roleplay in /o, cultivate character growth and in-character relationship building; assist members with creating backstories that work well with the clan and allow for future character development. Requires a foundation of Warcraft and Grin lore.

*Bannermaster* - Supports the Sythegar Council with interguild relations, forging and maintaining ties with other Horde and Alliance guilds on the server. Coordinates with Raiders and Sythegars to communicate desires for events from other guilds and find guilds for us to oppose or cooperate with.

*Warmaster* - Leads World PvP raids and infuses them with Grin culture. Offers leadership training to Raiders interested in leading patrols and other combat events. Helps plan and execute Grin story in the field.

*Dragonmaster* - Takes point on coordinating with other groups we do PvE raiding with, sharing updates from the Anvil and D7, fielding Grin member concerns, and keeping communication lines open.

## **Sythegar**

*The Sythegar Council is the glue that holds the Grin together. Sythegar are responsible for organizing, training, and leading the clan according to its traditions and the direction of the Chieftain.*

This is an officer position as promoted by the Chieftain. Sythegar are responsible for the daily management of the clan, including helping to organize events (RP, world PvP, battlegrounds, training, etc.), recruiting new members, maintaining discipline and settling disputes. To be considered for the rank of Sythegar, a player must prove beyond a doubt both dedication and drive to improve the clan. Sythegar are chosen entirely at the discretion of the Chieftain.

The expectations of all Sythegar have a strong emphasis on the long-term goals of the clan:

- **Activity:** Officers should be members with high levels of in-game activity.
- **Events:** An officer should plan and run some sort of event (posted on the calendar and relevant to their assigned responsibility) at least once a month, but ideally more often. This can include world PvP, RP events, training sessions, etc.
- **Contribution:** An officer should contribute to the management and operations of the clan in some significant way (or multiple ways). This includes any specialization as discussed above, as well as such activities as leading world-PvP raids, running meetings, etc. This can also include OOC responsibilities.
- **Communication:** An officer should be in touch with the clan leader and other officers on a regular basis, checking the Discord server daily to ensure that he or she is up-to-date on news and weighing in on key discussions. A willingness to work together with the GM and other officers is essential.
- **Passion:** An officer must love the Grin, and must recognize it as something greater than oneself. Sythegar should continue to strive to be the best that the clan has to offer, setting a positive example for the clan and taking an active role in the success of all members.

All Sythegar regardless of role are responsible for the following:

- Interviewing potential new members.
- Attending weekly clan meetings when possible.

- Attending officer meetings as necessary.
- Setting a positive example for other members of the clan.
- Mediating issues between clan members.
- Communicating with other officers in a respectful and timely manner.

### ***Current Sythegar Roster***

The current Sythegar Council and their duties are as follows. Speak to any Sythegar about concerns about the clan, but if you have specific questions and want to communicate with a specific officer, consult this duty roster:

**Cailos:** Encourages character RP (help create backstories as well as character development) Leads the Reavers (DHK squad) during wpvp. Leads wpvp raids, picks fights with Alliance and will respond and attempt to rescue Grin from campers. Will help with difficult quests. Fields complaints or concerns from members.

**Felora Amberhoof:** Clan lorekeeper; manages the clan website and Discord server; helps to coordinate jak'thra; posts event announcements. Runs as many RP events as possible and loves to help members with their own RP stories. Tries to be easy to talk to and make everyone feel loved.

**Tarthys Genault:** Clan Liaison, Keeper of Shovels, Grot Drill Sergeant. Also does DM style RP events if people beg. Serves as backup lead for WPVP. Also does SM Library Speedruns.

**Zurven Raptorbane:** In charge of bounties and tar'magan counts. Leads wpvp raids or instigates fights with Alliance. Works with response to rescue others from campers. Open to taking in complaints from clan members. Runs as clan summoner for events.

**Gorfrunch Smashblade:** Clan GM. Whatever decisions he makes are subject to complaint and coup from Jo.

## **Alt Ranks & Policy**

Grots are limited to one (1) alt. Players who have reached Grunt or higher do not have a limit on the number of alts they may place in the clan.

### **Scab**

A catch-all rank for alternate characters. Clan permissions are the same as those of the Grot rank.

The clan roster will be reviewed once a month and grunts inactive for two months or more will be removed from the clan. Any member holding the Grunt rank or above is an exception to this rule.

## Rules & Expectations

*It should be noted that nearly all of these policies are flexible, and can be negotiated on a case-by-case basis if there are unique circumstances.*

### Roleplaying Policies

The Blacktooth Grin is just as much of a roleplaying guild as it is a PvP guild. In order to maintain an RP environment that everyone can enjoy, we ask the following:

**Honorable Names** - Give your character a proper name which fits with his or her race and/or character.

**No Godmodding** - Don't put words or actions into another character's mouth. This is a very general RP rule; only RP what your own character attempts to do and let others respond to those actions. When in doubt, ask another participating player if they are okay with what you would like to do.

### Code of Honor & Prohibited Activities

**No Spitting** - Spitting on any player (Horde or Alliance) or NPC is strictly prohibited. Spitting on the ground is only acceptable in-character as long as it is not in reference to another player, regardless of faction.

**No Camping** - Camping an enemy player is prohibited unless one of the following exceptions is met:

- The enemy player is within the walls of a Horde city or encampment.
- The enemy player is disrupting a Grin event and makes no attempt to escape after resurrection.
- You are retaliating via "an eye for an eye" for a recent camping from that player.

**Stay In-Character** - Members are expected to be as in-character as possible while performing their normal game activities. More specifically, players should be in-character at all times when typing in /s, /y, and /o chat.

**Defend Grin Territory** – Members should be aware of which territories throughout the world that our clan claims rights to and be prepared to defend them from Alliance assault. Keep an eye on World Defense and respond accordingly. We can talk about being based in Stonard all we want, but it doesn't mean a damn thing if we can't back it up with a show of force.

**Show Grin Discipline in Public** - Members should always represent the clan in a positive light, understanding that any rudeness, trolling, slanderous remarks, or questionable actions will reflect poorly on the clan as well.

**No Trolling the Realm Forums or Other Discord Servers** – This goes hand-in-hand with the previous rule. When you wear our tabard, you are representing us to the public. There is no reason to either start or encourage trolling on a public forum. This includes responding to posts that are obvious trolling attempts.

**Don't Abuse the War Cry** – Using our war cry is a privilege, not a right. As a rule of thumb, the war cry is used after a large (generally victorious) world PvP action. When in doubt, wait until it is used by the raid leader before you follow suit. There is no reason to be yelling "FEAR THE GRIN" after ganking lowbies or being wiped by another group.

## PvP

**Discord** – Communication is much more efficient, particularly in a world PvP raid, when we don't have to stop to type everything. Even if you don't have a microphone or the ability to talk to us, listening is important to follow directives given by a raid leader.

## Chat Channels

### General Chat

*Overall, be respectful to other players.* When you wear the teeth, you speak with the clan's voice. As mentioned above, represent the clan in a positive manner. Harassment of other players will not be tolerated.

### Guild Chat

Guild chat is currently used as the Grin's OOC channel. Use the same guidelines for interacting with fellow clan members as you would for any other players.

## **Officer Chat**

Officer chat is considered in-character (IC) at all times. Please keep the clan's Roleplaying Policies in mind when interacting with others in /o.

## **Dread Horde Chat**

In order to maintain our alliances with the other guilds in the Dread Horde, it is suggested but not required that Grin members join /dreadhorde. This allows us to communicate quickly and easily with others, particularly in the event of a call for assistance.

## **World Defense**

All clan members should be prepared to keep an eye on the WorldDefense channel and respond to threats to Grin territory (see Code of Honor & Prohibited Activities) as well as being proactive in assisting our allies.