

The Last Prophecy – Final Fantasy XIV Charter

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I. Section 1: General Rules

A. *Respect a Diverse Community*

1. Be mindful and accepting that we are a very diverse guild with many cultural, religious, political, and personal backgrounds. If you can't accept different people than yourself, this is not the guild for you.
2. With respect to the above, no racial, cultural, or stereotypical slurs are allowed via any communication with the guild or with others in game. This includes N words, F**G**T words, using the word gay in a derogatory manner, or other words that are used to negatively associate a grouping of people.
3. Topics that may contain extra "heat" associated with it we ask respectfully that you take the conversation to a different channel other than main chat in game or in voice chat. These include politics, religion, and more. We respect those conversations so long as they remain civil, but leave the main channels open for game related banter.
4. With respect to the above, I reiterate the term CIVIL conversation. If guild leads find certain conversations are getting overtly heated to a point it puts a peaceful and relaxing game environment at risk, we may shut down the conversation. Temporary removal of chat or voice chat privileges may also be necessary to give people chances to cool off.
5. Outside of guild chat, such as alliance chat, world chat, or outside forums, our rules are even stricter. An inability to show respect for diverse communities to other people while wearing the TLP tag will usually warrant an immediate removal from the guild. We care how other people view us and we refuse to be known as a malevolent guild towards others.

B. *Respect Guild Leadership*

1. Part of being in a world class guild is respecting the large amount of experience its world class leaders bring. Guild leaders may not always be 100% right in every action they take, but they are always taking the best

actions possible for the guild as a whole and we ask our members to respect those decisions even if they disagree.

2. The guild is not a democracy. There will be times where guild events and certain decisions will be up for a vote, but how the guild is governed and ran in general is not a democracy. We've been around for nearly twenty years using the same leadership formula that has contributed to such a strong gaming community and we are not about to change that.

3. Understand this is a Chapter sponsored by an officially documented executive group called "The Last Prophecy" that sponsors a variety of gaming chapters. The TLP-FFXIV chapter, its members, and even its leaders are subject to the official rules laid forth by the executive group.

4. Guild leads can remove anyone from guild for any reason. The guild leaders and their officers are real people working for the low low wage of 0\$ an hour with no overtime pay. If a member or group is too toxic for them to work with, they will just expel them from the guild. The game is meant to be an entertaining escape for them as well, not another job that they have to come home to. They will not and should not deal with your bull@#\$t.

C. *Respect Guild Participation*

1. There really isn't much of a point being in a guild if you don't plan to participate in any way shape or form with other members. You should always be willing to group up with and help others achieve their goals along with your own and have fun!

2. New members and new players are the Guild's life blood. Respect new members even with all their noobie-ness. If they have questions, lend a helping hand. Always remember that you were a noob once too. Respect thy noob!!!

3. Always remember the "Golden Order of Operations" for participation in this guild: Guild Team > Guildies > Trial Members > Alliance Members > Pugs. We ask that when you participate, you do so with that

order in mind. Also refer to that order when we are doing organized activities. If we have an activity organized as an alliance, we expect members to work with the alliance over doing PUG activities, or guild events over alliance guild events, etc. Plan accordingly so you don't have to drop a pug group or something for this reason. All guild and alliance activities are posted way in advance.

D. *Respect the IRL.*

1. By this we mean, leave the Drama Llama at home. The game is a safe haven for people to escape real life for entertainment and fun. If you bring a Drama Llama into the game with you all the time, you will likely be removed from the guild without question. We do not accept Drama Llamas into the guild.
2. IRL commitments always come first. This is for any member be they a leader or otherwise. Anyone being upset for people putting IRL before their gaming is in the wrong.
3. That being said, we expect in game activities that are critically reliant on prescheduled commitments, that you give plenty of time to leaders for known absences. Un-announced absences in these particular events should be emergency only.
4. Respect each other's time. Show up early or let leadership know if you will be running late as soon as you know.
5. Guild leads are not responsible for what happens IRL, but it does not mean we don't sympathize with your IRL situations. We will work to the best of our abilities to accommodate any unique needs so long as it doesn't affect the general workings of the guild.
6. Ultimately understand the phrase "TLP-4-LIFE." This is a guild of friends and families. Many have had friends in the guild for decades and have met IRL from across many states and countries, and we play amongst many different games, some exclusively, and some more casually. Know that by becoming a member, that we are welcoming you into a family with

a longstanding history across many genres of games and lives with a long future ahead. Our loyalties are not to any one game, but rather to the guild as a whole. This is the only way a guild can survive beyond the inevitable

sunrise and sunset of games. Even if you stop playing a game for whatever reason ...you will still be considered part of TLP.

II. Section 2: Guild Organization/Hierarchy

A. *Trial Members*

1. Prerequisites

- a) Must apply to the guild via website, in-game, or be directly invited.
- b) Mini Interview with Guild Leadership.
- c) Know the Four Big Rules of the Guild.

2. Privileges

- a) Access to guild chat
- b) Access to free company housing utilities
- c) Access to our public webpages

3. Duties

- a) Minimum Activity level: Not more than 14 days since last log in (This is for all members).

4. Advancement

- a) Registered with a fully filled profile on our webpage.
- b) Maintain weekly log-ins for at least two weeks prior to promotion.
- c) Obtain one class of any discipline to a minimum of level 30.

B. *Members*

1. Privileges

- a) Access to Alliance Link Shell
- b) Access to Guild Member web pages
- c) Member Posting Privileges
- d) Limited Access to Free Company Member Banking

2. Duties

- a) Maintain minimum Activity Level (14 days)
- b) Post on Forums if absent for longer than 14 days
- c) The focus is on leveling, enjoying the storyline, and completing quests for a particular discipline. No specific duties are required beyond this.

3. Advancement

- a) Reach Max Level in at least one discipline
- b) Complete Max Level quest in at least one Job or Specialty
- c) Complete the current base storyline
- d) Declare a FOCUS on your Profile
 - (1) *Disciple of Battle*
 - (2) *Disciple of the Hand*
 - (3) *Disciple of the Land*

e) Agree to participate in Full Member duties according to Discipline

(1) FOCUS duties are set by the Guild-Building Officer and/or Council.

f) Meet with Guild-Building Officer or other council member for promotion.

C. *Full Members*

1. Privileges

a) Access to Full Member Free Company Banking

b) Enhanced Web Page Privileges

c) Access to Activity Signups

d) Official TLP-FFXIV© Forum Signature Granted for private and public use.

e) Enhanced Voice Chat privileges

f) Access to Discipline Link Shell

2. Duties

a) Perform required duties in accordance to the Guild Building Officer and/or Guild council for your discipline as a Full Member.

(1) Disciples of Land: In general the requirement is periodically supplying the guild bank with various raw gatherable materials.

(2) Disciples of Hand: In general the requirement is periodically taking raw gatherable materials and converting them into crafted base materials for the guild bank. In

addition, be available to help people to attach Materia to their gear.

(3) Disciples of Battle: In general the requirement is periodically depositing crafting materials to the guild bank that are only obtainable as drops from battle and monsters.

b) Be as active as you reasonably can in guild sponsored or alliance sponsored activities.

3. Advancement

a) Advancement is only available upon either nomination from an officer, acceptance into a CORE team, approval for proper gearing and performance for support CORE, or direct approval from guild or TLP leadership. See the following for details of various positions.

D. *CORE Member*

1. A CORE is a specialized and consistent team, usually consisting of 8 or more people, of which will include a team lead, and a vice team lead. These are the work horses of the guild and lead the progression in its many ways and forms. Some cores have no limits and are specialized below.
2. COREs will gain access to their own Sub-forums. CORE leads and Vice CORE leads will have access to posting activities on the webpage and calendar and/or loadstone.
3. Core Leads and vice leads will have nearly full access to the guild bank to aid the COREs in their various goals.
4. Members of any of these COREs are considered CORE members of the Free-company.
5. There are four main types of cores
 - a) **Associated CORE.**
 - (1) *This type of core is associated specifically with a guild officer, and helps with that officer's specific events or job duties within the guild that are unique to FFXIV, and really requiring group effort to complete. The Free Company Officer in this case is the lead for that CORE, and chooses a VICE lead.*
 - (2) *More Associated Cores may arise as new officers' roles are created to handle specific new aspects of the game.*
 - (3) *Members of an Associated CORE can also be on one of the other types of COREs as well.*
 - b) **Support CORE**
 - (1) *This core is limitless in players. Support CORE is a ranking for members that are capable and able to perform end game progression content, but are unable to commit to a*

specified time schedule or group for any reason. As such people on Support CORE are approved by CORE leads to be able to sign up for BENCH position on any CORE event on the calendar so long as they meet the event's iLvl requirement and can fulfill the role needed.

(2) Minimum requirements and applications for Support CORE are determined by the progression CORE officers.

c) CRAFTING CORE

(1) Crafting CORE teams consist of disciples whose FOCUS is disciples of hand or disciples of land. They will work as a static team to progress in endgame content related to crafting such as building and maintaining an airship, exploratory crafting quests, and organizing specialties within their team.

(2) Crafting CORE teams meet a minimum of twice a week in a predetermined schedule posted on the guild calendar.

d) BATTLE CORE

(1) Battle CORE teams consist of disciples whose focus is disciple of war or disciple of magic. They will work as a static team to progress in endgame content related to open world challenges, dungeon farming groups, and end game raiding, PvP, or a combination of the above.

(2) Battle CORE teams meet a minimum of twice a week in predetermined schedules posted on the guild calendar to work specifically on progression related or farm content.

E. CORE Leaders

1. This includes both a Core Lead and assistant Core Lead. Both must be established and presented with a preliminary roster to the Free-Company Building officer via the website to be approved.

F. Free Company Officers

1. The following specific Officer positions are as follows (Those marked with an {AC}, are currently allowed to lead an associated CORE to assist with their duties:

a) Free-Company Housing Officer {AC}

(1) In charge of building and maintaining our free-company housing, helping others get introduced to their own housing, keeps track of housing related inventory, makes sure chocobo's are well fed, and makes sure housing is not only very aesthetic but also functional to the various COREs needs. They are approved a team of crafters, artists, and others that are specifically interested in making and maintaining a free company house and expanding potentially to a TLP neighborhood.

b) Alliance Officer

(1) The Liaison between the GMs and Officers of all allied guilds, are responsible for organizing cooperative world or instanced events, ensure integrity of our alliance free-shell, mediate allied conflicts, recruit new guilds to the alliance, remove inactive guilds from the alliance, and more.

c) Community Relations Officer

(1) The TLP Liaison between the FFXIV communities as a whole, with special attention to hosting server wide activities, uses lodestone event organizer, maintains general

social media such as helping maintain and post on our guild Facebook, twitter, website, and official forums. They also help serve as an assistant liaison between developers and other community leaders of FFXIV. They are responsible for making sure the visual media of our websites and twitter, and guild happenings are regularly updated.

d) Technical Support Officer

(1) The TLP specialist in making sure our guild website is maintained and functional, uploads submissions for our website, and other related tech such as team-speak, livestreams, and recordings.

e) Free-Company Building Officer

(1) This officer specializes in the in-game technical aspects of the guild. They are responsible for maintaining the Class Forums, assisting with posting links for various game guides (Not generating them themselves), as well as organizing teams periodically to assist with story related quests. They maintain the guild roster on the webpage and help approve new CORE groups and set up their abilities to conduct their own sub-forums and show them how to schedule and post their activities. The recruitment officer is this officer's right hand.

f) Recruitment Officer

(1) Responsible for recruiting new and viable players to the guild. They will assist by going through and making initial contact with applicants on the guild website, in game, voice chat, and other forums. They work in tandem with the Free-Company Building Officer with keeping track of promotions and postings to recruit for CORE specific and guild specific needs.

G. *TLP-FFXIV Leadership*

1. Senior Officers

a) People that are very familiar with TLP policies. They may be serving in an actual officer-ship position or not. They are trusted members of the GM of AGM and can help server in decision making processes, participate in votes of major free-company policy changes, and more. They assist all Officers in any way they can with their duties. They are subject to their superiors decisions. It is recommended by the TLP founders that each chapter have a minimum of two and a maximum of five senior officers, whichever would provide an odd number of voting powers to the guild (GM and AGM counts as a voting power). They are appointed by GM, AGM, and FOUNDERs by vote. In the event both AGM and GM are away simultaneously, and another AGM cannot be appointed in the interim, an SO can keep current policies and activities running only if in a temporary/short term manner.

2. Assistant Guildmaster

a) People that can function fully as a Guildmaster in totality in the absence of a GM or if the GM is busy assisting with TLP-wide activities or duties. They have the power to help appoint senior officers, and assist senior officers in their assigned duties, vote on policy changes, etc. It is recommended a guild have at least one AGM and no more than five, with voting numbers maintained at an odd number. AGMs may run sister guilds within a single game on the same server in parallel to the main guild. However, they are still subject to the decisions of the Game/Chapters GM.

H. TLP Executive Leadership

1. Elder Council

a) Elder Council is the bread and butter of all the guilds. They are cross-chapter members, or members that have been with the TLP for a long time with both a personal and mmo longevity across multiple chapters both current and/or past. Their advice, concerns, and topics are usually set at the highest priority. Elder Council members may hold more specific officer roles, senior officer roles, leadership roles, or no particular role at all. They assist the TLP over-arching leadership in their decisions for the general direction of TLP as a community.

2. Guild Master

a) Any senior officer or above in past or present can request to form a new chapter in game. They are the final voice in many decisions and can choose to accept or reject motions to vote. If voting is approved, the GM will stick with the outcomes of the vote. Though they are responsible for overseeing a particular chapter, their roles extend beyond that game. They have the right to collaborate with other TLP GMs for larger multi-guild activities and advice. The GMs are guild leaders and are the primary faces of TLP amongst the many games and are treated with respect amongst other games members. There can only ever be one GM per guild/or chapter.

3. Founders

a) The Founders of TLP have a silent role in all chapters. They decide which games get to be sanctioned to be a presence for TLP, help initiate new guilds in the game, and assign Guild Masters and other leaders at the start. Not all

founders are active players, or necessarily officers or GMs themselves, but their collective experience in running guilds in various games successfully since the beginnings of TLP is still utilized. Founders also collectively pay for all tools, services, voice chat, and software licensing for members to use. Together with the collective efforts of other Executive leaders, they from time to time organize multi-chapter events both in-game and in real life.