

This charter was originally written for the guild Revelations Knights in the Windrunner Realm of the game World of Warcraft. This is the full unedited (and unchecked so you may see a few grammar and spelling errors) charter that was written by Jae C. "Clent" Kim; copyright 2005.

I give every guild administrative staff from any massive multiplayer online game permission to use this charter as a base for their gaming charter.

Explanation of charter design and creation outline:

The primary and simple reason why I created the charter in this numbering/bulleting style is because I have been using Microsoft Word to type it up and the program makes the numbering system very easy. This form also makes it easier for people to read as in the organization of each section and subsection. In my view the charter should encompass every aspect of the guild you are in. RevKnights administrative staff agreed on designing this guild into an end game content guild. This means, to me, that we will need a large amount of people with a minimum active roster of at least twenty to fifty members at peak gaming hours. As of 21 June, 2k5 we had about forty-six members in the guild with an average of eight to ten active players during peak gaming hours. With this large guild population I decided to include many real life regulations (since behind the pixels we are real human beings) such as in the recruitment and promotion polices such as discrimination issues. Another issue with a large guild is the ability to maintain order and discipline. We wanted to make the guild enjoyable for everyone but we can't let everyone do what they please. That is where the idea of the guild court system and deviant point system comes in to prevent harrasment and ninja looting issues as well as removing repeating offenders out of the guild.

I added a code of conduct that would help make the guild a good environment for all which is the primary reason why I prohibited any political or religious talk in the general guild chat. Of course any member may talk about in a private group chat or so. When I joined the guild there was no real policy on the things we talked about and the words we said... you all know what I mean. Swearing and ranking or jokes of all kind was passed between us like most of us did in high school, intermediate school... work... we decided to stick to the traditional 'value' of this with the next level of the guild but to reduce the amount of the vulgar language and jokes in the general guild chat; of course this rule didn't apply in the officer chat *heh*. Another great thing about World of Warcraft is the profanity filter which helped young children not read these words.

One of the issues that the guild had was the promotion system. We needed to make the guild fun but worth going up the ladder of the guild ranks. We decided that the crusader rank or the veteran rank will be the members that have top spots in the end game raids (since we had a low guild population we invited anyone during the trial Molten Core runs). We make requirements as well as new privilages as you go up the rank.

Another issue that we had as an end game content raiding guild is the loot issue and the guild treasury problems. Again the RevKnights administration staff agreed on the listed looting regulations. All I did was explain it as best as I could in the charter. Same goes with the guild bank (which was not finalized with the other officers; guild broke up before we could).

I think one of the best parts of this charter layout is the additions or admendment section where new regulations are added at the end of the charter which will help all members find and read the rules instead of going through the entire long charter again.

The reason why this charter is extremely long (about twelve pages) is that I wanted to put all the regulations in one place. I have seen other guilds put up a one or two paragraph charter that basically outlines what the guild is about (like this charter's preamble section) and then in the forum sections add the new regulation sections in separate forum topics. You can do this if you want. The final decision is yours to make but I prefer to have everything together which makes it easier for guild members to find. Also when you quote parts of the charter you can easily cite it by section, article, and clause.

Hope this guide and the charter itself helps you create your gaming charter.

Good gaming and good hunting everyone!

Guild Charter

Composed and Published on June 25, 2005

I. Preamble

Game: World of Warcraft; MMORPG
Realm: Windrunner; Alliance
Guild: Revelations Knights
Established: January 8, 2005
Founding Members: Sid, Drogard, Gine, Dameon
Guild Website: revknights.guildportal.com

On June 19, 2005 the guild Revelations Knights has unanimously amended the guild entity into an established Windrunner raiding guild. To uphold this prestigious title Revelations Knights has fully rectify the guild's structure which will be detailed in this document. All new amendments will be posted at the bottom of the charter. New amendments will also be posted in the Revelations Knights in game message of the day banner and website news.

II. Regulation

1. Revelations Knights is an equal opportunity recruiter. Age, sex, race, ethnic affiliation, or religion will not have a factor in the decision of recruitment and promotion. All members of the Windrunner World of Warcraft community will have an equal chance of being recruited into our initiation program.

2. Promotion is based on merit and not officer affiliation or any unethical means. Any officers that are found to be unethical in the recruitment or promotion policy of Revelations Knights will be punished accordingly.
3. All deviant behavior will be corrected by equal and fair punishment.
4. Officers will not have the power to unfairly punish any Revelations Knights member.
5. The concept of the “punishment to fit the crime” will be strictly adhered to.
6. Revelations Knights expects all members to fully understand the guild’s code of conduct. Any violations will be subjected accordingly.
7. Revelations Knights expects all members to have a goal of reaching the maximum character level that is set by the World of Warcraft developers.
8. All members must obey all World of Warcraft regulations.
9. Cheating, hacking, or destruction of Blizzard network or its property is strictly prohibited and will be reported to Blizzard and the federal authorities.
10. Since the beginning of the formation of Revelations Knights, casual talk has been allowed and will continue to be allowed in the guild channel.
11. Selling is allowed in the guild channel. All Revelations Knights members should be reasonable with their prices with other guild members.
12. To add amendments to the charter every Revelations Knights officers must attend a meeting and discuss and approve or deny the proposed amendment.
13. Any sections in the guild charter may not be removed. To remove sections a new amendment must be created to void that item; section #, article *a*, clause *i*.

III. Code of Conduct

1. Officers
 - a. All officers have equal power and no officer has the right to take advantage of any Revelations Knights members or any members in the World of Warcraft Windrunner community.
 - b. All officers will not verbally, emotionally, or sexually abuse any members in the World of Warcraft community.
 - c. All officers are not allowed to receive favors for epic items found in raids or for promotions.
 - d. All officers must respect each other and to all members of Revelations Knights and the World of Warcraft community.
 - e. As top ranking members of Revelations Knights, we represent the power structure of Revelations Knights and therefore must set an example to the fellow Revelations Knights members.
2. All Members and Officers
 - a. As a member of Revelations Knights you must act respectfully and maturely to all members of the Windrunner realm; even with the Horde.
 - i. When dueling or pvping let the opponent fully heal, get mana, and buff.
Have some honor in dueling/ pvping.
 - b. Profanity has been and will still be allowed in the guild since World of Warcraft has implemented the profanity filter.
 - c. Excessive use of profanity is not allowed.
 - d. All members are expected to be mature.

- i. This does not mean to sit straight, call everyone sir or ma'am, etc.
 - ii. All members should be able to act appropriately.
- e. Verbal abuse, sexual harassment, and emotional abuse will not be tolerated.
- f. Mild jokes that are sexual or vulgar are allowed but do not over do it.
 - i. If a guild member becomes upset with this then please make sure that you do not make similar comments when this member is on.
- g. No religious or political preaching or conversion.
 - i. Do this in a private message or party up with the other members and talk in a party chat.
- h. You may not demoralize members and Revelations Knights' honor.
- i. All members that ninja items or guild hop will receive the maximum guild punishment of banishment and permanent blacklisting.

IV. Rank

1. Peasant

- a. A new enlisted member in the initiation process of the guild.
- b. All initiates have a total of fifteen (15) days to show members of Revelations Knights that you are a dedicated to become a member of our raiding guild.
- c. Must be familiar with the Revelations Knights Charter.
- d. Must follow all regulations in the code of conduct.
- e. Can access and communicate in the guild channel
- f. Promotion
 - i. Must attend at least two (2) official guild events.

2. Squire

- a. A squire is a low ranking member of Revelations Knights.
- b. Students of the raiding procedures and player versus player tactics.
- c. Promotion
 - i. Must attend at least three (3) official guild events.
 - ii. Basic understanding of their class as well as player versus player tactics and raiding.
 - iii. Must fully understand the Guild Charter.

3. Soldier

- a. The official membership status for Revelations Knights members.
- b. You must show a dedication in helping others.
- c. Membership in the soldier rank grants you access to invitations to high end instance raids.
- d. You must know the basic functions of your character as well as understand the basic raiding procedures and what each class does in a raid.
- e. Can edit your guild notes.
- f. Have access to the guild bank.
- g. Promotion
 - i. Must successfully complete ten (10) five-people instances with at least one officer.
 - ii. Must understand your class functions in a raid and the raiding procedure.

4. Knight

- a. Membership in the knight rank grants you access to invitations to guild end game instance raids.
 - b. All knights must show a complete understanding of your character as well as raiding procedures and a good understanding in player versus player tactics.
 - c. Can request players to officers to be recruited in the guild.
 - d. Promotion
 - i. Must be attuned to the core (Molten Core)
 - ii. Must successfully complete five (5) high level instances with at least one officer.
 - iii. Must study the guide on Molten Core. Posted in the Member's only Forum.
 - iv. Must acquire ventrilo talk program.
5. Crusader
- a. Membership to the crusader status grants you complete access to all guild end game raids.
 - b. As a crusader you are the guild's official end game raider.
 - c. You must set an example to the other ranks in the guild.
 - d. You know every aspect of the raiding procedure.
 - e. You have a complete understanding of the game.
 - f. As a crusader you must help train the other ranking members as well as being a role model. You the former students are now the teachers of your trade and class.
 - g. You may also schedule unofficial guild events such as capture the hat and fight night.
 - i. An officer may not be available to attend the event.
 - ii. You are responsible for the order of the event.
 - iii. If an officer approves and attend the event then it will be reclassified as an official guild event sponsored by you.
 - h. You will be able to set up voting polls in the guild website.
 - i. You will have access to our ventrilo server.
 - j. You will be able to recruit but you must send a mail to an officer for an official interview.
 - k. You will be given a discounted price for purchasable items from the guild bank.
 - l. Congratulations to all crusaders. You earned it.
6. Lord
- a. Revelations Knights' officers.
 - b. All lords will have access to the officer's only forums and member's evaluation forum.
 - c. All lords have access to post news.
 - d. All lords will have forum administration power.
 - e. All Revelations Knights' officers will be given an assigned duty where they must fully accomplish all directed goals and functions.
 - f. All Revelations Knights' officers have equal power.
 - g. Must assist all members to achieve a high understanding in the game, raiding procedure, as well as player versus player battles. This in turn means that all officers must fully understand their trade and class.
 - h. Must assist in keeping and maintaining all guild official documentation and records.

- i. Lords are the commissioned officers that create a direct link between all issues of the guild with the Guild Master. Officers are to help alleviate the heavy burden of the work required in maintaining a successful guild from the Guild Master.
 - j. Must show through understanding of the game as well as all aspects of the World of Warcraft game issues, events, and the Windrunner community.
 - k. Lords must keep and maintain the guild blacklist and enforce the guild regulations on blacklisted members.
 - l. Lords may schedule official guild events.
 - m. Promotion
 - i. Promotion will be based on the Revelations Knights service to the guild.
 - ii. Must be unanimously voted into the officer rank by the guild leader and fellow officers.
 - iii. A position for lord is extremely limited.
7. King
(Title will be switched to Queen when the guild leader is a promoted female officer.)
- a. The official head of Revelations Knights.
 - b. The king as an active officer. The king has equal power as the other officers to create a balance in the guild.
 - c. Must have the ability to handle all guild duties and to fully understand all the required duties given to all the officers.
 - d. The king may schedule official multi-guild events as well as end game instances.
 - e. The king has final say in the scheduling of end game instances.
 - f. The king is the official Revelations Knights diplomat during multi-guild functions.
 - g. Promotion
 - i. Only active officers can be promoted as the king.
 - ii. When the king must go inactive for an extended period of time, all officers will decide who the king will be. A unanimously voting is needed.

V. Promotion

1. To be promoted to the next rank you must complete all required steps.
2. Every member in Revelations Knights will acquire a promotion 'folder' that is only accessible to the officers. All requirements will be listed there.
3. Once you have achieved all requirements for the next promotion the officers will discuss your promotion.
4. Other factors can affect promotion such as lack of knowledge in raiding procedures or behavior issues and past penalties and punishments.

VI. Looting

1. Looting System One – Used in high level instances
 - a. One blue per raiding member.
 - b. All bind on equip green items will be subjected to greed rolls.
 - c. All bind on pickup green items will be subjected to need rolls.
 - i. This does not count as your blue item.
 - d. All recipes and books will be subjected to need rolls.

- e. All bind on pickup, recipes, and books that are passed will now be converted into greed rolls.
 - f. The winner of the greed roll may do anything he or she wishes with the item.
 - i. The item may be converted into an enchantment reagent for you.
 - ii. You may sell the item for wealth.
 - iii. You may give the item to someone in the raid or any members in the realm.
 - g. All quest items will be limited to need rolls for all raiding members that have that quest.
 - i. One quest item per person per raid.
 - ii. If all members pass on this item then it will be converted to greed rolls.
 - h. All blue set items are subjected to need rolls.
 - i. If all pass on a blue set item then it will become a greed roll.
 - ii. Blue set items do not count as your blue.
 - i. Epic item procedures.
 - i. One epic item per raid.
 - ii. If you are voted to receive an epic item then you may not loot any bind on pickup items for the rest of the raid; this also including recipes and books.
 - iii. When the epic first drops all raiding members must pass the roll on it.
 - iv. All raiding members must discuss which class is best suited for this epic. More than once class can be selected.
 - v. All members in the class must discuss whether they need it or not.
 - vi. Once the members in the classes are selected a need roll will be the next procedure.
 - vii. In the rare case of everyone passing on an epic it will be subjected to greed rolls.
 - 1. During this situation the epic does not count as your blue. You may roll on a blue item. You may also continue to roll on bind on pickup items.
 - j. During the event of a tie roll, the members that had the tie roll must re-roll or pass.
2. Looting System Two – End game instances.
- a. There will be a point system for each end game instances.
 - i. For every successful raid each member will be credited with 10 points.
 - ii. If a member must leave in the middle of a raid then that member will receive one point for each boss killed.
 - iii. If all members in the raid fail the end game instance then all members will be rewarded the number of points equal to the amount of bosses killed.
 - b. Raiding member's points will be announced in the beginning of each raid.
 - c. The points that you acquire is your dice roll number. The more raids you attend the higher the number you can roll for an item.
 - d. All items in the end game instance must be passed on.
 - e. For all green and blue items, bind on equip and bind on pickup, recipes, and books everyone is subjected to the looting procedures listed in system one
 - i. The dice will equal the number of points you have in your 'dice pool'
 - ii. If you have no points in your 'dice pool' then your default roll for these items will equal the lowest raid member's 'dice pool'.

- iii. Winners will not lose their dice pool for winning one of these items
- f. All epics are subjected to need rolls.
 - i. All members must discuss which class will receive the epic item.
 - 1. More than once class can receive the epic item.
 - ii. Once the classes are chosen, members in the class will decide if they will roll on the item.
 - iii. Members then roll for their item. The dice will equal the total amount in your 'dice pool'.
 - iv. The winner will receive the item but will have all their points in the 'dice pool' removed.
- g. No members can loan points or receive any points before the end of the raid.
- h. Members are not allowed to loot an item for another player.
- i. What is received in the raid sticks with the raid.
 - i. If you plan on selling your epic for gold then the raid must be notified.
 - ii. A mandatory percentage of ten (10) percent but no more than one hundred (100) gold of the epic must be allocated to the guild bank.
 - 1. The reason for this is that it took about thirty (30) to forty (40) people to acquire the item. For this reason all epics should be for upgrades but if gold is required then the contribution symbolizes as a thank you for the vast wealth you will receive from the epic.
 - iii. If multiple guilds are in the raid then the mandatory percentage will be increased to fifteen (15) percent but no more than one hundred and fifty (150) gold where each guild treasury officer will receive an equal share for their guild bank. Anyone that does not abide to this rule will be disciplined with a punishment being determined by the attending guild's diplomats.
 - 1. This loot option should be discussed and agreed upon by all raiding guilds before the start of the end game raid.
- j. Maximum dice roll must equal your 'dice pool.' You may not roll any higher than that.

VII. Guild Bank

Information about donation and requests.

1. Members are encouraged to donate all types of materials to the guild bank from reagents to gold and gear.
2. Gear should be blues or epic items. Important greens will also be accepted. Any other gear will be disenchanting.
3. Members of Revelations Knights from rank soldier and up shall have access to the guild bank.
4. All monetary gain from the bank shall only be used to fund guild events and mount loans.
5. Guild funding will also help purchase reagents needed to craft.
6. Mount loans shall be given by judgment from a unanimous decision from the guild officers to outstanding members of Revelations Knights.
 - a. The full amount needed for the mount will not be given.
 - b. The mount loan shall help people that already acquired a certain amount for their mount.

- c. There is no interest for loan repayment for the first thirty (30) days of the loan.
 - d. An affordable interest plan will be determined by the officers
- 7. Soldiers and up may request up to one (1) gear for upgrade per fourteen (14) days.
- 8. Soldiers and up may request an unlimited amount of reagents but will be given a limited amount for distribution for other guild members and for future use.
- 9. Soldiers and up may request one (1) other item such as patterns or books per week.
 - a. All requests must be approved by the officers.
 - b. All items requested must be used for an upgrade and not to be sold.
 - c. Abuse of the guild bank will not be tolerated and members can be suspended or banned from receive items from the bank.
 - d. We do not tolerate freeloaders.
- 10. This request should be made in the website forum dedicated to the guild bank issues.
- 11. Members may also purchase an unlimited amount of items from the guild bank.
 - a. Reasonable below market prices will be given to all guild members.

Information about Management.

- 1. The guild bank will be managed by the guild leader.
- 2. When leadership is changed to another officer, the newly assigned leader shall manage the guild bank.
 - a. All items and gold from the past leader shall me transferred to the new guild leader's banking account created for the guild.
- 3. The guild leader shall update the website bank database once a week.
- 4. During a multi-guild event all guild treasuries shall fund the event.

VIII. Punishment

Punishment will fit the crime. All members of Revelations Knights including officers must adhere to the strict code of conduct. These penalties will help deter any negative offenses and to keep a fair and neutral environment within the guild. It is also designed to keep the guild as clean and enjoyable as possible. The levels of punishment will be determined by Revelations Knights' officers and the guild leader.

- 1. Level One Harassment - Two (2) deviant points
 - a. Any minor offenses such as disrespecting any Revelations Knights members or any guild alliance members.
 - b. Punishment:
 - i. One officer may decide to put a Level One disciplinary action on a member.
 - ii. First offense – Removal from the next one (1) guild event.
 - iii. Second offense – Removal from the next three (3) guild events plus a fine of ten (10) gold plus one half of the offender's level.
 - 1. A level sixty (60) offender will receive a fine of forty (40) gold.
 - iv. Further offenses – Revelations Knights officers will decide.
 - 1. Banishment will not be a possible punishment unless the offending party becomes a deviant offender.

2. If a fine is decided than it shall be a minimum of twenty five (25) gold with the maximum fine of one hundred (100) gold.
 2. Level Two Harassment - Three (3) deviant points
 - a. Harassment in the form of verbal abuse by using vulgar language and constant degradation on another member of this guild, any other alliance guilds, or the World of Warcraft community. The offending party harasses without being provoked.
 - b. Punishment:
 - i. A tribunal court system involving the guild leader and two guild officers with the accused guild member and the offended party member.
 - ii. First offense –
 1. Demotion to the first lowest rank.
 2. Removal from the next one (1) guild event.
 3. Probation period of seven (7) days where any other offense will permanently demote you to the given rank. You will be on the standard promotion ladder and must take the necessary steps to reacquire your rank.
 - iii. Second offense –
 1. Demotion to squire.
 2. Removal from the next three (3) guild events.
 3. Probation period of fourteen (14) days where any other offense will permanently demote you to the given rank. You will be on the standard promotion ladder and must take the necessary steps to reacquire your rank.
 4. A fine of twenty five (25) gold but no more than one hundred (100) gold will be served.
 - iv. Further offenses –
 1. Possible guild banishment with the possibility of readmittance. Or
 2. Removal from all guild events in the next thirty (30) days. And
 3. Probation period of fourteen (14) days where any other offense will cause an automatic guild banishment with the possibility or readmittance.
3. Level Three Harassment - Five (5) deviant points
 - a. Harassment by verbally and emotionally abusive, sexually degrading or biased attacks on any member of the World of Warcraft community. The offending party harasses without being provoked.
 - b. Punishment:
 - i. A tribunal court system involving the guild leader and two guild officers with the accused guild member, the offended party member, and witnesses.
 - ii. First offense – demotion to rank of peasant and will be given a fourteen (14) day probation period. During this time if no other offenses occur then previous rank will be reassigned to the offending party. Deviant points will not be removed. If another offense occurs than the offender will be automatically banished with possibility of readmittance.
 - iii. Second offense – Automatic guild banishment with possibility of readmittance.

4. Ninja Looting - Ten (10) deviant points
 - a. An epic item is ninja looted in a high level instance raid or end game instance raid.
 - i. A special court system will be in effect involving the Revelations Knights representative (guild officer or leader) with the accused guild member, the raid leader, and witnesses. Any available Revelations Knights officers must also attend this trial.
 1. Once all the facts are given the Revelations Knights representative will relay the facts with the other Revelations Knights officers and a tribunal guild system will determine possible punishment.
 - ii. First offense – Automatic guild banishment without the possibility of readmittance.
 5. (intentionally left blank for more additions)
 6. (intentionally left blank for more additions)
 7. (intentionally left blank for more additions)
- Possible guild banishment – If the accused guild member is found guilty of any guild offenses that results in possible guild banishment, the guild officers, guild leader, and guild crusaders will decide on banishment.
 - Automatic guild banishment – If the accused guild member is found guilty of any guild offense that results in an automatic guild banishment sentence, the offending member will be banished from the guild.
 - When a member is banished from the guild, the offending member will be officially blacklisted from all guild public events. A notification will be sent to all alliance guilds.
 - When repeating offenders reach ten (10) deviant points, the guild officers will meet to decide possible guild banishment with readmittance.
 - When an ex-Revelations Knights banished due to deviancy is readmitted to the guild, their deviate points will be automatically set to five (5). All new recruits and current members will begin with a deviant record of zero (0). Officers as well as the guild leader will also begin with a deviant record of zero (0). No member or officer is exempted from punishment.
 - If the offending parties refuse to cooperate or refuse to pay any fines and adhere to their punishment then the sentence of automatic banishment without the possibility of readmittance will be served on the offenders.
 - If the offending parties cannot pay their fine then a no interest weekly payment plan will be established.
 - All monetary fines will be allocated to the guild bank.
 - Punishment within the guild alliance will be decided by all the guild diplomats and will not adhere to the Revelations Knights guild charter. If a Revelations Knights member is tried and punished by the guild alliance court system, they will not be tried again within the Revelations Knights tribunal court system but the deviant points will be automatically applied to the offending parties.
 - All offending parties may appeal to any fines and punishment. When this occurs the tribunal will be in effect with the guild leader and two (2) officers as well as an undetermined amount of crusader members deciding on the final punishment. This will be the offending parties' first and final appeal for each offense.

IX. Amendments

- I. Amended June 19, 2005
 - a. Drogard is the new Revelations Knights leader.
 - b. Trapspringer and Clentor are new Revelations Knights officers.
- II. Amended June 22, 2005
 - a. Due to the lack of guild members for end game raids, Revelations Knights have created an alliance with the following guild so that a guild merger is not needed. An alliance was also created so that we can properly restructure the guild and the recruitment and promotion process of the guild. Revelations Knights welcomes the alliance guilds:
 - i. Apocalypse Now - (Muppet)
 - ii. Cry Havoc - (Binn)
 - iii. Vanquish Reborn - (Browngiant)
 - iv. The Crimson Fist - (Nebula)
 - b. The guild leaders of these listed guilds are the official head of state and diplomat of their respected guilds during multi-guild events. Each diplomat must also be accompanied by one of their officers to assist in any needed tasks.
 - c. During an event where a trail is needed in a multi-guild event due to a guild member's negative actions all the guild diplomats will be judging and administering the proper penalties and/or punishment.
- III. Amended June 22, 2005
 - a. All members of Revelations Knights that create a group or raid must give these guild priority access to your raid:
 - i. Apocalypse Now - (Muppet)
 - ii. Cry Havoc - (Binn)
 - iii. Vanquish Reborn - (Browngiant)
 - iv. The Crimson Fist - (Nebula)
 - b. You will apply the guild code of conduct with the members of these alliance guilds.
- IV. Amended July 05, 2005
 - a. The only officers that can become a guild leader are the remaining guild founders:
 - i. Sid
 - ii. Drogard
 - iii. Gine (Sushee)
 - b. For any reason these founders cannot be active then the following actions will take place:
 - i. An officer can be elected as guild leader with a unanimous vote from the guild founders and officers or,
 - ii. All major guild functions will be on temporary hold until the guild leader returns. This will not stop any guild official events that officers can establish as well as scheduled multi-guild events. Revelations Knights diplomatic status will be known as "absent" to the other attending guild diplomats and during an event where a multi-guild decision is needed Revelations Knights vote we be decided by all remaining officers. Two (2)

officers minimum will be needed to make this vote. The guild leader may not have the power to veto this vote.

1. If a vote cannot be made than Revelations Knights vote will automatically be allocated to the majority.

V. Amended July 05, 2005

- a. All members of Revelations Knights must be active for duty.
 - i. Guild definition of active duty: must be able to log in the game every few days.
 1. This applies to primary characters only.
 2. Alternate characters may be logged once every two (2) weeks; we understand about the resting/leveling concept.
- b. If for any reason you will not be active then you must notify an officer.
 - i. Inactivity will be posted in the officer notes in each member.
 - ii. All officers must check the officer note on the member to see if the member is inactive with reason
- c. If a member is inactive for a period of one month or more without notifying an officer of the reason, this member will be removed from the guild.
- d. Access to the guild website will also be removed.

VI. Amended July 11, 2005

- a. I am sad to announce that Revelations Knights will disband and merge with Crimson Fist to create a single raiding entity. Revelations Knights members will be given the opportunity to join any alliance guild or any other guild of their choice.
- b. Crimson Fist will still be part of the alliance guilds to continue the goal of creating a successful end game raid guild.
- c. Once all members are moved to their assigned guilds this charter will be void and removed from the Revelations Knights website.
- d. For further information contact the following members ingame:
 - i. Drogard – Guild leader
 - ii. Clentor – Guild officer

VII. Addition July 11, 2005 by Clentor. Re: Merger

- a. Revelations Knights entity will no longer exist but remember that we are all RevKnights at heart. I had an enjoyable experience with every RevKnights member. I have witnessed great improvements in all of us since the beginning of my recruitment to the final days. We expect everyone to continue to be an upstanding member of the World of Warcraft community while you conquer the new end game contents.