

## Transition To WAR Accelerant FAQ

*Last Updated: 1/1/15*

### **Overview**

WAR welcomes players from all across different games. While those games may be significantly different in mechanics and style, we want to make it as easy as possible for players to transfer their characters in to ACC. Below are the transition policies for a number of games. If you are interested in transferring your character in to WAR ACC please don't hesitate to contact us and we'll be happy to guide you through the process. You can email us at [acceleranttransition@gmail.com](mailto:acceleranttransition@gmail.com). Don't forget to join our FB group – We Are Roleplayers.

### **BLOODLINES**

- You must have a character sheet sent from your logistics person to us
- Characters will transition at an experience rate of 20 SP (Bloodlines) to 1 CP (WAR), with a cap of 25 additional CP
- At this time, no gold (or coin equivalent)/Magic Items/Production/Allegiances or Spirit Effects transfer
- All Character Deaths are restored to “0” and will follow the WAR ACC death policy as explained in the Rulebook
- All transfer characters will receive 25 gold
- All transfer character will receive 10 starting production items – 9 of which can be a level 1 or 2 item, 1 of which can be a level 3 or 4 item
- Once you transfer in, your character will be in our database. You may keep your character in another database, but you cannot transfer a character in more than once. You will still be that character, interacting in the same stories and towns.
- Your character will still be the same character – if you need help transitioning your character story-wise in to our world, please don't hesitate to contact us.

### **CASTLE**

- All Characters transferred in from CASTLE must be “CASTLE grown” characters (i.e. started in CASTLE, not transferred in from another game) and sent to us from your logistics person
- Characters will transition at an experience rate of 10 SP (CASTLE) to 1 CP (WAR), with a cap of 25 additional CP
- At this time, no gold (or coin equivalent)/Magic Items/Production/Allegiances or Spirit Effects transfer
- All Character Deaths are restored to “0” and will follow the WAR ACC death policy as explained in the Rulebook
- All transfer characters will receive 25 gold
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### **NERO**

- You must have a character sheet sent from your logistics person to us
- Characters will transition at an experience rate of 1 CP (WAR) for every 1 Character Level (NERO) for a max of an additional 25 CP
- At this time, no gold (or coin equivalent)/Goblin Stamps/Magic Items/Production/Scrolls/Allegiances or Spirit Effects transfer, except Magic Items/Artifacts (non-perm) with a creation date UP TO 4/1/2013
- All Character Deaths are restored to “0” and will follow the WAR ACC death policy as explained in the Rulebook
- All transfer characters will receive 25 gold
- All transfer character will receive 10 starting production items – 9 of which can be a level 1 or 2 item, 1 of which can be a level 3 or 4 item

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### **OGRE THE LARP**

- You must have a character sheet sent from your logistics person to us
- Characters will transition at an experience rate of 20 XP (OGRE) to 1 CP (WAR), with a cap of 25 additional CP
- At this time, no gold (or coin equivalent)/Magic Items/Production/Allegiances or Spirit Effects transfer
- All Character Deaths are restored to "0" and will follow the WAR ACC death policy as explained in the Rulebook
- All transfer characters will receive 25 gold
- All transfer character will receive 10 starting production items – 9 of which can be a level 1 or 2 item, 1 of which can be a level 3 or 4 item
- Once you transfer in, your character will be in our database. You may keep your character in another database, but you cannot transfer a character in more than once. You will still be that character, interacting in the same stories and towns.
- Your character will still be the same character – if you need help transitioning your character story-wise in to our world, please don't hesitate to contact us.

### **Quest**

- You must have a character sheet sent from your logistics person to us
- Characters will transition at an experience rate of 20 XP (QUEST) to 1 CP (WAR), with a cap of 25 additional CP
- At this time, no gold (or coin equivalent)/Magic Items/Production/Allegiances or Spirit Effects transfer
- All Character Deaths are restored to "0" and will follow the WAR ACC death policy as explained in the Rulebook
- All transfer characters will receive 25 gold
- All transfer character will receive 10 starting production items – 9 of which can be a level 1 or 2 item, 1 of which can be a level 3 or 4 item
- Once you transfer in, your character will be in our database. You may keep your character in another database, but you cannot transfer a character in more than once. You will still be that character, interacting in the same stories and towns.
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