

Player Services – W.A.R.

(Updated June 2016)

Overview

Below is a list of player services currently available at this time, including awards for PC's/NPC's. Please note that for those services that list either cash or genie marks you can "mix and match." For example, if you would like to have a Large RP Session with 6 people, 3 may option to use Genie Marks and not receive CP, while the other 3 may choose to pay for the Session and receive CP.

PC Rewards

All PC's will receive 1 CP per game day per event.

NPC Rewards

All NPC's will receive 1 CP per game day per event. Additionally, NPC's that remain through clean-up will receive a grab bag draw of 1 draw per game day.

Event Plot and Staff Rewards

All Event Plot and Staff will receive 1.5 CP per game day per event. Event Plot and Staff that remain through clean-up will receive a grab bag draw of 2 draws per game day. Additionally, they will receive 2 LCO Essence Levels per game day and 15 Genie Marks per game day.

LCO Essence Levels

LCO Essence Levels, typically earned by being Staff or Plot, represent Essences gained between market-days to use on High Magic. Every LCO Essence Level equals 1 Essence of your choice. These cannot be printed and taken in to game. They can be spent on High Magic Spells at logistics or via preregistration for an event. You do not need to have High Magic to use LCO Essence Levels. LCO Essence Levels may be spent on the following High Magic Spells:

Available Spells:

- Imbue Weapon
- Limited Attunement
- Medallion
- Protective Amulet
- Unbreakable
- Enhance Weapon
- Ethereal Bond
- Vampire's Bane

Optional at Plot's Discretion:

- Clarity
- Ghaian Ethereal Voice
- Extra-Planar Ethereal Voice
- Unveil
- Vision of the Seasons
- Speed Travel
- Visions of Ghaia

****Please note the following services are offered at Plot discretion and availability****

Plot Specialty Hook Item – Range from 20 to 100 Genie Marks

*Must be submitted a minimum of two weeks before an event.

A Plot Hook Specialty Item (Please Contact Campaign Plot to Arrange): Players may submit to Campaign Plot (acceleranttransition@gmail.com) which character they would like this applied to. Campaign Plot will work in concert with the Player's local plot team to decide upon the item and have the Genie Marks removed from your sheet. The Genie Mark cost will be determined based on the complexity of the item. The plot item is NOT a magic item. The type of item can range significantly. The Plot Hook Specialty Item is designed to bring a character in to an existing plot line, help start a new plot line, link the character in to a hook mod, campaign line, etc...What that player does with that item is completely up to the player. Some examples of Plot Hook Specialty items include: a map, a document they uncover, a key, a tomb of prophecy, a book of symbols, the hilt of a sword, a withered finger, etc....

Small Plot Contact – 20 Genie Marks

*Must be submitted a minimum of two weeks before an event.

A small plot contact represents what the player's character was doing during the event/between the event. Once the player contacts campaign plot, campaign plot will make the proper arrangements and contact the player. What/who the contact is will be decided upon by Campaign Plot and Local Plot. Please contact acceleranttransition@gmail.com to request a Small Plot Contact and to have the appropriate Genie Marks removed from your character sheet. This can vary significantly, depending on the goals of the character. A Small Plot Contact means that you have made initial contact and they recognize you, perhaps you chatted up that tavern-keeper or managed to woo the young lass a bit that works at the Stonegate Library. Some examples may include: specific merchant contacts, cultural contacts, governmental contacts, underworld contacts, etc...Once the contact is decided upon the player will receive the following: who the contact is, how they met, where the contact is located, and the type of information/goods the contact can provide. The response will usually be 3-4 sentences. This does not act like a Profession or Knowledge skill that can be used on mods, etc...this is an actual, in-game contact you establish. May gain 2 per month.

Large Plot Contact – 25 Genie Marks

*Must be submitted a minimum of two weeks before an event.

A Large Plot Contact represents what the player's character was doing during the event/between the event. Once the player contacts campaign plot, campaign plot will make the proper arrangements and contact the player. What/who the contact is will be decided upon by Campaign Plot and Local Plot. Please contact acceleranttransition@gmail.com to request a Small Plot Contact and to have the appropriate Genie Marks removed from your character sheet. This can vary significantly, depending on the goals of the character. A Large Plot Contact represents having done a bit of business or meeting with someone a number of times. Maybe you are a regular at a tavern and have become fairly good friends with the barkeep, therefore he/she is willing to toss some information your way for a bit of coin. Perhaps you were out adventuring on the Plane of Faerie and made contact with a young Sidhe that can help introduce you around and provide you with some information on Faerie. Some examples may include: specific merchant contacts, cultural contacts, governmental contacts, underworld contacts, etc. Once the contact is decided upon the player will receive the following: who the contact is, how they met, where the contact is located, and the type of information/goods the contact can provide. This does not act like a Profession or Knowledge skill that can be used on mods, etc...this is an actual, in-game contact you establish. May gain 1 per month.

Small RP Session –

Option 1: 50 Genie Marks/Person, No CP Award

Option 2: \$10.00/Per Person, Award .25 CP

*Must be submitted a minimum of two weeks before an event.

A Small RP Session is a RP session, at least 30 minutes that is pre-arranged via Campaign Plot, who will coordinate with the local plot teams. Please contact acceleranttransition@gmail.com to request a Small RP Session and to have the appropriate Genie Marks removed from your character sheet/make arrangements for payment. A Small RP Session does not involve combat and is used to further a character's storylines or goals. You may not receive any game items for

a Small RP Session. It can take place in person, via Skype/Ventrilo/Phone, or via email – whatever is easiest for those involved. Email responses will never be more than a ½ page of Times New Roman size 12 font. The plot member/team will take your actions under consideration in moving forward with the storyline and you may receive further information on how to proceed/what happens based on the content. Sometimes, the information will not be revealed until the event, but it depends on what exactly you are attempting to do. May do one Small RP Session per month.

Large RP Session –

Option 1: 70 Genie Marks/Per Person, No CP Award

Option 2: \$15.00/Per Person, Award .25 CP

*Must be submitted a minimum of two weeks before an event.

A Large RP Session is RP session, lasting at least an hour that is pre-arranged via Campaign Plot, who will coordinate with the local plot teams. Please contact acceleranttransition@gmail.com to request a Large RP Session and to have the appropriate Genie Marks removed from your character sheet/make arrangements for payment. A Large RP Session does not involve combat and is used to further a character's storylines or goals. You may not receive any game items for a Large RP Session. It can take place in person, who via Skype/Ventrilo/Phone, or via email – whatever is easiest for those involved. Email responses will never be more than a ½ page of Times New Roman size 12 font. The plot member/team will take your actions under consideration in moving forward with the storyline and you may receive further information on how to proceed/what happens based on the content. Sometimes, the information will not be revealed until the event, but it depends on what exactly you are attempting to do. May do one Large RP Session per month.

Personalized Closed Module –

Option 1: 100 Genie Marks/Per Person (Minimum 5), No CP Award

Option 2: \$25.00/Per Person (Minimum 5), Award .5 CP

*Must be submitted a minimum of three months in advance of requested Module.

A Personalized Closed Module is a closed module that is run between events and coordinated via Campaign Plot. Please contact acceleranttransition@gmail.com to request a Personalized Closed Mod and to have the appropriate Genie Marks removed from your character sheet/make arrangements for payment. Typically, a Personalized Closed Module will last anywhere from 2-4 hours, depending on what the character(s) are trying to accomplish. You will be in-game and in costume throughout the duration. High Magic is able to be performed and treasure distribution (if applicable) will be decided upon by the WAR Ownership prior to Personalized Closed Mod. A Personalized Closed Module, depending on what it is you wish to accomplish, may or may not involve combat. May do one Personalized Closed Module per month.