

experience traits

The progression of character ability occurs over time, based not only on the direct events of the chronicle but also the engagement and participation of the players. The following categories outline the policies under which the chronicle awards Experience Traits.

Attendance: Players earn four Experience Traits for each session they attend.

"Buddy System" Award: Certain players go out of their way to get other people involved in the game and its community: looking for ways to involve them in their own narratives, granting them boons or titles to invest them in the chronicle's events, inviting them to after parties, and the like. If someone makes an effort to include you they should be nominated for this award to recognize and encourage it.

Downtime Submission: Players earn two Experience Traits for submitting a report of downtime actions. Links to the downtimes submission forms are posted regularly through social media. The Experience Traits are awarded once your downtime report is processed or at the beginning of the next session (whichever comes first).

Golden Ankh for Exceptional Roleplay: A player that portrays their character in an exceptionally engagingly fashion appropriate to the narrative is eligible to receive the maximum possible award of Experience Traits for that session. Note that the award is for "*Exceptional Roleplay*." All players are expected to observe basic minimums, such as by staying in character unless absolutely necessary to break it. Your roleplay has to stand out to qualify for this award.

Golden Cape for Exceptional Costuming: A player that manages superlative design and execution of their character's wardrobe is eligible to receive a bonus Experience Trait. Note that the award is for "*Exceptional Costuming*." All players are expected to observe basic minimums, such as maintaining a wardrobe that distinctly identifies a character. Your wardrobe has to stand out to qualify for this award.

Marketing Assistance Incentive: In order to provide a strong incentive for players to assist the marketing staff, players are eligible to maximize their Experience Trait awards each month that they provide assistance.

Recruiting: LARP games require a regular influx of new players to remain healthy; thus active recruiting is encouraged and incentivized. A player that brings a new player to game receives eight Experience Traits. Additionally, the new player also receives Eight Experience Traits. If the new player attends a second session, both the new player and their recruiter receive an additional eight Experience Traits.

Staff Positions: Staff members receive additional experience points as recognition for the effort and time they expend to manage the game. Each month of service earns the award. Storytellers receive eight Experience Traits whereas their Narrators receive two. Coordinators receive four Experience Traits while their Subcoordinators receive two. The Marketing Narrator and Website Managers receive eight Experience Traits.

Story Awards: Characters may receive Experience Traits for decisively concluding a significant narrative event (i.e., an archetypical "story arc" with distinct phases of introduction, rising action, and resolution that involves a substantial challenge). Storytellers may award up to eight Experience Traits for completing such an arc.

Storyteller Awards: Each Storyteller may award a discretionary Experience Trait each session as they see fit.