

Fundraiser Prop - New Website



Edition UA 1.3

Clarified and outlined by the staff of Unchained Arizona

Definitions

- Chronicle: an individual game approved by OWBN to responsibly manage the decisions that occur within their allotted gamespace while sharing the same imaginary world as OWBN
- Donors: individuals that choose to donate funds to this fundraiser, regardless of their involvement in OWBN or not
- Fundraiser, the: Fundraiser Prop - New Website as outlined in this document
- OWBN: One World by Night, a non-profit organization based out of Canada that focuses on providing a horror-themed LARP setting across Canada, the United States, and Brazil
- Organizer, the: the individual in charge of taking funds and able to perform the functions laid out in [Expectations of Organizer](#)
- Players: individuals participating in OWBN who play the games in accordance to the guidelines outlined in our bylaws ([view bylaws here](#))
- PC's: Player Characters, the intellectual property owned by OWBN, but created, brought to life and played by players in a game setting of LARP for the purposes of entertainment
- Prop: shortened speech for "proposal"
- RNU: Something that is restricted by the character bylaws of OWBN, typically requiring approval or notification of a Coordinator and logging by the Archivist team. Also known as "Rare and Unique" or "R&U"
- Storytellers: individuals who elect or are elected to run Chronicles, appoint administrative staff, and primarily provide compelling stories to

the players involved (these may be abbreviated to Staff or ST's for ease of discussion)

XP: Experience Points, to which all PC's gain by involvement in OWBN.

Purpose of Prop

To provide the OWBN Webcoord Team with funds to solve the issues of our current website and have a new website built.

Why is this Prop needed?

As it stands, the funds being collected for yearly membership dues are barely enough to cover the server fees, much less a new website being built.

The current website is outdated and has slow speeds. The website has other issues such as regular site failure, problems with ease of vote propping, and votes themselves are often not logged or are inconsistent with results.

A new website would cost OWBN est. \$15,000. Estimates for a new website are from KDCI and DeLimp. More information on these estimates below in [Preferred Vendors](#).

Assuming every full Chronicle and Satellite game paid their dues on time, OWBN would only have \$3184.28 yearly available as of October 20th, 2023 with no further changes.

Please keep in mind that this number assumes that every Chronicle and Satellite pays on time. In years past, some Chronicles have been late on their dues for almost a year. This also does NOT take into consideration any games that may join or leave OWBN in this time.

Preferred Vendors

KDCI and DeLimp were vetted by the current Webcoord, Greg Hacke, who has worked with them before due to his experience outside of OWBN. The decision on which vendor would be used would depend on how much funds OWBN could raise in this fundraiser.

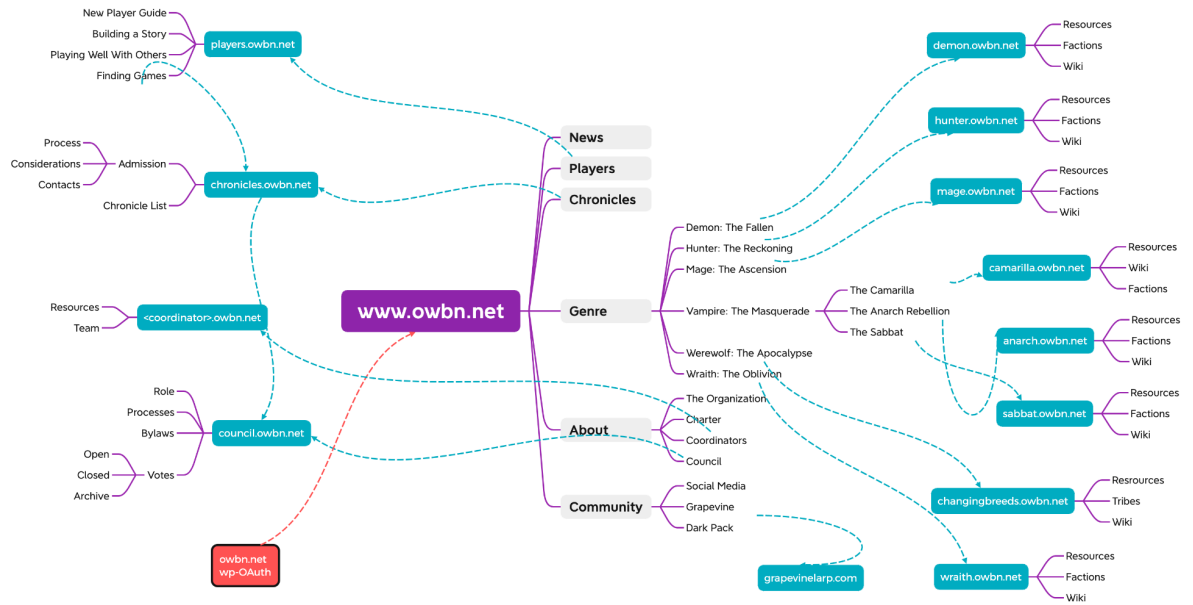


Link to [KDCI website here.](#)



Link to [DeLimp website here.](#)

Expected Website Design



Presented with xmind

Timeframe of donation

All donations will be taken by the methods chosen by the Organizer (see [Expectations of Organizer](#)) for any amount.

The fundraiser will last from January 5th, 2024 until June 8th, 2024. The donors may take screenshots or receipts to show that they donated for their own records. However, these donations may not be 'cashed in' for additional OWBN benefits not clearly laid out by this prop which include (but are not limited to) PVE retests, player points, xp, favors, special plots, unique item cards, etc.

Reward of success

The following benefits of the fundraiser will apply to all player characters (PC's) that are active in the org currently or are created on, or before, December 31st, 2024.

Rewards for PC's will not be honored past the last day of December of 2024 if the player has not fulfilled the requirements outlined in [Logging Requirements](#). This also applies to PC's made after December 31st, 2024. The reasoning is that people who donate currently have contributed appropriately for the success of the org, and there is nothing saying another prop like this cannot be made for PC's made after December of 2024.

The dollars (\$) raised would be the amount transferred to the Finance Coordinator after all fees are taken and the transfer of money is finished. The Organizer will follow the expectations laid out by this Prop. (See [Expectations of Organizer](#) below)

Please note that these tiers do not 'stack.' The organization takes advantage ONLY of the highest Tier achieved.

Tier 1

At \$2000 raised, every character in OWBN gains 10 additional experience points

Tier 2

At \$5000 raised, every character in OWBN gains 25 additional experience points

Tier 3

At \$7000 raised, every character in OWBN gains 50 additional experience points

Tier 4

At \$10,000 raised, every character in OWBN gains 75 additional experience points

Tier 5

At \$12,000 raised, every character in OWBN gains 85 additional experience points

Tier 6

At \$15,000 raised, every character in OWBN gains 100 additional experience points

Expectations of the Organizer

The Organizer of the fundraiser will be Greg Hacke, but if Greg Hacke is unable to perform the duties of Organizer, the position will be Appointed by the Finance Coordinator.

Expectation of duties include:

1. Creating the fundraiser following the guidelines required of our Non-Profit
2. Sharing the link to the fundraiser AND/OR providing the means in which to easily send money. The Organizer may choose to reject Cash donations due to complication of logging receipts and success.
 - a. At least one of these options for receiving funds/money must be digital transference of money.
 - b. Any Cash received must have a receipt given to the donor, though this may be handwritten.
3. Updating the participants of OWBN of the current state of the Fundraiser's success during the period of time in which the the Fundraiser is actively taking money
4. Informing the Finance Coord of the total funds raised upon completion of the Fundraiser
5. Creating a fully transparent "receipt" or record of how much was raised.
 - a. The first part of this record will include all digital and physical funds raised, a list of who the donors were (even if anonymous), and all fees that accrued due to receiving and transferring funds.
 - b. The second part of this record will show the difference of funds before and after the transfer has occurred to the OWBN bank account.
6. When transferring funds to the Finance Coord to be allocated or banked, the least costly option, while being reasonable to time (no more than 1 month barring severe problems), will be used.
 - a. The only exception to this rule is if the Organizer and the individual paying for the new website is the same.

7. The Organizer may not keep any of the funds raised from the Fundraiser for themselves, or give the funds for any other purpose than what this Prop outlines.
 - a. If it is found that the Organizer violated this rule, they are subject to legal repercussions and reparations for funds stolen, wrongly given, or kept.

Reward use Rules & Restrictions

As stated previously, all PC's that are ACTIVE and eligible in One World by Night (OWBN) from the moment the fundraiser is concluded to the end of December 2024 may take advantage of the reward structure above. (See [Reward of success](#))

Purpose of a Dated Email

The purpose of having a dated email is to provide a way for storytellers to still do audits in the future and have a defined record. Since not all games utilize the same sheet platforms; such as Haller, Grapevine, or Puppet Prince; email is the only way to limit the workload for the players, storytellers, and archivist team.

The responsibility of keeping the recorded email falls on the player of their own PC for as long as the PC is in play, even if it becomes an NPC, and 6 months afterwards.

If it is found that the player has abused the spirit of this prop such as, but not limited to:

- Misconstruing xp totals
- Taking advantage of the fundraiser xp multiple times on the same pc
- Being dishonest about how the xp was spent
- Refusing to show or provide the email that proves they took advantage of the xp from the Prop for the purposes of an audit or transfer

Then the player is the responsible party and their actions are grounds for local or org Disciplinary Actions.

It is unreasonable to ask the storytellers to hold onto hundreds of these emails per game and have all of the records for an undefined amount of time while holding the storytellers responsible. Storytellers may do this as a courtesy to their players, regardless, but it is not a requirement after the storyteller has submitted and/or approved the spends.

Logging Requirements

When taking advantage of the xp provided from this Fundraiser Prop, it must be noted clearly in the notes section of a character sheet for the remainder of the PC's existence, even if it is NPC'ed out. An email must also be logged within the time allocated (the moment the fundraiser is concluded to the end of December 2024) with the PC's player clearly notating what the xp was used for.

The email must be sent by the player to their storytelling staff, dated in the allocated time as seen above.

Other requirements of logging:

1. One Character per dated email logged
 - a. Suggested title of email: <CHARACTER NAME - Website Fundraiser Prop XP Email>
2. Clearly state how much each 'thing' purchased is
 - a. IE- Willpower (3xp per dot)
3. Clearly state how much the total of each 'thing' purchased is if in bulk
 - a. IE - 3x Willpower (3xp per dot) = 9 xp
4. If something requires approval at any level, you must log the request initially and pursue the approval after. If the 'thing' requiring approval is denied at any level the prevents it from being added to the character's sheet, a response must be added to a "Reply All" email to the first, with clear instruction on where the points will be instead allocated.
 - a. Example:
 - b. Original email states that my character is going for Supernatural Companion Merit (6xp, doubled to 12 xp after Character Creation), but the storyteller denies my request.
 - c. After this, I select REPLY ALL in the email and reallocate that 12xp to something else.
 - d. In this example I will adjust to:
 - i. Light Sleeper Merit (1xp doubled to 2xp after Character Creation) =2xp
 - ii. 5x Security Ability (1xp per dot) = 5xp
 - iii. 5x Masquerade Ability (1xp per dot) =5xp

Spending Restrictions

All approval and awards of experience points from this fundraiser are subject to the approval of the character's storytelling staff.

This xp **may not** be used to acquire anything that would require logging, or involvement, by the Archivist team. To simplify, the xp gained from this fundraiser **may not** be used for anything falling under the "RNU" category.

If you are unsure if something would fall into this category, please see the [OWBN Character Bylaws here](#).

Calculating XP Totals

This XP is not awarded to a Character at the conclusion of the Fundraiser. The XP must be spent **in bulk (all at once)** and counts towards the character's total experience points. Due to the restrictions of what may be purchased, all XP earned from the Fundraiser must be spent at one time to prevent confusion of administrative review in the future.

We understand that some players may choose to wait until they have reached the 400 xp gate on their characters to maximize monthly xp earned. However, if the initial email defining how the player plans to spend xp from the Fundraiser is not sent by the last day of December of 2024, with the dated email logging requirements met as above (see [Logging Requirements](#)), then they lose access to the additional xp from the fundraiser, without exception. Storytellers may take longer to apply the approved xp on the sheet, due to the volume of emails and requests they receive.

New PC's must make their character first, with normal character creation rules, before the XP from The Fundraiser can be applied. These new PC's must also be created on or before December 31st, 2024 to take advantage of the rewards from the Fundraiser.

Simplified - Calculating XP Totals

1. Until the player submits their request to their storytelling staff by email for how the xp is used, the xp does not count towards their total xp for the purposes of determining monthly xp accrual amounts.
2. The xp must be spent "in bulk" to ease the record keeping of storytellers in the future.
3. If xp is not spent by the last day of December of 2024, the player loses access to this Fundraiser reward/advantage.
 - a. The important part of this is that the dated email of how the xp is spent must be on or before December 31st 2024. Storytellers are not required to handle the xp expenditures/approvals by December 31st 2024, but the initial dated email with the assumed xp spends must be sent before that day.
4. New Characters must follow normal character creation rules first before they can take advantage of the XP from the Fundraiser.

Expectation of Success or Failure

Success of all Goals

All funds from this fundraiser are to be spent on website and server fees only. If goals are met from Tiers 1-6, then the funds will be used to build a new website. Any additional funds will be “banked” in the OWBN bank so that they can be used for future site and server fees that may arise in the future.

This fundraiser is not meant to cover expenses for coordinators, artists, and other roles filled by OWBN. Misuse of the funds may be met with legal action.

Rewards will be granted as outlined in [Rewards of Success](#).

Failure of all Goals

If not all goals are met from Tiers 1-6, then funds will be “banked” to help continue paying for server fees. At a later time, these funds may be combined with future fundraisers and money collected to build the website if the goals are not met within the allocated timeframe outlined in this proposal.

This fundraiser is not meant to cover expenses for coordinators, artists, and other roles filled by OWBN. Misuse of the funds may be met with legal action.

Rewards will be granted as outlined in [Rewards of Success](#), but not all rewards will be earned.