

Logistics Policy Manual

Scope of Logistics-

Logistics is the committee in charge of maintaining all documentation and databases related to character and player demographics. This includes, but is not limited to character information, ref warnings, item production, and distribution of game tags and character cards. When players first arrive at game they check in with Logistics to pay event fees, collect their character cards, and pick up any in game production requests they may have submitted. At the end of event players sign out at Logistics to ensure that any changes to their characters are properly logged.

The Head of Logistics is selected by the Owners, serving for as long as he or she is willing and the Owners agree. The Head of Logistics appoints assistants for event check-in, and institutes any reasonable policies pertaining to the function of Logistics as outlined above, with Owner approval. He or she also collects event fees, maintains In Game printed materials (game tags, character cards, etc.), and ensures that Logistics is appropriately supplied. The Head of Logistics is also responsible for approving any Lores that will be used in game, with appropriate consultation with the Plot team and World Ref as needed.

Hours of operation-

Logistics is open from the afternoon of Friday (when the Head of Logistics can get on site and get set up) until Midnight. Anyone arriving after that time will need to wait until whenever the Head of Logistics is up and around to get signed in. If a player knows that they will arrive after midnight, they should contact the Head of Logistics in advance and he may be able to print your card for you and have it ready and waiting at Plot camp so that you can get into game Friday night.

Logistics is open for update between events starting the Friday after event and closes at midnight of the Friday, 1 week prior to event. Any Logistics requests received after midnight of the Friday prior to event will not be processed, and will not likely even be read, as the Logistics e-mail is usually not checked after that time. Players are encouraged to submit their logistics requests early, as waiting until the last minute can cause delays and may result in the request not be processed.

General update protocols-

Character updates should be submitted using the Character Update Utility on the Logistics page of the website www.legacieslarp.org, or emailed to logistics@legacieslarp.org. They may arrive as soon as the Friday after an event, but must be in no later than the Friday before the next event to be completed. You cannot do a character update at check-in. Keeping track of your characters available SP (from blanket etc) and Favor total is the responsibility of each player individually. A good way to keep track of this is to jot down a note on your character card after you have checked out of logistics at the end of the event. (IE: "Single blanket ~ earned 50 Favor") and add those to the totals on the card. If you need to know your current information, you can contact Logistics and request a screen shot of your character card(s).

In any communication with Logistics, include your full name, which character you are updating, and then detail how you want to spend your available SP and/or Favor.

Be as specific as possible. A calculator to determine conversions from Favor to SP is located in the Game menu, Utilities section of www.legacieslarp.org

Remember, you can only purchase new skills if you have dedicated the time to learning them and obtained a 3x5 card detailing it. This is noted at check-out, and the ability then becomes available for you to buy between events. You may purchase the skill Toughness, and invest additional points in skills you already have without needing to learn anything.

If you are buying back a resurrection (remember that you can only buy back one per event) be sure to include this in your update, but you can also do this at Logistics during check in. If you end an event as a spirit, you may not submit an update for that character. For further information on this see the rulebook section “Death and Dying.”

Anyone without internet access, or who, for some other reason, cannot use the online Logistics services, should contact the Head of Logistics to make other arrangements for character update and production.

Production-

All production requests must be submitted to Logistics between events, just like character updates. No production requests will be processed at the table without approval of the Head of Logistics. Using the production spreadsheets in the Logistics menu of the website is highly recommended. Production requests will only be processed for characters who are played at event. If you collect production for a character, you **MUST** play that character for part of the event or turn in the production items to the Head of Logistics before leaving site.

Multiple characters can pool production to work together on items. The out of game accounting for this requires that each of the players involved submit a notification to Logistics indicating the number of production points donated, the type of production, and to whom the production will be donated. If the “focus” character is not played at that event, the production is lost. Only the focus character must be of sufficient skill to actually produce the item in question (i.e. a Metallurgist can get production from Master Smiths when producing Exotic Material Items).

Tracking Vala and Per Skill Use-

Each character card has vala cost notes, vala check off bubbles, and skill check boxes printed on the back side. This is used by players to track how much vala they have and how many per use skills they have left for the event. All characters with vala or per use skills are required to track these on the back of their character card. Failure to do so may result in not receiving blanket for one or all of your characters.

New characters-

New characters being created by established players (i.e. not your first event) must be submitted to Logistics online prior to Logistics closing the week prior to the event you want to play the character. A complete list of how the new character’s starting copper is to be spent must also be submitted in advance.

New players are highly encouraged to submit their character and starting coin expenditure to Logistics online before Logistics closes before the first event they will attend. There are very often issues that need to be sorted out with new characters, so late submission can result in significant delays. New players have the option of creating their first character at the table Friday night of events, but the player should be aware that

doing so will result in significant delays in getting processed through Logistics and getting into game.

Age limit-

The minimum age permitted to play Legacies is 16 years old. If a player is between the ages of 16 and 18, Owner approval must be granted prior to attending any events (email owners@legacieslarp.org). All players under 18 years of age are also required to provide a copy of the [Player Waiver](#) signed by their parent or legal guardian to Logistics at **each event** attended until they reach 18 years of age.

Checking in Friday nights-

- Pay event fees- All event fees are to be paid to the Head of Logistics and the player must sign the attendance sheet, which includes a waiver of liability, verifying attendance and acceptance of liability.
- Retrieve character card- The Head of Logistics will issue all character cards to the player, and assign a clean-up duty which must be completed at the end of event prior to checking out. At this time, the player should verify the distribution of skill points and any notes for each of the characters. Skill points may not be spent at event unless prior arrangements have been made, or there is an error on the character card. Similarly, players may not spend Favor at check-in to purchase additional skill points. However, Favor may be spent to purchase resurrections and coin.
- Pick up production requests- Any production requests that were submitted between events will be ready for pick up during check in. There will be times when Logistics has to pull tags to complete production requests on site. In these cases, there may be delays in picking up production requests, please be patient.
- NPC merchant (going to another town to buy items from OOG merchants) requests will also need to be submitted between events, and received no later than the Friday prior to event. Only in prior approved situations or when new items/abilities are first released may players purchase from the NPC merchant. All requests are subject to the approval of the head of logistics, who will possibly need to consult with the head of plot. When you arrive, your NPC merchant request will be waiting just like production requests and all payments/trades will need to be made at that point.

Game begins at 8 p.m. Friday night. At this time, players may start playing the game and Plot will begin sending out various encounters. Players still checking-in or setting up sleeping/living areas are encouraged to not interrupt players who have begun playing. Additionally, after 8 p.m. all players who have not started playing should wear an orange headband to signify that they are not in character.

Checking out at the end of event-

After game ends, at a time noted on the website or provided at check-in, players should clean up their sleeping area and pack up their gear. Afterward, players should complete their assigned clean-up duty. Once players have completed clean-up they may check-out.

The Head of Logistics will announce when Logistics is open for check-out following game. Players should provide Logistics all of their character cards and any notes indicating new skills taught to their characters. Logistics will record this information for entry into the character database. The character cards and torn notes will be returned to the players at this time.

Players who do not complete check-out, or who do not perform their assigned clean-up duty, will not receive *blanket* (skill points normally earned for attending event and playing a character). If a player must leave event early, they must notify the Head of Logistics to make early check-out arrangements. If you know this when checking in, let the head of logistics know so that you can be assigned an appropriate clean up assignment.

Characters-

Logistics' primary responsibility is dealing with the tracking and management of characters. Players should familiarize themselves with the following policies so they can be aware of how characters are handled at Legacies. If a player has any further questions they may be asked on the forums or directed to logistics@legacieslarp.org.

New Characters-

When players make a new character they need to pick a name, race, racial abilities, initial skills, and buy starting equipment for that character. Most races have three racial abilities; the player must spend racial points to purchase these abilities. The Mongrel race has a list of several abilities that the player can choose from. The player may spend up to 15 racial points (16 for Mongrels) on their racial abilities; primary racial abilities cost 3 points and can be purchased a maximum of four times and secondary racial abilities cost 2 points and can be purchased a maximum of five times.

The first character a new player makes starts with 100 skill points to spend buying skills. Subsequent characters a player makes begin with 50 skill points. Players may spend Favor to increase the starting number of skill points of their character (whether it is their first character or a subsequent character), per the Favor to skill point conversion table.

When buying skills for a character, players must first purchase any prerequisite skills that are listed in the rulebook. If prerequisite skills are listed as cumulative then the player must purchase the prerequisites each time they purchase the skill that relies on the prerequisites.

When buying starting equipment, players will receive 1,000 copper, plus 10 copper per skill point the character possesses. For example, a new player will receive 2,000 copper for their first character. Note that any additional skill points that humans receive do NOT count towards this total. In the *Starting Equipment for New Characters* spreadsheet is a list of copper costs. This amount is subtracted from your starting copper. Note that Sunder and Summon ritual scrolls may not be purchased at character creation. Any left over copper the player does not spend on equipment is converted into coin. Players may also spend Favor for additional starting coin at a ratio of 2 copper per Favor. There is no cap on the amount of Favor that can be converted in this manner. Players are

highly encouraged to use the spreadsheets provided in the Logistics menu of the website for starting equipment.

Multiple Characters-

Players may have four characters in the character database. Each character is made according to the new character rules previously discussed. If a player wishes to add a fifth character they must either rewrite or retire an existing character. The new character may then be added.

If a player has multiple characters they may not transfer items or money from one of their characters to another. The player must keep the characters' possessions separate from their other characters. Failure to do so is cheating.

Two characters per event-

If a player has more than one character, they may play up to two characters at event. Players must play each character for a significant amount of time prior to switching. Switching characters to avoid in game actions or consequences is cheating. If the character being played sunders during the event the player may switch to another character regardless of whether the other character has already been played that event. If a player is planning on playing multiple characters at event they must bring all item tags and money for both characters to event. When playing one character the items and money for the other character should be stored under a bunk or otherwise marked as out of game. A character may not be stolen from when not being played, but it is the player's responsibility to clearly mark the un-played character's possessions as out of game. Only one character switch per event is allowed without special dispensation from Plot and the Owners.

When checking out at Logistics, players who have played more than one character must select which character they would like to receive their blanket skill points unless the following condition applies: Newer players may receive blanket for both characters played until such time as they have two characters with more than 150 skill points. After that, they must select which character will receive blanket as above.

Character Rewrites-

Players may alter their existing character through the use of Character Rewrites. There are three forms of Character Rewrites: Full Rewrites, Partial Rewrites, and New Character Rewrites. In a full rewrite the player retires the character and uses the skill points from that character to make a completely new character. In a Partial Rewrite, a portion of skill points are de-invested from skills and reassigned to other skills the character already knows, without changing character concept. A New Character Rewrite is allowed once for each new character made, prior to the fourth event at which that character is played, and is an unrestricted full rewrite that allows for the same character and concept to be kept while improving or changing the content.

If a character Sunders during play and is then either Reincarnated or comes back as a Dhampari, the player may NOT rewrite that character into another character. All other rules and policies apply as normal. Sundered characters who have not/will not be Reincarnated or turned Dhampari cannot be rewritten. There is not a special plot circumstance that circumvents this policy. Sundered characters may not be rewritten.

Players who are leaving Plot as the normal course of a change in Plot teams will be allowed a full rewrite of one character and partial rewrites of all of the rest of their

characters. These must all be used within 3 months of leaving Plot. During these rewrites, the normal rules regarding learning of new skills are suspended. Additionally, if the player has spent at least the previous 9 months on Plot, they can liquidate and respend as many of their skill points for their characters as they wish; they are no longer bound to 50%.

Rewrites are conducted at the discretion of the head of Logistics, who may find it necessary to postpone a given rewrite request if too many are received. It is preferred that no character be rewritten more than once per year, and Logistics is more likely to refuse or delay such requests made more frequently. No more than one character may be rewritten per player in a given month except when a player is leaving Plot.

Partial rewrites-

In a Partial Rewrite, the player keeps the existing character but alters which skills the character has purchased. New players may do what we call a “freebie” rewrite once prior to the 4th month of playing their first new character. Established players must do so prior to the next event they play the character. As for standard rewriting, after that first freebie window, the player may drop a number of skills totaling up to half the total skill point total of the character, freeing up the skill points to purchase other skills. The character must have been previously taught any new skills in game prior to purchasing the new skills, however this can be done before the player chooses to do a Partial Rewrite.

A player has the option to perform a Partial Rewrite every six months for each of their characters. Once the player has hit the six month mark they may choose to use the rewrite during any month thereafter. However once they have used a Partial Rewrite for the character they must wait six months before performing another Partial Rewrite on that character.

Partial and Full Rewrites are used independently of each other. The use of one type of rewrite does not affect the use of the other. If a player has multiple characters than they may have a Partial Rewrite for each character within a six month time frame, and this does not affect the timing for a Full Rewrite.

Note that no equipment may be bought or sold during this type of rewrite (with the notable exception of the “freebie” rewrite, during which the player can change the entire character in any way. They only get to do the “freebie” one time for that character.

Full Character Rewrites-

During a full rewrite, a player retires a current character and reallocates that character’s skill points to an entirely new character. The new character retains the same number of skill points as the retired character, but the player may spend the skill points on any skills they wish, select a different race and racial abilities, and develop a new character history and name. Only 4 full character rewrites will be done by Logistics for any one event. Please contact Logistics in advance to let them know you want to take one of those spots. Note that you may not do a full rewrite if your character sundered in game and was reincarnated or returned as a Dhampari.

There are four instances in which a player is permitted a full rewrite:

1. As found appropriate by the head of logistics, or at least once per year they may use a full rewrite to rewrite one character. Rewrites do not carry over

from one year to the next, so if a player does not use a full rewrite in one year they are not permitted two the following year.

2. When coming off of Plot a player may fully rewrite one character.
3. When, due to the in game results of actions by the Plot team, a character is removed from play. This does not mean when Plot sunders a character. These are meant for special situations where Plot intentionally removes a character for in game reasons. This type of rewrite requires Owner approval.

Resurrections and rewrites-

If a character has less than 3 resurrections on their character card when they fully rewrite, the resurrections are reset to 3. If any of these resurrections were lost permanently due to a Plot device, they are returned to 3 during a full rewrite.

Items and coin-

Items for an old character are often not relevant to the new character. For example, a player rewriting from a primarily magic using character into a primarily melee oriented character would find little use for the old character's grimault with the new character. As such, when using a full rewrite, players may choose one of three options concerning the item tags and in game money from the rewritten character:

1. Keep all items and coin from the old character for use with the new character.
 2. Turn in all old tags and start over buying equipment as if for a completely new character, with 1,000 copper plus 10 copper per skill point.
 3. Exchange only the item tags that are not relevant in for items of the players' choice.
- Keep all items and coin- This is the simplest option; the player may keep all item tags and coin from the retired character for use with the new character.
 - Turn in all items and coin- The player may turn in all item tags and money from the retired character to Logistics and purchase new equipment exactly as a brand new character would. They receive starting copper based off of the number of skill points that their character has and may purchase equipment at the initial character creation prices. This option benefits players whose retired character has relatively little in game wealth compared to the number of skill points the character has. Prior to performing a full rewrite players MUST not distribute the bulk of their character's wealth to friends and turn in a token few item tags to Logistics. Such behavior is cheating and will result in disciplinary action.
 - Exchanging Items- Players may exchange a portion or all of their retired character's item tags for copper, which may in turn be exchanged for new items. Using the *Starting Equipment for New Characters* spreadsheet found on the Logistics utility page, players may catalog all of their retired character's item tags which will be converted into copper pieces based on its value and added to your total pool of copper to be spent on new items. When spending this pool of copper pieces a player may buy items from any of the production categories regardless of the type of items exchanged. It is highly recommended that players use the spreadsheets located in the Logistics menu of the website when exercising this option.

***For example,** Bob was rewriting from a warrior oriented character into a magic oriented character. Bob exchanges weapons and armor, as well as some shields and ends up with 2500 copper pieces. Bob then spends a good chunk of that production buying a Master Crafted staff to be used as his Grimault and spends the remainder buying some potions and alchemy.*

Note that Summon and Sunder are restricted rituals and cannot be purchased when making a new character and should be retained if you wish to have them for your new character.

Copper that is not spent during the rewrite is transferred as coin to the rewritten character. If you wish for your remaining copper pieces to be converted into specific denominations of gold, silver, and copper; include this in your rewrite details submitted to the Head of Logistics, otherwise the HoL will convert your remaining sum into denominations he/she finds appropriate. Players may also spend Favor to purchase items during this process. The exchange rate is 2 Copper per Favor.

Exchanging magic items-

Magic items and ritual effects on a character (Arcane Cloak, Cloak vs. Spell, etc.) are not exchanged for copper pieces like other items. Instead, the minimum total vala required to make the scroll(s) used to enchant the item or effect is combined into a vala total for each item or effect. For example, an item with two skill store enchantments on it could be produced either by two separate Create Magic Item scrolls, or one Create Greater Magic Item scroll. For the purpose of tallying up the total amount of vala, it is assumed that one Create Greater Magic Item scroll was used, regardless of whether it actually was or not. If any instances of Create Cursed Item or Create Greater Cursed Item were on an item exchanged, their vala is subtracted from the total rather than added. If this brings the item's vala total to a negative number the item may still be exchanged, but only for an item that has Create Cursed Item or Create Greater Cursed Item on the item. If not enough net negative vala exist on the item, it will be discarded.

A separate vala total is kept for each item or effect; they are not added together into one pool. Players may then design magic items or ritual effects of comparable vala amount to each of their summed up vala totals. They may choose to make two or more items in place of one large item they traded in, but may not combine multiple exchanged magic items or ritual effects for a more powerful one. If any new item or ritual effect is created without a permanence ritual included in the cost, it expires 6 months after the full rewrite. The player may opt to get ritual scrolls instead of adding ritual enchantments to items or rituals onto their characters. Sunder and Summon ritual scrolls are still restricted and cannot be obtained in this way. Items sent out by plot that may not be made with the current ritual rules will have a ritual total assigned to them by the Head of Logistics.

***For example,** Bob is rewriting a character with a permanent Cloak vs. Death effect, a temporary Spirit Linked sword that grants the user 6 Life spells an event and skill store 1 handed weapon, and a permanent ring with two skill stores. The player would have three separate vala totals to spend: 260 vala for the enchantment on their character, 675 vala for the sword, and 350 vala for the ring. These totals must be spent on three (or more) items or enchantments on a character. Bob could choose to have a permanent Empowered Aura, a temporary item with 3 Wyrđ spell effects and 3 Charm spell effects (using the vala totals from the Cloak and the ring), and one permanent, spirit linked item with a spell strike effect on it using the pool of vala from the sword. This is just one*

combination; Bob could have made two lesser items using the pool of vala from the sword, or put a different ritual effect on his new character (for example, Arcane Mark) if he chose.

Utilizing a full rewrite-

To utilize a full rewrite the player must contact the Head of Logistics to schedule the rewrite. Full rewrites require considerably more time and resources from Logistics than partial rewrites, so only a certain number of full rewrites will be processed per month.

If a player has scheduled a full rewrite but does not send the appropriate information to Logistics they will not receive the rewrite. The information must include the following: which character they are retiring; the race, name, racial abilities purchased and skill expenditures of the new character; and which starting equipment option detailed above that they wish to use. If they wish to simply keep all of their item tags the player need only state as much. If they wish to turn in all of their item tags and coin to start from scratch they must state that and provide an itemized list of the items they wish to buy.

Players who wish to exchange items for copper must provide two copies of the *Starting Equipment for New Characters* spreadsheet: one copy to declare what items they are trading in from the retired character with the total copper amount from all of the trade-ins, and the second one to list all of the items purchased for the new character using the copper total from the previous spreadsheet. A spreadsheet designed to automatically calculate totals is available for download in the Logistics menu of the website and players are highly encouraged to use this resource. Players should e-mail both spreadsheets, both clearly labeled to designate which list contains the items they are cashing in and which contains items they are purchasing.

Magic items and ritual effects should be listed separately as they are not traded for copper but rather are traded for vala to make other magic items or ritual effects. Players should utilize the *Magic Item Trade In & Out* spreadsheet found in the Logistics menu of the website to list all of the effects on their character and magic items along with the item or ritual effect they wish to trade it for. The player should also specify which item purchased normally will be the base of their new magic item.

The impetus is on the players to put together accurate and clear trade in requests and submit them to Logistics. Additionally, when the player is at Logistics Friday night they must have all their item tags presorted by type so that Logistics can quickly verify that the player is exchanging everything noted on the list. Players that arrive at event after Friday night will not be given their item tags that event unless they have previously made arrangements with Logistics.

Character Advancement-

At the end of each event the player will choose which character played will receive an additional allotment of skill points commonly referred to as "Blanket". If more than one character was played, only one will receive skill points unless the following conditions are met: Newer players may receive blanket for both characters played until such time as they have two characters with more than 150 skill points. After that, they must select which character will receive blanket as above.

These new skill points reflect experience gained from facing the adversity present in the game world. The actual allotment of skill points vary depending on how many skill

points a character currently has. Characters with relatively few skill points will receive a larger allotment of skill points than characters with many skill points. Some events may garner multiple Blanket where players receive double or triple (and very rarely quadruple) the allotment of skill points. Multiple Blanket is awarded by the Owners on occasions where they feel the playership has earned a reward, for example if the players were faced with exceptionally adverse weather conditions, did a phenomenal job cleaning up the event site, or otherwise distinguished themselves as a whole.

Players may also have their Blanket revoked. If a player fails to do their cleanup task that is assigned to them when they check in, are caught cheating, act in an uncivil manner out of game (for example, yelling at a referee), leave their cabin a mess at the end of event, or do some other act that deserves punitive measures they will not receive Blanket. Additionally, if the playership as a whole fails to do an adequate job cleaning up the site the playership as a whole may not receive Blanket. Assigning Blanket is within the purview of the Owners. Applying Blanket is the responsibility of the Head of Logistics.

Players may also spend Favor points to gain additional skill points. The amount of Favor necessary to buy a skill point increases with the number of skill points a character currently has. If multiple Blanket was awarded and the first allotment of skills would put the character in a higher skill point range, the additional allotments of skill points will be calculated using the Blanket for the original range. The progression chart listing Favor to skill points is located in the rulebook.

Character Cards-

When players check-in at event Logistics will issue them a character card for each character that player plans on playing that event, up to two characters. The character card contains the player's name, total amount of Favor Points, and character information. The character information includes the character's name, race, racial abilities, body points, total and unspent skill points, resurrections, and every skill that character has purchased. The player **MUST** have the character card on their person at all times they are playing that character. Players found not to be carrying their character card will not receive Blanket. Additionally, players may not write on the front of their character cards; only Plot, Logistics, and Rules referees may write on the fronts of character cards.

If a Plot, Logistics, or Rules referee demands to see a player's character card the player is obliged to show them. The referees periodically check cards at random to keep all players honest; if a referee asks to see a particular player's cards it is not an indication that they have done something wrong. If a player is not a referee they may not demand to see another player's card, however they may request that a referee check the other player's card to verify the player was not cheating such a request should not be made in the middle of combat deferring until a calm opportunity to find a ref and resolve the situation. Note that a player may not ask to see NPC cards.

Favor-

Favor is Legacies' way of thanking players that assist the organization. In exchange for time and goods donated to Legacies, players are granted a number of Favor points that they can then exchange for a number of perks in the game. The amount of Favor earned is generally standardized as listed below, but is always subject to approval and modification by the Owners.

Earning Favor-

Players can earn Favor by donating items to Legacies, NPCing, making an added effort to clean up the event site, or volunteering time for the organization as a member of Rules, Plot, Logistics, or Immersion. Players that serve in a referee position will receive a flat stipend of Favor in addition to Favor for time consumed by the duties of the position. Players who donate time to the organization, including NPCing, will receive Favor at a rate of 20 Favor per hour. Favor earned for item or monetary donations will use the following scale based on dollar value:

- Up to \$10 - 2 Favor per dollar
- Up to \$25 - 4 Favor per dollar
- Up to \$50 - 6 Favor per dollar
- Over \$50 - 8 Favor per dollar

Player crafted projects will have a dollar value negotiated in advance between the Owners and the donating player. This value will then be applied to the monetary donation scale. The time and materials costs should be taken into consideration by the donating player. Legacies will not necessarily agree to an amount that is based directly on the above donation charts, as they would not necessarily represent a fair market value for a crafted item. Legacies reserves the right to add or subtract up to 20% of the quoted dollar value based on quality at our discretion. Legacies also reserves the right to refuse to accept any donation if it does not meet the needs of the organization. Circumstances that fall somewhere in between the above policies will be adjudicated by the owners.

The dollar value of donated items should be verified by receipt given to logistics. Donations such as second-hand clothing, weapons, or similar cast offs will be assessed at a yard sale value and not a new value. Current lists of items needed by the organization can be found on the website. If the item is not on this list, you must obtain approval from the relevant committee head or your donation may not be accepted.

Spending Favor-

Favor may be converted into in-game perks at the following rates:

- In game coin 1 Favor to 2 copper. Players may convert 1000 Favor into copper per character player, per event; though they may do this as many events as they like.
- Resurrections 50 Favor per resurrection. Players may not have more than three resurrections on their character card and may not buy more than one resurrection per event. This may be done at check in at events **before** getting into game, or at check out at the end of event. If a player buys back a resurrection at the beginning of event for a character, they may only buy back a resurrection for that character at the end of event if they lost at least one during the event itself.
- Skill points Cost variable depending on current skill points. This is the only use that a player can apply Favor for a character who ended event as a spirit.

There are three times players may spend Favor points.

1. When submitting update requests between events players may exchange Favor for skill points or resurrections. They may also transfer Favor to another player provided they specify the full name of both the donating and receiving players.
2. At the Logistics table at event players may exchange Favor for In Game currency or buy back resurrections.
3. At check out at the end of event to buy back lost resurrections.