

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, spell cards, 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, get spell cards done, 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 Owners as appropriate.

Hours of operation-

Logistics is open from 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 noon (or whenever the Head of Logistics is up and around, whichever comes first) to get signed in. If a player knows that you will arrive after midnight, they should contact the Head of Logistics in advance and he may be able to pull your card for you 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 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 Bribe 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 bribe") 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. Make sure you specify which character you are updating, and then detail how you want to spend your available SP and/or bribe. Be as specific as possible. A calculator to determine

conversions from bribe 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 Rush, Body, and 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. If the player intends to pay production costs with bribe, this should be noted in the request. 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 and production receipt (included in all production requests) 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 Master Apothecary can get production from Apprentice Apothecaries when producing an Elixir).

Spell cards-

Each character card has a spell card printed on the back side. This is used by Logistics to note which spells available to you via your spell focus (meaning which ones you can cast), and a set of small boxes that are used to keep track of your spell slots. Spell casting characters are required to present their spell focus to Logistics Friday night sometime during the check in process so that their spell card can be completed. Note that this needs to be done for each spell casting character you intend to play during the weekend. If for some reason you cannot do this (such as showing up late, sundering and playing a secondary, etc) you will need to find the Head of Logistics, who will take care of it for you.

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 characters starting production 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 bribe at check-in to purchase additional skill points. However, bribe 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. You will also need to pay (either in coin or bribe) for any production costs owed at this time.
- 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. Costs for all NPC merchant requests are algorithmically determined, but note that all requests are subject to the approval of the head of logistics, which possible 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 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 pick two of the three racial abilities that they wish for their character. The Mongrel race has a list of several skills that the player can choose from. The player may choose any two of the abilities, including choosing the same ability twice. Human characters receive 15 additional skill points to buy skills in place of racial abilities. These bonus skill points are not counted in the skill point total of a character for the purposes of character advancement, are not used to calculate the amount production a character receives to buy starting equipment, nor do they figure in to how many body points a character has.

The first character a new player makes starts with 50 skill points to spend buying skills (65 if human). If a player has previous experience with another LARP, the SCA, or similar organization they may start with additional skill points as adjudicated by the Head of Logistics; capped at 100 skill points. New players should email logistics@legacieslarp.org for details. Subsequent characters a player makes begin with 10 skill points. Players may spend bribe to increase the starting number of skill points of their character (whether it is their first character or a subsequent character), per the bribe 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 250 production points, plus 5 production points per skill the character possesses. Note that the additional 15 skill points that humans receive do NOT count towards this total. In the Equipment and Item Creation chapter of the rulebook is a list of production costs. This amount is subtracted from the starting production. Note that Sixth level ritual scrolls may not be purchased at character creation. Any left over production the player does not spend on equipment is converted into coin at a ratio of five copper per production point. Players may also spend bribe for additional starting coin at a ratio of 1 production point per bribe, 2 for special items, such as elixirs, ritual items, and smithing items made of special metals. There is no cap on the amount of bribe 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 production. New characters with production skills receive their first month's production free (without the normally attendant cost in copper that production skills require).

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.

Character Rewrites-

Players may alter their existing character through the use of Character Rewrites. There are two forms of Character Rewrites: Full and Partial. In a full rewrite the player retires the character and uses the skill points from that character to make a completely new character. Players may do this once prior to the 4th month of playing a completely new character. Note that characters rewritten before that 4th event may keep the same character concept. After that they may only do one Full Rewrite at an interval that is approved by the head of logistics, or once yearly at the minimum.

Note that 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%.

Partial rewrites-

In a Partial Rewrite, the player keeps the existing character but alters which skills the character has purchased. Players may do this once prior to the 4th month of playing a completely new character. After that first three month 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. Moreover, Full Rewrites are per player whereas Partial Rewrites are per character. If a player has multiple characters than they may have a Partial Rewrite for each character within a six month time frame, however they may only perform a Full Rewrite for one character as annotated above. The full rewrite for characters prior to their 4th event does not count for the purposes of tracking Full Rewrites.

Character Advancement-

At the end of each event each character played will receive an additional allotment of skill points commonly referred to as "Blanket". 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 Bribe points to gain additional skill points. The amount of bribe necessary to buy a skill point increases with the number of skill points a character currently has. Whether a character gains skill points from Blanket or Bribe, every ten skill points a character gains will give that character an additional base body point, increasing the amount of damage a character may sustain before dying (note that this is different for Dwarven characters). 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 bribe 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 has in the database. The character card contains the player's name, total amount of Bribe 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 their character cards; only Plot, Logistics, and Rules referees may write on the fronts of character cards.

In addition to the character card the player will also receive a spell card for each of their characters that can cast spells, as detailed above. If a Plot, Logistics, or Rules referee demands to see a player's character card and spell card the player is obliged to show them. The referees routinely 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. Thieves' refs may also ask to see character cards in the specific instance when they are acting as the Thieves' ref for that particular player in order to verify that the character has the skills the player claims the character has. 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.

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.

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. Prior to the 4th event of playing a completely new character a player may use a full rewrite to rewrite the new character. This counts as the player's one use of a full rewrite for the year.
3. When coming off of Plot a player may fully rewrite one character.
4. 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 spell focus 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.
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 production 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 generic production points, which may in turn be exchanged for new items. Items will be exchanged for the total number of production points necessary to produce all those items combined into one pool of production points. For this purpose the type of production is ignored. Thus, if a character is trading in several swords in addition to a stock pile of alchemy, the production points received for these items will be combined into one generic production pool. Moreover, when spending this pool of generic production 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 traps and ends up with 1500 generic production. Bob then spends a good chunk of that production buying two spell foci (just in case he loses one) and spends the remainder buying some potions and alchemy.

Some exchanged items garner the player twice the generic production of the item's production cost. These items include elixirs, ritual scrolls and any smithed items (weapons, armor, or artificer items) which are silver, cold iron, or other special metal that would increase the cost to produce the item. For example, a Scry ritual scroll requires 50 scribe production to produce. If a player traded one in for generic production they would receive 100 generic production for the ritual scroll rather than 50. A master crafted silver one handed sword takes 60 smith production to produce but would garner the player 120 production when exchanged. Similarly, smithed items of silver, cold iron, or other special metal, elixirs, and ritual scrolls require twice as much production to purchase with generic production. Thus, a spirit link ritual scroll which would normally cost 100 scribe production would require 200 generic production to purchase during a rewrite. Sixth level ritual scrolls may not be purchased at all when rewriting a character, although they may be traded in for generic production.

Generic production that is not spent during the rewrite is transferred as coin to the rewritten character at the rate of 5 copper per production point. Players may also spend bribe to purchase items during this process. The exchange rate is 1 bribe per production point for standard items, 2 bribe per production point for smithed items of silver, cold iron, or other special metal, elixirs, and ritual scrolls.

Exchanging magic items-

Magic items and ritual effects on a character (Bolt of Manna, Cloak vs. Spell, etc.) are not exchanged for generic production like other items. Instead, the minimum total level of rituals required to make the item or effect are combined into a ritual total for each item or effect. For example, an item with three skill store enchantments on it could be produced either by three separate 2nd level Imbue Temporary Magic Item scrolls, or one 5th level. For the purpose of tallying up the total level of rituals, it is assumed that one fifth level scroll was used, regardless of whether it actually was or not. If any instances of Create Cursed Item or Spirit Shackles were on an item exchanged, their level is subtracted from the total rather than added. If this brings the item's ritual total to a negative number the item may still be exchanged, but only for an item that has Create Cursed Item or Spirit Shackles on the item. If not enough net negative levels exist on the item, it will be discarded.

A separate ritual 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 level to each of their summed up ritual 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 was not Permanenced, it expires 6 months after the full rewrite. The player may opt to get ritual scrolls instead of adding ritual levels to items or rituals onto their characters. 6th level 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 Bolt of Manna effect, as well as a temporary Spirit Linked sword that grants the user 6 Life spells an event and skill store 1 handed edge, and a permanent ring with three skill stores.. The player would have three separate ritual totals to spend: ten ritual levels for the enchantment on their character, twelve ritual levels for the sword, and ten ritual levels for the ring. These totals must be spent on three (or more) items or enchantments on a character. Bob could choose to make two permanent items with 3 skill stores affecting them (using both pools of ten ritual levels), and one permanent, spirit linked item with a spell strike effect on it using the pool of 12 ritual levels. This is just one combination; Bob could have made two lesser items using the pool of twelve levels, 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 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 generic production must provide two well formatted lists: one showing the items they wish to exchange, including production cost per item; and another showing which items they wish to purchase with generic production, including the production cost per item. For the production cost per item, players should double the number for ritual scrolls, elixirs, and silver, cold iron, or other special metal smithed items. Players should use the same format for both lists. A spread sheet 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 two separate instances of this spread sheet, 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 production but rather are traded for other magic items or ritual effects. Players should list all of the abilities of the magic item they are trading in and a request for the item or ritual effect they wish to trade it for.

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.

Bribe-

Bribe 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 bribe points that they can then exchange for a number of perks in the game. The amount of bribe earned is generally standardized as listed below, but is always subject to approval and modification by the Owners.

Earning Bribe-

Players can earn bribe 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, Thieves' Ref, or as the Player Representative

Bribe is earned using the following scales:

Donating Time (including NPCing):

Up to 5 hours - 10 bribe per hour

Up to 10 hours - 15 bribe per hour

Up to 20 hours - 20 bribe per hour

Over 20 hours - 25 bribe per hour

Items or Monetary Donations:

Up to \$10 - 2 bribe per dollar

Up to \$25 - 4 bribe per dollar

Up to \$50 - 6 bribe per dollar

Over \$50 - 8 bribe 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.

Players that serve in a referee position (Rules, Plot, Logistics, Thieves' Ref, or Player Rep) will receive a flat stipend of bribe in addition to bribe for time consumed by the duties of the position. Thieves' Refs should note every time they serve in the capacity of Thieves' Ref for another player at event, and inform the head of logistics at check out so that bribe may be added. Each time a person is pulled out of game to thieves' ref, one hours worth of bribe will be given. If a player acts as a thieves' ref multiple times during one event, the total number of times is pooled for the purposes of applying bribe. In addition, if the player spends more than one hour, per occurrence, acting as a thieves' ref,

they should note this to the head of logistics and additional time will be added to the time-to-bribe pool.

Spending Bribe-

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

Money for production costs	1 bribe to 2 silver. This may be used ONLY to pay the copper costs associated with Production Skills. Any change left over is lost.
In game coin	1 bribe to 5 copper. Players may convert 1000 bribe into copper per character player, per event; though they may do this as many events as they like.
Resurrections	50 bribe 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 res at the beginning of event for a character, they may only buy back a res for that character at the end of event if they lost at least one during the event itself.
Skill points	Variable depending on current skill points. This is the only use that a player can apply bribe to for a character who ended event as a spirit.

There are three times players may spend bribe points.

1. When submitting update requests between events players may exchange bribe for skill points or resurrections. They may also transfer bribe to another player provided they specify both their player number, and the name and player number of the recipient. Production requests can also be paid for using bribe at this time.
2. At the Logistics table at event players may exchange bribe for In Game currency, pay production costs, or buy back resurrections. At this time they may also transfer bribe to another player, provided both are present with their character cards.
3. At check out at the end of event to buy back lose resurrections.