

# Returning Player Policy

## 2010

Players who have taken time off from events for various reasons can take advantage of this policy in order to equip their characters upon their return.

To be eligible for this aid, the player must have not played at a W.A.R. event (this includes both PCing and NPCing) for at least one year. If W.A.R. has made rules revisions that have allowed all chapter characters to rewrite since they have last played, then that player may rewrite at their first event back.

Benefits of this policy are as follows:

- The returning player will receive Formal Magic Items and/or Spirit Effects with the following restrictions:
  - The total number of formal magic spell levels in all items and effects will be no greater than  $\frac{1}{2}$  of the player's primary character's experience level
  - Levels of formal can be spent on portable items or spirit effects only, and cannot be spent for Wards, Circles, Spirit Forges, Obliterates, Dreamvisions, or any other type of spell that does not have a lasting effect on a spirit, body, or item
  - These levels, although based on the experience level of the player's primary character, can be used for item, body, or spirit effects owned by any of the characters that the player sees fit
  - 'Extend' Formal Magic will not need to be purchased, as all items will last for six months as outlined below.
- The returning player will receive Generic Production Points with the following restrictions:
  - The amount of generic production points received will be equal to 4 times the experience level of the player's primary (highest level) character, or one level of production for level-based systems
  - No coin will need to be paid for items acquired in this way
  - The character will not need to have any ability with production point skills in order to obtain any item he wants, so long as he has enough points to create the item
- If the returning player's character has production skills after they rewrite, they will be able to produce extra items that they could normally make with the following restrictions:
  - The amount of items produced in this way will be no greater than 4 game days worth of production
  - Items acquired in this way will have no copper cost
  - This is in addition to whatever the PC will produce normally
- Items/generic production points awarded by this policy cannot be "saved up" or otherwise gained at any point after the first event in which the player returns to the game
- All items/effects produced as part of this policy are LCO and last for 6 months