

# Character Transplant Policy

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## **C.A.S.T.L.E. LARP Character Transplant Policy**

Version 1.5

Effective 2/1/2015

- Character transplants from any other Live Action Role-Playing (LARP) game do not carry-over deaths into C.A.S.T.L.E. LARP. We want you to enjoy our games, not worry about permanently dying.
- You may transplant an existing character into C.A.S.T.L.E. LARP from any other LARP on a case- by-case basis. If there is any question to the validity of the level of a character, that character may not be allowed into C.A.S.T.L.E. LARP. Ownership and/or Logistics will have the final say when reviewing character transplants.
- When transplanting a valid LARP character into C.A.S.T.L.E. LARP:
  - A character may be transferred in at 25% of the current character level.
  - The maximum of a transplanted character is 200 skill points.
- No item tags or coin from any other LARP will be valid in C.A.S.T.L.E. LARP.
- Coin will be given to transferees at one (1) Cap per level of the transferred character.
- No other LARP system rewards (goblin stamps, troll tokens, etc.) may be traded for Castle Coins by transferees.