

Plot Interaction Policy

Plot Interaction Policy – Version 1.53

Effective 9/1/2015

The intention of this policy is to allow for players to continue interacting with the game world with plot guidance between events in a manner that does not overload Plot Teams with an abundance of submissions. This in no way restricts any between game interactions between players themselves. This policy applies ONLY to interactions that involve a member of a C.A.S.T.L.E. LARP Plot Team.

There is no monetary cost for these plot interactions. In order to utilize this service, a player may send an email to any official C.A.S.T.L.E. Plot Team. The type of response that can be expected is outlined in the services listed below.

Players may request ONE of the plot interaction types listed below once per character per calendar month per In-Game Location (Plot Team).

Plot Submission

A Plot Submission allows a player to notify and represent to a Plot Team what their character is/has been doing between events. These types of submissions will be restricted to one specific action. For example: A Plot Submission may cover one area of research in one specific location. A Plot Submission may not be more than one page typed in 12pt Times New Roman Font. The response to a plot submission will be up to one page typed in 12pt Times New Roman Font, but will sometimes be less. Some responses may be limited with the understanding that further information will be revealed at the next C.A.S.T.L.E. LARP Event.

Small Plot Contact/Large Plot Contact (Plot's Discretion on what the player can receive)

A Small Plot Contact is an initial contact or interaction that a character has made during the course of their adventuring. This contact can range from a local merchant to a member of government to an underworld agent. The goals and intentions of the character will determine the nature of the Small Plot Contact and the specifics of this contact will be decided by the appropriate Plot Team. Once the contact has been created, the player can expect the following: Name of the contact, how and where the contact was met, and the type of information/services that the contact may be able to provide. This information will be recorded on the player's character sheet. The response from the Plot Team will usually be no more than a few sentences. A Small Plot Contact does not act as Lore Skills or Trade Skills that can be used at events as a means to gather knowledge on modules or encounters. This is an actual In-Game contact that is being established.

A Large Plot Contact is a well-established contact or interaction that a character has made during the course of their adventuring. This contact can range from a local merchant to a member of government to an underworld agent. The goals and intentions of the character will determine the nature of the Large Plot Contact and the specifics of this contact will be decided by the appropriate Plot Team. Once the contact has been created, the player can expect the following: Name of the contact, how and where the contact was met, and the type of information/services that the contact may be able to provide. This

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information will be recorded on the player's character sheet. The response from the Plot Team will usually be no more than a few sentences. A Large Plot Contact does not act as Lore Skills or Trade Skills that can be used at events as a means to gather knowledge on modules or encounters. This is an actual In-Game contact that has been established and grown over time.

Role-play Session

A Role-play Session is a length of time no less than 30 minutes and no more than 60 minutes in which a player can role-play with a Plot Team in regards to actions performed by their character – an audio format is preferred. Role-play Sessions may not include combat, crafting, or any actions that may be seen as hostile towards another character. Certain High Magic Rituals may take place at the approval of the Plot Team who in charge of the Role-play session. These High Magic Rituals are: Chroniclization, Divination and Transcendent Words. The intent is to allow for progressing a story or plot line with real time interaction with a Plot Team. Role-play Sessions will be arranged by World Plot who will coordinate with the appropriate Plot Team. Multiple characters can be involved in the same Role-play Session. A player may only roleplay a single character in any Role-play session.

These Sessions will take place over the TeamSpeak server that has been set up by C.A.S.T.L.E. LARP. Information for accessing the TeamSpeak Server can be found on the C.A.S.T.L.E. LARP Forums in the General section. Please note that Role-play Sessions will be hosted at the discretion of the plot team if and when time allows.

In certain unavoidable circumstances, text chats may be substituted if the parties are unavailable or unable to participate in the preferred audio session. This is acceptable as long as:

- Both parties agree to this text-based format
 - The Plot Team member who is hosting the role play session
 - The individual(s) who are included in the role play session
- World Plot is informed

All chat logs will then be forwarded to the World Plot team (with time stamps) within 72 hours of the completion of the session. The time limit for Role-play Sessions (between 30 and 60 minutes) still applies and this limit will be strictly followed during any text-based session. While text-based sessions are designed to expand availability for Role-play Sessions, this option will only be used as an exception when players cannot participate in an audio session.