

PRO Points Chart

How do I get PRO Points?

NPCing – For each day you NPC you will gain 100 PRO Points.

Donations – Donations give varying amounts of PRO Points. The current Amazon Donation list can be found at <http://a.co/5s9RLOr>

Other donation requests may be posted on the PRO OOG Facebook page for specific events or if donations are not available through Amazon. Please do not purchase things off the Amazon wishlist through other vendors and then bring them to events for donation purposes.

Packets – PRO will give players 1 PRO Point per packet donated. All packets must follow all current packet creation guidelines. Please see a staff member before making and donating packets to make sure you are aware of how to make a good packet.

Bitter End Crew – The bitter end crew helps the Site Manager clean and make site presentable for our departure on the last day, usually Sunday or Monday (Holiday 3 day events). Bitter End crew will receive 50-100 PRO Points depending on the difficulty of cleanup.

Staffing – PRO has many volunteer staff positions that not only give the benefit of staff XP for events they attend and perform their designated duties, but also give PRO Points. Positions give various amounts of PRO points depending on the duties involved. To be considered for a staff position you must have been a consistent player for at least one year of gameplay. Not all staff positions are available. Please speak to the GM if considering a Staff Position.

EMT – Must have an EMT certificate, RN license, Paramedic license, MD, etc.

Rules Marshal

Site Manager

Trailer Manager

Player Representative

Check in Manager

Event Director

Event Staff

How do I spend my PRO Points?

Death Buyback – This will allow you to buy back a death. This can only be purchased once you have at least two black stones in your bag, as you may never have less than one black stone in your bag. The cost to buy back a death is 300PP for the first, and increasing by 200 for each additional purchase. (Please email prolarp.gm@gm.com for this service)

Between Event Adventure – This allows you to ask plot to create a short story on what your PC was doing in between events. This can be tied to existing personal plot, or story plot, though the extent to which this occurs is up to the Head of Plot. This service costs 100PP. (Please email proplots@gmail.com for this service)

Magic Item – This allows you to purchase an MI with PRO Points. You must have NPCed at least 10 game days before being allowed to purchase this, and must have NPCed 2 days within the past 12 months. The MI will have a max of three game skills. All skills must be different skills and no capstone, master class, association or attunement skills. Each skill will cost 100PP per XP of the skill, Zero cost skills will cost 100PP. You may only have 1 of this kind of MI at a time and cannot purchase more than 1 per year. This MI will last 6 game days.

Pro Point Expenditures for Events

(Please email prolarp.gm@gmail.com for any of the below purchases)

Module – This allows you to purchase a single at-event Module that contains personal plot. This service guarantees a module but not what occurs. **This costs 300PP.**

Attunement Role-Play – This allows you to ask plot to have someone see your PC In Game about becoming connected to a specific In Game group. This role-play must be completed before a PC can perform an Attunement ritual. This only guarantees the role-play to try and join a group; it does not guarantee you will be accepted. **This costs 200PP. Additionally, you must have NPCed at least 10 days before you can begin an Attunement Role-Play.**

Attunement – This will allow you to have a Formalist cast the Attunement Formal on you. This formal allows a player to Attune to a specific Roleplay Group, such as the Plane of Fire, or to lycanthropes, etc... Attunement can only be used if you have completed the Roleplay requirements to allow you to join an In Game group. Attunement costs 1000PP.

Modules, Attunement Role-Play and Attunements are not guaranteed to happen at every event and only so many can be done during an event so that regular plot can still occur. You will be told after emailing the prolarp.gm account if your request can be accommodated; your Pro Points will only be spent if your request is given.

Event XP – This will allow you to purchase 2 additional event XP. Remember you can only get extra XP for an event for two of the three available ways: staffing an event, spending PRO Points and spending \$20. **Event XP costs 100PP.**

Gather Skill – This will allow you to get Armorer, Enchanter, Herbalist and/or Alchemist components prior to game start. You can only get up to 5 of each type of component per game day of the event. It costs 5PP per component.

Runes – This will allow you to start the event with your choice of Enchanter Rune on your Armor. This costs 25PP for one Rune or 100PP to have a Master Runesmith place two.

Tattoos – This allows you to start the event with your choice of Enchanter Tattoos. This costs 25PP for one Tattoo or 100PP to have a Master Tattooist place two.

Runestones – This allows you to start the event with a Runestone(s) with your choice of spell(s). It costs 50PP for a single spell Runestone, 150PP for a three spell Runestone, 250PP for a 5 spell Runestone. All Runestones follow game rules as to their creation. (You may only purchase 2 per day of the event)

Potions – This allows you to start the event with a Potion(s). Cure X potions follow normal creation rules for them. You may only purchase 5 potions per day of the event. You may make any potion a Contingency potion per normal rules for an additional 50PP (This may only be done once per day of the event. Cure X - 25PP, Heal 5 - 50PP, Cure X and Plague - 75PP, Cure Dead - 100PP)

Alchemy – This allows you to start the event with Alchemy. You may only purchase 5 alchemy per day of the event. Level 1 Alchemy costs 25PP per, Level 2 cost 50PP per, Level 3 costs 75PP per, Level 4 100PP per, and Level 5 125PP per.

Heroism – This allows you to start the event with the Heroism effect. 50PP

You can start the event with an **Inspired “Arcane Shield, Elemental Shield, Physical Shield”** for 25PP

Blacksmith Station for up to 10 people can be purchased for 200PP

The **Brace** effect can be applied to an item for 50PP. (Only two can be done per Day of the game)

A **+6 Hone** effect can be applied to a weapon for 50PP. (Only two can be done per Day of the game)

An **Imbue “Resist Charm”** effect can be placed upon your character for 50PP. (Only two can be done per Day of the game)

An **Imbue “Magic Characteristic”** can be placed upon a weapon for 25PP. (Only two can be done per Day of the game)

An **Imbue “X Characteristic”** can be placed upon a weapon, where X is an Elemental Characteristic for 25PP. (Only two can be done per Day of the game)