

Legacy Points



Legacy Points (LP) are spent through Logistics. Contact Logistics to see how many points you have and to make purchases.

Build earned in Vanguard 1.0 converts to LP at a rate of 2 build = 1 LP (rounded up). For example, if you earned 141 build in 1.0, you would receive 71 LP (70.5 rounded up to 71).

All Legacy Point purchases are FINAL. No refunds will be given for ANY reason up to and including Character death.

Private Workroom, House, Boat, Airship Dingy, and Fully Functioning Airship will be IP registered with a Deed, and may have multiple people listed on the Deed for the purposes of ownership and inheritance.

Material Farming and Trade Carts are considered owned by one Character, and will be lost upon that Character's Death.

Players may combine Legacy Points to purchase any non-character specific choices (cannot be used to purchase things like catch-up build, white stones, trade cart, etc.).



How to Spend Legacy Points

Out of Play Items

Catch-up Build: 3 LP per 1 build

Not to exceed the current maximum possible player build.

Respec: 10 LP (same character, changing build)

Respond: 20 LP (brand new character using existing character's build)

White stones: 1 LP (maximum of 9)

Luck stones: 20 LP

Change any one bag pull to a blue stone.

Each Player can only hold one at a time.

This item belongs to the PLAYER and is not lost if a Character dies.

Can be gifted to another Player, but must inform Staff of the change of possession.

In Play Items

Ritual Scroll:

Foundation tier only: *10 LP*

Crafting Items:

Materials (all but Source)

T1: 5 LP

T2: 10 LP

T3: 15 LP

T4: 20 LP

Catalysts, Repair Kits, and Recipes

T1: 10 LP

T2: 20 LP

T3: 30 LP

T4: 40 LP

Big Ticket Items

Material Farming: This represents a place for a character to spend downtime doing things to earn 2 additional materials per month.

T1: 60 LP

*T2: 20 LP**

*T3: 20 LP**

*T4: 20 LP**

*T2-T4: Must have purchased the previous tier of the same material.

At first purchase, choose one of the following to determine Material Farm Type:

Grove of Trees: Wood

Hunting Trail: Leather

Garden: Reagents

Farm: Fabrics

Mine 07 Metal Vein: Precious Metals

Mine 32 Metal Vein: Forged Metals

Panning Stream: Gems

Source Refinement Modulator 1000: Source

Trade cart: This represents a small trade cart that a character sells goods or services during downtime to earn cog. D20 roll to determine cog value, multiplier will vary with market pricing.

75LP

Private Workroom: A room where a character can go to practice their craft skill. Does NOT include workstation upgrades, just the ability to work in private. Includes a set of T1 lock/keys.

250LP

House: This represents a restored House in the Town of the Novus Colony. Owes taxes to the colony - amount determined monthly by the Governor/Governing Body of the Colony. Includes a self-sustaining T1 ward (never needs recharged) and a set of lock/keys.

400LP: Base Cost

+100LP: Include a Private Workroom

+60LP: Upgrade T2 Ward

+120LP: Upgrade T3 Ward

+200LP: Upgrade T4 Ward

If used as a Resurrection site: ritual must be completed every event.

Boat: This represents a character taking downtime to ship goods to market at another neighboring colony. **Cannot be used at events for sleeping purposes**

Allows for a d20 roll to determine cog value of goods sold, multiplier will vary with market pricing.

Allows for a random assortment of materials.

Upkeep Cost: D20 roll to determine cog upkeep cost monthly, multiplier will vary but will be disclosed before the roll is made.

500LP

Airship Dingy: This represents a character taking downtime to ship goods to market at another neighboring colony. **Cannot be used at events for sleeping purposes**

Allows for a d20 roll to determine cog value of goods sold, multiplier will vary with market pricing.

Allows for a random assortment of materials.

Upkeep Cost: D20 roll to determine cog upkeep cost monthly, multiplier will vary but will be disclosed before the roll is made.

500LP

Fully Armed, Fully-Manned, Full Combat Airship: This represents exactly what it sounds like. Who is "Fully Manning" it? Town.

This is a ONE TIME USE.

It is designed to "Crash the Party" of a Field Battle.

Use requires prior Head of Plot approval.

Must be physrepped by a structure at least 20 feet long and 6 feet wide.

1500LP

How to Acquire Legacy Points



Ticket Sales

New player Full Price Ticket: 4LP

Full Time Monster: 4LP

Full Time Monster with Full Price Ticket: 8LP and field battle monster reward components

Donations *(only for items specifically requested by the Board):*

1LP per \$10 spent, or per Board discretion. *Maximum of 10 LP per person per season.*

Cleaning

1-2LP per location cleaned *(see cleaning sign-up sheet)*

Tavern Help

2-3LP per time slot *(see Tavern keeper for details)*

Birthday Month

1LP

Extra Monster Time

1LP per hour worked

Monsterring the Field Battle

5LP