I have plenty of event ideas, but here are a few from the top of my head. This is in hopes of allowing people who read my applications to get an idea of my events.

Non-PVP events

The goal of my non-pvp events would be to give everyone a chance to win regardless of level, but still require some skill.

Choose your own adventure raids: These raids would be built with multiple paths and outcomes depending on decisions that players make throughout the raid, the outcome would differ.

Force Leap Parkour: The goal of this event is to use your force leap and be one of the first people to the end of each course. The course would be set up in the sky and include 3 different parkour courses. In the start of the event players would start on a platform accessed from the ground so you may restart if you fall. The starting platform would have jumps in 3 different directions as the start of 3 different courses. The courses would each have different jumps, platforms and lengths. As well as requiring some different movements such as surfing, crouching and jumps that do no require a force leap. The first person to the end of each course would receive a roll for a total of 3 rolls in this event.

Force Sumo: Players will start on a medium sized platform, sabers are not allowed only force push and pull. The objective of the game is to be the last person on the platform. Players can use force push and pull in order to knock players off the platform. As players get out or time goes on, the platform will begin to shrink after a brief gamemaster countdown. The last 1-2 Players alive would be awarded rolls. Use the last 1 person if the gamemaster is planning to do 3 rounds, and the top 2 if only 1 or 2 rounds are played.

Bombardment: Players all spawn in an arena, gamemasters get in Tie fighters and bombard the arena until all but 3 players are dead. The 3 survivors get rolls.

PVP events

The goal of my PVP events is to make them fun, include strategy and overall a different experience than other PVP events on the server.

From The Shadows: Players are placed in a pitch black box where all you can see is others lightsabers. Players begin to brawl it out and at random intervals the room will light up to expose the locations of all players. Players can hide be deigniting. The room shrinks as the fight goes on

Nexus Gaming: Battle Royale: At the start of this event players will choose a teammate and given a color. All players will be required to drop saber and enter the arena weaponless. The arena is large and filled with structures, obstacles and other decorations. Each team will be teleported to a different starting position within the arena. Hidden within the arena will be various weapons from shotguns, blasters and sabers to health packs, shield packs and hostile NPC's. As the game goes on, gamemasters will begin to shrink the arena, as well as create supply drops guarded by 2 NPC's and a 2500HP Boss so that players must fight to get to supply drops. Supply drops may contain: Ammo, Weapons, Health packs or a small amount of money. Pairs are allowed to team with one other team, but in the end only one team can win. Some players may complain about not having weapons, but just like most BR games, if you do not have a weapon just survive and hope to acquire a weapon throughout the game.

Pokemon: Players may form 7 person teams. One member is selected as the trainer. The event would have a bracket and the winning team would receive rolls. Before the event, teams are given 10 minutes to meet with their trainers and rebuild skill trees (much as how trainers can choose different attacks or purposes for their pokemon).In the event itself, both teams would stand on opposite sides above a small arena. The job of the trainer is to pick one player at a time to go into the arena and fight the opposing trainers pick. The picked person would continue to fight in the arena with absolutely NO HEALING in or out of combat until they die. This means that one person could potentially wipe a whole other team if they are not killed within 6 1v1 fights. If a fighter dies, the trainer simply would send in a new fighter, and last team standing wins. (I feel like players could have fun creating strategies with this one and making skill tree builds.)

Mr. President: Players will form teams of 5 and elect one player as Mr.President. The point of this game is for the four players who are not the president (Secret service) would have to protect their president from dying, and kill the president on other teams. Healing is allowed, as well as TK (though I am not sure why people would do that). The presidents would be changed color so they may be easily spotted. The president would not be allowed to use force leap (this is so players would actually have to protect him,

not just let him leap around) but will also be equipped with 7.5k HP and a blaster Rifle. The winning team would receive rolls.

Fight club: This event is an all out brawl using fists only. Players start with 200hp and no lightsaber. The Last man standing at the end of the fight gets a roll. This event will usually have 1 round, but if 2 rounds are planned, players start with 100hp. NO ARMOR.

Storyline events

Storyline events are something I have had in my mind for a long time. A story line event would occur on a weekly basis at a scheduled time. These events would be the main events of the server and all the gamemasters would work on the storyline. The storyline continues its self each week, so council would be in charge of briefing and debriefing missions each week so players know what happened in the last weeks event so the story would make sense.. These events would also affect the week-by-week non even roleplay as the events will decide alliances, overthrows and whether a planet is hostile. Jedi and sith would fight to control planets and gamemasters/council would allocate different orgs for different tasks during the events. These events would add a whole new purpose to the server, orgs would train more as teams, politics would become bigger and players could begin to receive organization promotions based on performance in the events. EE would be fit into the storyline as well, starting as a separate faction but could ally with either side. These are made for the players that love RPing in their orgs and serving their org in an organized manner rather than the unorganized chaos that is planet raids. Org leaders would be in charge of making sure their org does their job, as if they fail it may change the outcome of current weekly event or change how the next weekly event starts. Building would be at a minimal for these events as they are ran on the pre-existing planets with missions all over the galaxy.

Just for fun events (No Roll)

My just for fun events would feature small groups of people based on org or rank just to create more RP, and stuff going on around the server at all times.
An example of one of these events may be something such as: A group consular warp to tatooine in order to extract a badly wounded jedi master who lost hi weapon, from one of the caves that is guarded by 3 NPC soldiers(the soldiers that wounded the jedi originally). But at the same time the gamemaster would goto the Sith org of the inquisitors and tell them that there is a wounded jedi to capture on Tatooine. Only one org could successfully complete their mission. Then, seemingly randomly to the players

who do not realize you have sent an enemy faction as well, would have to defeat the other org or outsmart them in order to complete their missions.

100's of these little mini org events could be created, the possibilities are endless.

Game Master Application

Steam name: Myth
Steam ID: STEAM_1:1:77591197
Ingame name(s): Shadow Trainee Myth Ganar, HG INS TWI Padawan Formless, Sith Apprentice Vaylock
Current play time: You can't really check after the update, but pre update i had 1 week 5 days and 10 hours, and I have probably put another week of playtime in since then.
Time in Garry's Mod: 1001
Amount of warns: 1 (not active, for pac abuse)
Age: 17

Previous Gamemaster/Event making Experience:
Server(s): RPland (proof: http://www.rpland.org/index.php?topic=312.msg1001#msg1001): RP land is a popular Dark RP server (average 70 players) I was given T-mod after an application and soon promoted

to admin and helped run events. After awhile, I had to leave the server due to irl problems but reapplied later and was accepted again to the staff team(i resigned again after a week, my passion for the server was gone), Versatile Gaming: a starwars RP server I helped develop and code, I was the lead gamemaster as well, the server averaged about 30 players before the owner shut it down.
Time as position: about 2-3 months on each

(Check off the answer you choose with a "x".)

Would you consider yourself an good builder?
[X] yes
[ ] no

Experience with Garry's Mod construction and NPC control: (if none leave blank)

Are you able to create a cohesive story?
[X] yes
[ ] no

Experience with the creation of storylines, and knowledge of star wars lore: Developed a serious starwars rp server with a lore fanatic, so everything had to be exactly as lore had it.

Have you ever assisted in an event on Reborn in the past?
[ ] yes
[x] no
If so how many times?
[ ]

Can you work well with others to plan and execute an event?
[x] yes
[ ] no

As a game master what do you desire to do? (ie: Build, create story, etc.): As a game master, I desire to create cohesive storylines, and run a TON of small no roll just RP events so that during server time, less players will get bored. Running server wide events is fun, but I have noticed on this server, many people have trouble coming up with their own missions or RP in between server events.

Plan an event (story based or building based):
https://docs.google.com/document/d/1G9OZhZBijx7k8L-ya4tRgmmrzss7a66UwZtGsEK5Zv0/edit?usp=sharing

User Administrative Agreement
By placing an X in the box provided below, I hereby state that I have read and fully understand all of requirements and expectations placed on our staff members, including, but not limited to:
- Suspension/demotion due to inactivity, abuse, and neglect of the responsibilities placed on Gamemasters
[x]

User Permission Clause
By placing an X in the box provided below, I hereby state that I, [name here], have permission from [head admin +] to make my application (either via forum private message, steam, or in-game).
I also acknowledge that If I am lying about my permission that I will be denied the right to apply for any Gamemaster position in the future.
[x] Charger Aireth gave me permission

Player Interview
Why should we support your application, and what makes you more qualified than other players? (Please elaborate - minimum effort will not be tolerated): I believe that you should make me gamemaster because I believe that I can bring unique ideas to the team and I am dedicated to this server. As a gamemaster my goal on the server is to create more rp throughout the server. Obviously, creating the server wide roll events is important, but I believe the way to really be a great gamemaster is running mini events throughout the day for the sake of RP (Not rolls). Croc has recently been doing some things like this (He does a great job), and I inspire to do much the same with events involving minievents with the lore of orgs and such. Also, I am on the server VERY often, in my first week of joining the server I racked up over 4 days of playtime. Often players are asking, "when is the next event?" or "can we raid?", well I intend to keep those restless players at bay with a bunch of new RP. Also, I want to start weekly storyline events to make politics a bigger deal on the server so that players can feel that are actually a part off an order that the council members would be looked up to more so as the leaders because they control much how the storyline events play out. I love this server and hope to be able to provide a new layer of the game to players. On the server, I also try to keep a pretty good rep, I help out padawans and apprentices, answer questions in chat and talk to a lot of people. I try to always hear people's complaints and even though at the moment I can't do anything about that, I still acknowledge them and sometimes bring it up with a current gamemaster.

Note: Gamemaster are not staff. Gamemaster should not use their powers for anything besides their events. Unless instructed to do other wise by Head Admin +.

Steam Name: Myth

Characters Names: Myth

SteamID: STEAM_0:1:77591197

Steam URL: http://steamcommunity.com/profiles/76561198115448123

Time-Zone: Mountain

Age (Minimum 16): 23

How many warnings do you have on the server?: 2 or 3 i dont remember Over 4.5 years of JvS

What position are you applying for? (GM, Senior GM): GM or Senior GM or Head GM, I just want to make sure someone runs events for the start of the server.

Do you have past experience of being a GM?: Yes, I have ran over 500 Events for the JvS Server known as Reborn Gaming. I trained many of their GMs, and was a very dedicated game master with over 100 Unique IC Raids built. Additionally I ran events on Nexus JvS.

How many planned events could you see yourself doing in an average week?: like 2-4, daily on weeks where I am not working a ton.

Why did you apply to GM?: I applied because I have always enjoyed running events for the JvS community. I have always loved to build things that people actually use for a game. I used to do similar stuff as a minecraft builder.

Why should you be selected for the position you applied for?: I should be selected for the position I applied for due to my vast experience in Gamemastering on garrys mod and the ideas and content I can bring to the server. My events have almost always been almost lag free, well built and not too long or too short. In all my years of running events I have only crashed the server 2 times and one of those I blame entirely on moxxi. Due to my experience, I also know what it takes to set up an event, get all the players ready, give out rewards and know who should be removed from the event for ruining it for other players. I believe I could be a Senior GM because I have experience in training gamemasters, writing gamemaster docs and running game master meetings. On top of that, I possess almost all of the dupes from previous game masters.

Event Ideas:
https://docs.google.com/document/d/1G9OZhZBijx7k8L-ya4tRgmmrzss7a66UwZtGsEK5Zv0/edit