

Advancement, Feedback, and Greenbacks

Character Points and Advancement

Character Points (CP) can normally **only be earned by attending games of the After the End**.

New Drifters begin the game with **60 CP**.

Once ever, a Drifter can gain 10 Bonus CP by submitting a suitable character history. A suitable character history will include elements of the character's Callings, Origins, and at least one aspect of the Drifter's history that could be included in their plot. Good examples are a missing person or item, a promise you made a long time ago, someone you have a history with (good or ill), or a group that you once were a part of. Once you have submitted a character history, and assuming previous criteria are met, you may claim the 10 CP in either character submission or advancement. If there is any confusion or issue regarding your character history, staff will contact you at the email address you provided on the form.

For each game attended, the character portrayed is awarded 15 CP. After each game, you may spend your CP freely on your character sheet. You do not need to submit an advancement form, nor do you need to notify staff of any regular skill purchases at level 6 or below.

At any time before their 3rd game, a new player may completely respend their character. "Truly" new players -- those who have never played After the End before -- may do so any number of times, whilst retired players may do so only once during this period.

In addition, once per year any player may submit a partial respend via [this form](#) in which they can do one of the following: change any knack, change any calling, or liquidate any skill under level 3.

Greenbacks

AtE, like many LARPs, runs best with player assistance. To thank players for the time, energy, and resources they spend on the game, we award volunteer currency, which we call Greenbacks. These never expire, are logged digitally, and may be used to claim benefits (listed below). AtE honors volunteer currency from sister games for most benefits.

Greenbacks may be earned through completion of monster shifts, extra assistance cleaning site or monsterring, or supplying prop and/or material needs for the game. Greenbacks are earned at the following rates:

- 1 per standard monster shift
- 1/hr of monster time or cleanup outside of your normal monster shift.
- 1/\$10 spent on props or materials for the game

Special request items may be offered at different rates, either due to demand or a particular skill required. If you are owed Greenbacks, you may claim them [here](#).

Greenbacks can be used for the following benefits. A given benefit cannot be used more than once per game unless explicitly stated. The benefits are:

- **5 Greenbacks:** \$20 reduction in game cost.
- **5 Greenbacks:** “First Class” Monster Shift selection. The player will be given higher priority in monster shift assignment. (Email staff at least one week before Forms are released for this benefit.)
- **5 Greenbacks:** “First Class” Cabin Shift selection. The player will be given higher priority in cabin assignment.
- **5 Greenbacks:** Missed Game Insurance. The player will receive one cycle of downtimes and half CP for the game. Instead of awarding 7.5 CP, the first game this is used, the player will receive 10 CP, and 5 for the next, with it repeating in that order. This may be spent at any time before the first cycle of downtimes are due.
- **10 Greenbacks:** Skip Monster Shift. There will be a limited number of Skip Slots available at a given session. If there are more applicants than Slots, the Slots will be assigned using a combination of criteria, including recency of previous Skip Slot assignments, player veterancy, notable volunteer contributions, and promptness of application.
- **50 Greenbacks (Must Be Native -- No Exchange):** Special Concept Voucher. A player who has retired a PC in After the End after playing at least three regular seasons (staff discretion in cases of unclear frequency) may pay 50 Greenbacks rather than monsterring for a full season for the purposes of playing a Special Concept character. All normal Special Concept character restrictions apply.

Feedback

Feedback at After the End **comes with no IP or OOP mechanical benefit**. In other words, players will not earn Greenbacks, characters will not earn CP, etc. It is our belief that applying a mechanical IP/OOP benefit to Feedback increases the pressure on players to submit Feedback, even if they may not have a strong inclination to do so. As part of this Feedback methodology, After the End Staff intends to open regular dialogues with players who still choose to submit Feedback, directly addressing and discussing their concerns on a personal level. We strongly believe that this open dialogue will lead to the best game experience for all parties involved.