

Altered Community Assistance Points (CAPs)

When Altered players donate their time and resources to help improve the game, they're awarded **Community Assistance Points** (also called **CAPs**).

There are two ways to earn CAPs:

1. Donating materials or props

1 CAP is awarded for every 1-3 dollars worth of materials or props donated. This rough range depends on donation quality, urgency of need, and the ability to compensate for labour to produce.

Qualifying donations are vetted by Altered's owner, Brandon.

Not all potential donations are useful to Altered. Before donating, please email altered.larp@gmail.com to receive approval.

2. Donating time

You can earn CAPs by:

- **Carpooling:** 3 CAPs per person you drive to an event.
- **Extra NPC shifts:** 5 CAPs per extra shift.
- **NPCing for a full event:** 30 CAPs per event you NPC.
- **Participating in community projects during build days:** 30 CAPs per instance.

Other opportunities to earn CAPs are announced as the need arises.

In order to receive CAPs, you MUST email altered.larp@gmail.com to claim them.

CAPs Rewards

Regular Rewards

These rewards can be purchased at any time during registration.

CAPs Cost	Reward
15	+1 Mutagen. (Maximum 1 point of Mutagen per event. A concerned reminder: the human body can only take so much...)
30	+1 AP.

	This purchase replaces 1 point of extra AP that can be purchased for cash at registration. When you redeem this reward, one other random player attending the event also receives +1 AP.
70	The AP you earn by attending this event is applied to one other Player Character registered under your player number.
100	Unlock an additional Player Character. In order to do this, you must email in with a character pre-built with the following information. We cannot create a placeholder: Character Name: Background: Aligned: Maligned: Priority A: Priority B: Priority C: Quick background blurb:
100	-1 Mutagen. This reward can only be purchased twice per Player Character. This is a supernatural purge, but has no effect on a Player Character who has already “peaked out.”
100	A XXXXXXXXXX resource cache, containing Resource tags plus an equipment tag tailored for your Player Character. (This equipment tag can only be retrieved by the person who purchased the cache.) This cache falls into the Other Side via a portal. You and your friends will need to retrieve it. Altered staff will inform you where and when the cache is due to appear; you won't miss it. This reward must be purchased during pre-log. Once you've registered for the event, email altered.log@gmail.com to request a cache. Only two caches are sent out per event. This is done via a first-come, first-serve system based on time of event registration. Priority goes to players who haven't received a cache yet this season, even if you booked your cache before them. You can purchase this reward for another player if you're both in attendance at the event. The aforementioned priorities still apply. The other player must consent to the...trials of the cache.
100	Change your Player Character's Maligned Disciplines.

	You must not have purchased any skills in the Discipline you will make Maligned using this reward. Note: Changing your Maligned Disciplines for the first time is free if your Player Character has attended less than six events.
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Limited Rewards

In order to purchase these rewards, you must have attended at least 3 Altered events (as a PC or NPC).

Reward availability is subject to your experience level, and how well your concept fits with Altered's setting. This is ruled on a case-by-case basis.

These rewards require approval by an Altered Director. Send an email to altered.larp@gmail.com to receive approval.

CAPs Cost	Reward
30	Play as a character who was born on the Other Side, or has experienced the Other Side for some time.
30	Play as a character from a time period earlier than the 1760s (the Industrial Era). The character must still be from Earth.
60	Play as a character from a future time period. The character must still be from Earth.