

Patron Assistance Document

Rewards

The patronees come up with rewards for their characters that are granted to them by their Patrons for completing preset Character Specific Objectives. How difficult their objectives are depends on the scope of their request. That said, players may opt for harder, more interesting objectives just to make the game more fun. In general, these rewards should **always** be achievable if the players are okay with spending the time to reach them.

Rewards can be broken down into parts that are achieved in various manners, such as one reward per objective, etc., as well as made malleable in other methods, i.e. conditional rewards. Try to be realistic and practical with the rewards — the ability to divide up rewards should not be abused by players to have their cake and eat it too! That said, partial rewards for objectives will be considered post-game depending on progress, the character, the player, the reward, and the objectives. **This fact will not be made public as of yet.**

For general convenience, I've listed each idea on a scale of 1-10. Here is a list of possible things that can be wished for and how difficult it would be to grant them:

- **(10) Ask a God to do something they do not want to do.**
 - This is likely the most difficult request and most, if not all, gods will decline.
- **(9) Ascend into Sanctum godhood.**
 - This is one of the most difficult things to request and should expect very in-depth, time consuming objectives that force the player to flesh out their future role as a god in Sanctum.
 - The player must come up with a god beforehand that fits them. Ascension does not happen randomly and only is applicable if all the necessary pieces are set up correctly.
- **(9) Make sweeping changes to large swaths of Creation.**
 - This is arguably more difficult than ascension, depending on the exact request, and should expect very in-depth, time consuming objectives that warrant the difficulty.
- **(8) Become a literal god of a universe or multiverse within Creation.**
 - This is one of the most difficult requests and should expect very in-depth, time consuming objectives that warrant the difficulty.
 - EXAMPLE: KOTD God.
- **(7) Become a being that is so powerful they are basically a god of a universe or multiverse within Creation.**
 - This differs from becoming a literal god in that they likely do have the ability to create, alter, or outright delete “rules” that govern their universe/multiverse. This

is less difficult than becoming a literal god, but still very difficult and should expect in-depth, time consuming objectives that warrant the difficulty.

■ EXAMPLE: Iris.

- **(6) Acquiring items, artifacts, etc. that enable something akin to godhood within a universe or multiverse within Creation.**
 - This differs further from being powerful like a god in that the character is almost “borrowing” a power that already exists. Still quite difficult, but it’s starting to get lower in the difficulty meter. The objectives will still be in-depth and time consuming.
- EXAMPLE: Doloris
- **(5) Acquiring nearly unimaginable influence, power, or ability.**
 - Becoming the king of a galactic empire, immortality with the ability to blow up planets, riches that let one hold sway over impossibly large areas of space, etc., the player should expect in-depth, time consuming objectives that warrant the difficulty.
- **(4) Acquire immense influence, power, or ability.**
 - Becoming the ruler of a planet or solar system, immortality, strength to defeat armies single handedly, riches that let you do anything you want for the rest of your life, etc., the player should expect moderately in-depth and somewhat time consuming objectives that warrant the difficulty.
- **(3) Acquire large amounts of influence, power, or ability.**
 - Becoming the ruler of a country, the strongest fighter in the world, rich enough to influence nations, some supernatural ability that lets one be very unique, etc., the player should expect somewhat in-depth and somewhat time consuming objectives that warrant the difficulty.
- **(2) Simple riches, life altering changes, and material things.**
 - Asking for lots of money, an entirely new body, etc., the player should expect objectives that don’t require large amounts of time or any depth to them.
- **(1) Unimportant things in the grand scheme or were easily achievable already.**
 - Finding love, learning basic knowledge, improving moderately at a skill, etc., the player should expect objectives that don’t require large amounts of time or any depth to them.

Character Specific Objectives

The means in which the player's earn their reward is through the completion of Character Specific Objectives given to them by their Patron. These vary in number, difficulty, purpose, and execution. Objectives may be complete upon death in #dead-chat, but this is up to the players. Objectives requiring mechanical actions may be altered slightly or completed through miscellaneous #dead-chat means. One thing should always be strived for: objectives that involve RP.

General

- Roleplay can be incorporated into common room, private messages, and night instructions.
- Roleplay can be incorporated into mechanical based objectives.
 - Example: An objective that says kill a person with poison that is accomplished by the player writing that they want to kill with poison for their character specific objective in their night instructions.
- Objectives should take many days to complete.
- Objectives should not require events that may not even present themselves.

Difficulty

An important note: difficulties for rewards should be loose and designed for fun. This is simply a roadmap to help the players and patrons find a good zone to aim for.

- **(10)** — 3 Objectives minimum, all of them requiring a lot of time to complete (4-5 days).
- **(9)** — Likely 2-3 objectives with most of them requiring a lot of time to complete (3-5 days).
- **(8)** — Likely 2-3 objectives with some of them requiring a lot of time to complete (3-5 days).
- **(7)** — Likely 1-3 objectives with some of them requiring a decent amount of time to complete (3-4 days).
- **(6)** — Likely 1-3 objectives with some of them requiring a good amount of time to complete (2-4 days).
- **(5)** — Likely 1-3 objectives with some of them requiring some amount of time to complete (2-3 days).
- **(4)** — Likely 1-2 objectives with some of them requiring some amount of time to complete (2-3 days).
- **(3)** — Likely 1-2 objectives with some of them requiring a relatively low amount of time to complete (2, maybe 3 days).
- **(2)** — Likely 1 objective that requires a relatively small amount of time to complete (2-3 days).
- **(1)** — Likely 1 objective that requires a very small amount of time to complete (2 days).

Specific Ideas & Interactions

Any ideas, mechanical and not, should tie directly into *something* relevant. Whether that is the character, the patron, the wish, or something else that's relevant to the characters involved. Note that mechanical objectives are not

necessary! Roleplay only objectives are not only fine but encouraged. Also strive to create objectives that take a few days to complete.

- **Performing RP Actions (Roleplay)**
 - Activities in common room
 - Activities in private messages
 - Activities in night instructions
- **Talking to characters (Roleplay)**
 - Talking to a certain number of characters.
 - Talking to specific characters.
 - Talking about certain topics with characters.
 - Talking a certain amount.
 - Talking in specific places.
- **Kills (Mechanical)**
 - Get a kill.
 - Witness a kill.
 - Get an assassination.
- **Assists (Mechanical)**
 - Assist somebody.
 - Assist multiple times.
 - Assist during a kill.
- **Items (Mechanical)**
 - Number of items held.
 - Number of items used in one night.
 - Gift items.
 - Receive gifts.
 - Trade items.
- **Engagements (Mechanical)**
 - Surprise attack.
 - Mutual enemies.
 - Backstab.
- **Stats (Mechanical)**
 - Reach a certain HP.
 - Heal others X times or X amount.
 - Provide bonuses to others.
- **Rooms (Mechanical)**
 - Rooms with least people.
 - Rooms with most people.
 - Rooms with the same people.
 - Rooms with unique people.
 - Rooms with themes.
 - Rooms with your allies.
- **Caution Target (Mechanical)**
 - Setting certain targets.

- Setting no target.
- **Allies (Mechanical)**
 - Setting certain allies.
 - Setting no allies.
 - Setting a certain number of allies.
 - Actions with allies.
- **Enemy (Mechanical)**
 - Setting certain enemies.
 - Setting no enemies.
 - Setting a certain number of enemies.
 - Actions with enemies.

Patron-Character Relationships

The type of relationship a character and their Patron has is up to the player and Patron. How often they talk, how they communicate, what they talk about, where they actually converse, etc. is all decided by the two people involved. Some Patrons might develop full fledged relationships that lead the two characters to have very lengthy PMs and others might merely be a quest giver to their player and that's it. Things to consider with the relationship:

- Determine how active each is willing to be. Are long PMs or lengthy conversations in the common room something the player is interested in?
- Contextualize the beginning relationship and its consequences. If the patronnee is kidnapped or tricked they may hold resentment. If they're willingly brought into the game the patronnee may be thankful.
- Frame the reward in the mind of both the Patron and patronnee. What is being dangled in front of the player character likely affects how the two interact.

In-depth Patron-Character Storylines

TBD