

Dallas President's Column for October 2010

As we get closer to the end of the year our schedule is slowing down. It's nice to have a short break for everyone to spend time with their families, and after such a full year a little break will probably be welcome. We've got one more major game left on the calendar -- Plight of Drezdin, by 1st-time game writer Moises Heredia. I am extremely grateful for Moises and members like him who step up and write games. IFGS is what we make it, and the more active writers we have, the more diverse an experience we can offer to everyone! If you tire of fighting and want a more role-playing-focused game, go ahead and write one! You could call it "As Middle Earth Turns" or some other twist on daytime soaps. Safari was the first political game I've been in, and I'm definitely looking forward to the next in the series. I'm sure the Triad has got all kinds of excitement waiting for us (at least until Balen comes back and kills everyone). On the other hand, let's say you want more hardcore, rock-and-role games where PCs find themselves back-against-the-wall, then go for it -- just make sure it's rated appropriately. One thing I think we could benefit from is including a short gameplay description with the game flyer. Some players may be very excited about being a PC in Risk 8 games where strategy is what keeps you alive, but opt to NPC instead for Risk 8 games that are completely hack-and-slash. One more thing: extra gold to the next Game Writer who draws chibis on their game flyer. Good luck, and I'll see you in Drezdin!

- Jason Dziuk

Keeping Track Of Your Points

The next article is a long one that deals with how the Registry, or the Chapter "Bank", handles things when you have lost every bit of data regarding your beloved PC except for your memory; i.e. "I think Vlad was 5th level and had some cool toys but I don't have any of my game forms".

Here's how to prevent this from ever happening to you: take every yellow sheet you get from each game and put them into a separate lunch-sized paper bag, each bag labeled with the name of ONE of your PCs. That way, you have a single location where all of the paperwork for your PC resides. You can refer to it at your leisure, to resolve questions about your items, and to check your level. Keep all of your "Vlad" sheets in the "Vlad" bag, all of your "Zaibon" sheets in the "Zaibon" bag, and so on. Simply, easy, and effective!

Olan Knight
Dallas Registry Chair

Registry Audit Process

Greetings! On occasion, a player will somehow lose most or all of their records. This is a frustrating situation for both the player and for the Chapter Registry Committee. In this situation, the player may request that their Chapter Registry provide an Audit to reset their CAP, their PC data, and the amount of treasure owned by each of their PCs.

Please note that the Registry Audit process is not restricted to players without data, it is available to any member who wishes to invoke it. The Audit Process specified here has been approved at the Society level and is immediately available to all Chapters. The official policy on the Registry Audit Process resides in the Registry Handbook, v9, Appendix E.

This article has two sections. The first section contains Frequently Asked Questions (FAQ) and the answers to those questions. The second section is the Registry Audit Process.

SECTION I: REGISTRY AUDIT PROCESS FAQ

What is the Registry Audit?

The Registry Audit is a consolidation of forms between Chapter Registry and the members of that chapter. It is a comprehensive review of all CAP, EP and items a member has earned. When completed both Registry and the member will have not only have the same forms, but will also have an official count of CAP, EP and items to which both parties agree.

Why do we need a Registry Audit?

The Chapter Registry is a collection of records, not a collection of guesses. To correct any neglect and to allow a chapter to correctly move forward with CAP for Gold, the Registry Audit is required to provide accurate information on our membership. If a chapter requires an audit, then providing the audit allows the Chapter Registry to function as intended. A complete audit will make it much easier to transition from a paper registry to an electronic registry with accurate information as its foundation.

If I get an audit, what can I do to help myself keep an accurate file from this point forward?

It's very simple:

- a) Keep ALL of your pink and yellow participant forms in a safe place!
- b) Fill out your forms correctly with all required information every time! *Ask a Reg. Rep for more info. if you would like to know exactly what me we mean.)*
- c) Fill out a CAP form every time you spend CAP on your character: Fate Points, CAP up level, CAP for Gold.
- d) Keep a running total on your official yellow/pink forms of your CAP, EP and items values after every game
- e) If you play out of state, give your chapter registry a copy of your pink sheet from that event.
- f) Contact Registry every so often to see if your numbers match.
- g) If the Registry Chair's house burns down or is ravaged by flood, please send them your copies when asked.
- h) If you lose a form, contact Registry as soon as possible to request a copy.

Continued from previous page

What happens if I do not participate in the Audit?

- a) Audits are only required in the case where a Chapter Registry's documentation for CAP, or for a character, is incomplete.
- b) You will not be able to use CAP for Gold unless your records are complete and up to date – and the Chapter Registry must approve your records.
- c) Writers/Producers will have the option to say “audited characters only” may PC in a sanctioned event.
- d) You may not know just exactly what you have in CAP, EP or items and if asked to produce proof, the burden of that proof will be on you to provide your pink or yellow form with such proof. If you can not prove it, then you may not be able to use it.

I've lost a lot of my pink sheets. What does that mean for my audit?

First of all, your Chapter Registry may have forms you may not have, and vice-versa. The very first thing they will do in the audit is to consolidate the forms from both parties. If you still have missing forms, it means both will review what you actually have proof of, what you think you have, and will work it out through the audit process. There are tools available to assist the Registry in fairly assessing all members, even members with missing forms.

What is the Treasure Reset Option?

This option is available to all members for any character of their choosing with or without complete records. It allows you to basically wipe clean your treasure and gold and start fresh with an amount of gold on par with what you “should” have for your EP. These values were based on what sanctioning allows for treasure out of games. You may even come out ahead of where you thought you were to begin with. It's a tempting offer even to those of us who have kept all of our pink sheets.

This can be done ONCE per character. If special circumstances arise, the member may apply to their Chapter Board for reconsideration of this limit.

Can I convert CAP for Gold at my audit?

YES! You may use the standard society-approved approved CAP-For-Gold rules. Of course you must have enough CAP to use this option.

Can I CAP up my character level?

YES! But the same rules apply as with any game. You may spend CAP to level up, but you still must play once at every level regardless of how much total EP to which your character has been CAP'ed. And you must have the CAP to spend.

WOW! This all sounds too good to be true! What's the catch?

The catch is in the limitations. Because we do not wish to see insanely overpowered characters come out of the audit we've implemented the following procedure with regard to treasure and CAP options.

Your audit will proceed in this order *only*:

- CAP Determination
- EP Determination
- Treasure Determination (Reset OR Treasure Audit, choose one)
- CAP for Gold (yes or no)
- CAP to apply to your Character's EP (yes or no)

Continued from previous page

In other words, you cannot CAP up your character's level and use that new EP total to reset your treasure or use CAP for gold. Since both those options are based in part off of your level and EP, we did not want to encourage it. So while you have these options available to you, remember that once you've completed one option, you cannot go back.

I want to get an audit. How do I get one?

Contact your Chapter Registry Chair. When you email them, please include the following information:

IFGS #

Last name, First name

Year started in IFGS

How many characters do you have and what are their levels?

How many characters do you plan to do a treasure reset on? If all, say "ALL".

Did you take any time off from the IFGS? If so, list the year(s) you did not participate in the IFGS?

If you are NOT doing a Treasure Reset, you will need the savvies of the item and the gp value of the item using the CURRENT Bluebook for all of your items for each character being audited. Contact the Chapter Sanctioning Committee for any help you need in pricing any item.

Please note that no Audit will be done on any Game-Day without prior approval from of the Chapter Registry.

SECTION II: THE REGISTRY AUDIT PROCESS

For an audit to be made available, the Chapter Board must direct that an audit be allowed for its members. In addition, an individual may request an audit from the Chapter Registry Chair, which is subject to approval by the Chapter Board.

Before the audit begins, the member should understand the options that are presented below for CAP, EP and Treasure determination. Registry and the member should review the forms that each have available in case one is missing forms that the other has. All forms should be consolidated for a complete record.

1. The member must first undergo the CAP Determination process to know how much CAP they have available.
2. Each *character* must then undergo an Experience Point Determination.
3. Each *character* must then undergo a Treasure Determination.
The member must decide for each character if this will be a Treasure Reset or a Treasure Audit.
4. All changes must be recorded in the Chapter Registry and a Character Record Form must be created for each *character* audited.
5. The Chapter Registry Chair must submit a report to the Chapter Board for each member and character that has undergone either an Audit or a Reset. This report will be a matter of public record.
6. By default a member can go through this process once per character, unless an exception is granted by the Chapter Board.

CAP Determination

Gather any documentation the member has on games that they wrote or produced by GAME. These are handled separately from other CAP transactions. If the member wishes to accept the default CAP for a given game day, this step may be skipped.

Continued from previous page

Separate by YEAR the documentation the member has where they earned or spent CAP for activities other than writing and producing. If the member wishes to accept the default CAP for a given year, this step may be skipped.

For writing and producing, CAP determination is done on a per-game-day basis. If a member has forms which indicate the amount of CAP earned for writing or producing on a given game day, then those values may be used; or a default value of 5,000 CAP per game day written and/or 5,000 CAP per game day produced may be used, whichever is greater. If you both wrote and produced a game day, you would receive both default awards, or 10,000 CAP if you chose to accept the default CAP award rather than use the CAP written on your forms.

The basic member participation CAP determination is done on a per-year basis for activity outside of writing and producing. If a member has forms which indicate the amount of CAP earned, then those values may be used, or a default value of 10,000 CAP may be used for that year, whichever is greater.

Note that until October 2007, CAP was earned at 200 CAP per hour of effort, with minor exceptions; and the current rate of 1000 CAP per hour was not introduced until July 2008.

To summarize:

CAP Activity	CAP Earned
-----	-----
For each game day written	5,000 or documented CAP for that game day, whichever is higher
For each game day produced	5,000 or documented CAP for that game day, whichever is higher
Basic member participation CAP	10,000 or documented CAP for that year, whichever is higher

If a member does NOT have supporting documentation for a game they claim to have written or produced, then the archives may be searched for such supporting documentation. If no documentation exists for such a claim, then by default the claim is rejected, subject to appeal to the Chapter Board.

EXPERIENCE POINT (EP) Determination –

Separate the PC documentation the member has by CHARACTER, including any CAP applied. If the member wishes to accept default experience and treasure reset for all characters, this step may be skipped.

Players have three options:

EP Reset – EP is assigned at a total of 12,000 EP per active year, to be allocated among all of the characters belonging to the member.

EP Audit - The EP Audit is an option if the player has any sheets for any of their characters. The player uses the available documentation to determine the highest level specified for each character. If the EP on this documentation does not add up to the minimum EP required for that level, then the EP for that character is set to the minimum EP for that level.

Keep Documented EP - The sum of the documented experience earned for a character becomes the total EP for that character.

Continued from previous page

TREASURE Determination

Players have two options for treasure determination: a Treasure Reset or a Treasure Audit. A treasure audit requires that you get treasure values and savvies for all your character's items in addition to documentation showing when your character obtained each item. If you are going to do a treasure reset on your character, then getting treasure values and savvies for your character's items is not necessary and will greatly reduce the time it takes to complete your treasure determination.

Treasure Reset

A treasure reset allows your character a certain amount of gold, based on the experience determined for the character. This gold may be kept or may be spent to purchase items - in any combination. A basic item list should be available from your local Sanctioning Committee. Anything not on this basic magic item list is still available if it can be priced legally under the current Bluebook. Any item purchased during this process that is not listed on the basic magic item list must be approved by the Chapter Sanctioning Committee before it may be used.

Each character that undergoes a Treasure Reset uses the EP determined for that character and gets the following percentage of the EP of the character in gold. All other treasure in any form that was possessed by the character is now permanently gone, including crocks, curses, and lost or gained life points. At this point, your new gold can be used to purchase items, including items in the basic magic shop list, and other items as described above. The following chart determines the amount of gold that will be allocated to your character:

Treasure Reset Percentage Chart

<u>Character Level</u>	<u>Percentage (of EP that becomes gold)</u>
2nd - 4 th	50%
5th - 7 th	60%
8th - 10	70%

If you plan on doing a Treasure Reset, please review the basic Treasure Reset magic shop list and have in mind what you will be buying prior to undergoing the Treasure Reset in order to speed up this process. It is recommended that a representative of the Chapter Sanctioning Committee be present during this portion of the Treasure Reset process.

Treasure Audit

- 1) Get a list of each character that you want to be audited. Have a list of the items possessed by each character and their savvies.
- 2) Gather as much supporting documentation as you can find to support the claims made for each character.
- 3) If a character has any undocumented treasure claimed, then the max amount of treasure for that character is their [EP times the percentage by level of the PC] as per the chart below:

Treasure Audit Percentage Chart

<u>Character Level</u>	<u>Percentage (of EP that is the max treasure)</u>
2nd - 4 th	40%
5th - 7 th	50%
8th - 10	60%

Continued from previous page

- 4) If the treasure for a character is not fully documented, the character may claim up to 30% of the total treasure for the character in undocumented treasure.
- Any treasure item that is documented is valid, but it might not be legal under the new Bluebook.
 - An item is validated if it has the pink sheet/game report in which the item was acquired. Documented items that are no longer legal must be priced as per the original Bluebook under which the item was originally sanctioned, or under the current Bluebook if the original cannot be determined.
 - All other pricing must be done in the current Bluebook.
- 5) Re-sanction illegal items. If it is determined that an item your character owns is illegal and you would like to make it legal, you may request that the chapter sanctioning committee re-sanction the item so that you may use it in future games without the restrictions placed on illegal items.

CAP for Gold

Once your character's EP and treasure are determined as described above, you have the opportunity to apply CAP for Gold to each character as per the standard Society CAP for Gold policy.

CAP for EP

After you have completed the other steps in the audit process, you may apply CAP to your character's EP as per the normal rules for applying CAP to EP.

After The Audit

Now that your characters have complete and accurate information, please KEEP them that way by ALWAYS completing your Gamer Experience Forms accurately and completely after each sanctioned IFGS event.

=====Care for and treasure your own files!=====

Please contact your Chapter Registry Chair if you have any questions. If they cannot help you then please have them contact the Society Registry Chair for the requisition clarification.

Sincerely, Olan Knight
Society Registry Chair
olknight@yahoo.com

HELP!!!

lost my Thieves kit and my Leathername knife sometime during or right after "Safari". The Thieve's Kit is a modified personal hygiene kit about 6" x 3", maybe half an inch thick. It zips open. Inside are about a dozen IFGS lockpicks of varying sizes, a mini-Leatherman, a folded wire with an alligator clip on each end, a thin razor knife, and some copper wire.

The Leatherman is a standard sized model about 4" tall, and when last seen was still in its black leather belt case. If you have seen either of these items, >>>PLEASE<<< call me and let me know! I'd love to have them back!

Thanks, Olan Knight
972-979-8753
olknight@yahoo.com

How CAP can Help Your Character

CAP = Character Applicable Points. You can earn them by helping out for games where you are not a player character. It's our way of insuring that people who help out don't get shortchanged. There are three primary ways to use your CAP. First is as straight experience, 1000 CAP can be converted into 1000 Player Character Experience Points. That's good as far as it goes, but if you just jump up levels without playing in games, you won't have the magic items that round out a character and you won't have the playing experience either. That's why there is another rule requiring character's play at least once at every level. There is a special exception allowing 1st to be skipped so a new character could start at 2nd by applying 3000 CAP, but generally it's a good idea to play most levels.

It's also a good idea to get a fair portion of magic and similar equipment as you go along. If the next character has an extra 20 points of healing and you don't, it can make the last part of the game a drag for you while she's still at the front of the fight. CAP can be converted to Gold at 1000 CAP for 100 gold. There are limits to keep things in balance, but generally using some CAP to buy that shiny +1 Ring or extra item of Healing is a great way to boost a character's start. Or even better, get a special item that gives your character some unusual personality or an extra dimension. Magic items and such can only be obtained in game, but many small and social games include magic shops where useful stuff can be found. Experienced players will be happy to provide (differing) opinions on what you might want to buy. My personal starting point is extra healing followed by armor/protection, but others have other preferences (like more ability points or a magic weapon).

Finally, you can use CAP to avoid character death. The Fate Point Option is fully described on page 61 of the 7.0 Rule book. Briefly, if your character should have died in a game and you apply for the Fate Point Option, you didn't die. Somehow fate intervened and you are merely unconscious until the fight/encounter is over. It costs 3000 CAP per level and you must notify your GM when you want it to apply. Perhaps not a big deal for a newer character, but it can be a really important way to save a character/persona that you've been playing several years.

Now that you know CAPs worth getting, how can you earn it? For most game support and NPC activities, you earn 1000 CAP/hour. The Loremaster for a game earns 5000 CAP for the effort they put in to organize their team, recruiting replacements when people drop out, make sure the team arrives on time, and everything else it takes to help the team have a good time on game day. The person who writes a game gets 5000 CAP per sanctioned game hour, but not until the game runs. The Sanctioning Committee gets 2000 CAP per sanctioned game hour, again not til the game runs. Finally, the Game Producer gets 2500 CAP per hour on game day including setup, plus 1000 CAP per hour for game preparation before the game. Anyone who helps in producing a game before the game day gets 1000 CAP per hour on for the preparation time they put in before the game or after the game for game cleanup. You may have noticed the extra rewards for Writers, Producers, and pre-game support. These are vital functions and we are always looking for new volunteers. If you want to help with pre-game support, which can mean organizing props or making costumes or the like, contact people who are listed on the DallasIFGS.org website as future game producers.

Patrick McGehearty

Dallas Chapter IFGS - Board Meeting Minutes **2-Oct-2010**

Start time 12:10 pm

Officers in Attendance:

John Jones, Justin Murphy, Rich Adkisson, Pat McGehearty, and Allison Pace

People in Attendance:

Andrew Saunders, Joe Dimatteo, Olan Knight,

Minutes:

The June and September minutes were not approved but they will be at next board meeting.

Committee Reports:

Treasury – Olan Knight . No change as there has been no games since the last one.

Registry – Olan Knight. Some minor progress has been made on the Registry since the crash and is hopeful to get

completed during the upcoming holiday season. And on a side note, this has been one of the busiest years for the IFGS in the last decade.

Quartermaster -John Jones. The shed is beautiful and many thanks to those who helped make that happen.

Safety – Rich Adkisson. The medicines have been updated with “all the latest meds”, and the expired ones have been

disposed of. Only \$15 of the allotted \$100 was used. Rich is still looking into a new bottom rope.

Newsletter - There have been a few submissions as of late so be sure to check out the newsletter. Also it has been requested that game writers submit something to the newsletter pertaining to their game.

This can range from pregame lore to add/posting for PCs or character conversations. If it can be submitted to the Newsletter 1-2 months before game date, that would be preferred since it will give people time to be posted and read.

Society Liaison – John Jones. There was no update since the society did not meet as planned.

Webmaster – Olan Knight. Website is up to date. It was suggested that various, generically usefull articles be added to the website. For example; the article coming up on “How To Be An LM”, or “How To Be A Great NPC”.

Sanctioning - David Spence

~Samurai Lizard- Triad

-Is scheduled for October 16th at Winter park and is for low level characters.

-Is being run specifically for the newbies from AnimeFest. PC slots will be opened up this Fidau to the membership at large, though novices and newbies are the preferred PCs.

~ Plight of Drezdin - Moises Heredia

-Will be Moises' first game and is currently in Sanctioning and will run on November 13th. It is for teams of 6 PCs, level 2-4, and first levels can play up to second. It is projected to be fighting 7, mental 4, and physical and risk both at 6.

Please contact Moises Hheredia (moocow37@gmail.com) or Allison Pace (baburioppai@gmail.com) if you wish to be a PC, LM, or NPC.

Minutes Cont'd

~Onward into Darkness – David Wood

-Will run in March 2011 as our first big game of the season at Winter Park for PCs level 4-6, and is still looking for a few good NPCs to help torture 'guide' the PCs through the dark.

~Lifestyles of the Rich and Bored- Allison Pace

- Is written and now in sanctioning. All levels of characters are welcomed and the game is probably going to be run early next year, possibly in January 2011.

~Adventures in Averlast- Justin Murphy

~Is still in the works and is optimistic about coming soon to a park near you early next year.

~If you have an idea for a game, or have started writing one, please bring it up at the next board meeting, or email David Spence the Sanctioning Committee Chair, so a time for it to run can be discussed and get it on the schedule for next year. ^_^

Other Committee reports - None mentioned

Old Business:

-None brought forth

New Business-

1. New Props - There was a proposal for a new flat design to replace the current ones that are rigid (not the rolling flats) and it was extensively discussed with models and drawn schematics. It was decided that at this time it is in the chapters best interest to try and come up with a design to make the roll out flats more rigid and improve upon what we already have instead of building all new props, but the plans will be kept for future projects.

2. IFGS T-Shirts! - A call to all of you creative people has gone out to have you draw a picture for new IFGS shirts. YAY! There will be 2 designs, one for NPCs and one for PCs. Here are the quotes that will be on each shirt.

PC- "I'm excited to be a part of this plan!"

NPC- "It's a great day to die!"

A general idea for the PC shirt was two people, on their own attacking a mob/army of people since that is where the quote originates. Be sure that you keep the image so it will fit on a T-shirt. The image should probably be no bigger than a sheet of normal copy paper. Orders for the shirts once we get a design we agree on will be done and paid for BEFORE we order the shirts to keep from having excess shirts just lying around.

Please email all submissions to Olan Knight (olknight@yahoo.com) or Allison Pace (baburioppai@gmail.com), or you can bring it to the next board meeting. A final date for submissions has not been set yet, but will most likely be early next year.

Next Board meeting:

Has been set for the Drezdin After-Game party on October 13th. Election time is coming up, so try to attend if you are interested in being a board member, as well as if you have a game you want to get on the schedule for next year. End time 1:45 pm.

BOARD / COMMITTEE CHAIRS*President/Sanctioning Chair*

Jason Dzuik

Vice President/Safety Chair

Allison Pace

Secretary

Olan Knight <acting>

Treasury

Tracey Skopinski 972-231-9015 treasurer@[REMOVE THIS]dallasifgs.org

Members

John Jones 972-470-3202 quartermaster@[REMOVE THIS]dallasifgs.org

Rich Adkisson 214-507-6182 safety@[REMOVE THIS]dallasifgs.org

Pat McGehearty 512-310-7243 sanctioning@[REMOVE THIS]dallasifgs.org

David Wood

Justin Murphey bravechicken014@[REMOVE THIS]yahoo.com

Standing Committees*Newsletter*

Paul Coley 972-754-5688 newsletter@[REMOVE THIS]dallasifgs.org

Quartermaster

John Jones 972-470-3202 quartermaster@[REMOVE THIS]dallasifgs.org

Registry

Olan Knight 972-979-8753 registry@[REMOVE THIS]dallasifgs.org

Safety

Rich Adkisson 214-507-6182 safety@[REMOVE THIS]dallasifgs.org

Sanctioning

David Spence

Elections

open elections@[REMOVE THIS]dallasifgs.org

Public Relations

open publicrelation@[REMOVE THIS]dallasifgs.org

Ad Hoc Committees*History*

Sarah Smith 682-429-7720 history@[REMOVE THIS]dallasifgs.org

Land

Tom Paul Grissom 817-560-8051 land@[REMOVE THIS]dallasifgs.org

Dallas Sanctioning Committee Game Status

<u>Game /Event Name</u>	<u>Writer/Producer</u>	<u>Status</u>	<u>Run Date</u>
Plight Of Drezdin Here's the Game flyer , and here are directions After-Game party at 6:30 pm 0	Moises Heredia	Sanctioned Winter Park, Garland, TX , Teams start at - 09:00, 9:45, 10:30 am	November 13, 2010

IFGS Websites

Newsletter Information

Editor: Paul Coley

Submission Addresses:

Email: paulcoley@comcast.net

Submission Deadline:

5 Days prior to last day of the month.

Dallas Chapter

<http://www.dallasifgs.org/>

National

<http://www.ifgs.org/>

Chainmail (National Newsletter)

<http://www.ifgs.org/chainmail.asp>

Note from the editor:

My goal is to have the newsletter out by the last day of the month. I will gladly accept future submissions up to 5 days prior to that last day. I will be using OpenOffice 3.2 that will accept **** MOST **** Microsoft formats. As always, Artwork, Pictures and personal articles are welcome.

Editor
Paul Coley