

IP Quick Reference

Spending/Earning Potential	
Per year earned max:	30
Per year spent max:	30
Per month earned max: Auto earned: 1 IP per month Purchased: 1 IP per month can be purchased (3 mil) OR 1 IP will be awarded for a qualifying event. <i>*Houses should include this request in their End of Quarter OR monthly report.</i>	2
Bonus IP Awards: for contributions above and beyond the norm. As decided by Alyias	6 per year
<ul style="list-style-type: none"> • IP points are awarded the first week following the quarter. • IP points roll over year to year and are not lost. 	
Reports	
Monthly Event Report Requests Items will be ready by 1 st of following month	3 rd of each month
End of Quarter Report Items will be ready by the last day of the quarter.	7 th of each qtr.
Items	
All items must conform to the rules stated in the in-game ALTER verb; all room requests must conform to the basic principles of GemStone room design.	
Event Requirements	
IP Event Qualifying requirements:	
<ul style="list-style-type: none"> – minimum notice of 1 week given to CHE Guru (including the date, time, location, coordinator, and purpose of said event. Please report via HOUSE NOTE SEND EMAIL.). – Must be 30 minutes in duration – Must be inline with the house's purpose (archives/lore). – Time spent at the event must be done in character and OOC kept to OOC whispers – Disruptive behavior should be REPORTED, this will ensure we maintain our chance to receive IP event rewards. – House sponsored: 1 house member must be present at the event – Co-Sponsored: 1 house member from EACH house must be present at the event. – Co-Sponsored: Each house must prove they both assisted with planning, scheduling and running the event. 	

*The base costs outlined below may be reduced at the discretion of the CHE Coordinator as a reward for good citizenship (which includes the submission of quality, ready-to-build designs; flexibility in negotiating; and/or giving the Coordinator creative control in the case of incomplete or problematic designs).

IP SPENDING

ANNOUNCEMENTS/SETUP			
News/Criers – FREE *must be open to all. 2 wks notice.	Calendar Item – FREE *Addt. 1 IP	Direction Signs – 1 IP *Up to 10 signs	Scenery – 1 IP *up to five simple, stationary props.
FOOD			
Food Tables – 1 IP *pantry items used 4 locations cart cant go.	New Food Item – 4 IP *ten new food items for a new food table or pantry use.	Food Addition – 1 IP *Houses may add one food item for permanent, unlimited distribution inside their house (drinks on a bar, tarts in a humidor).	
PRIZES			
Prize Alter – 1 IP *special, we provide item/scripts	Prize Alter Zest – 1 IP *clean, close, hug, kiss, open, pinch, poke, pull, push, raise, rub, tap, tickle, tilt, toss, turn, wave, flip, remove, wear, lace.	Prize Closet – 2 IP *cannot be any higher than 4x. Generally acceptable items include: food containers; trophies, statuettes, figurines; containers (including sheaths); jewelry; dice; flipping coins; items with House scripts.	
CHE EVENT SERVICES			
Merch Svcs. - 6 IP/hr *contract a wandering merchant during an event.	House Script – 1 IP/verb *for existing props and portals. (max of 10 items)	Script Dvlp – 6-12 IP *to support CHE events will be priced on the basis of the labor required to produce the proposed code.	
HOUSE UPGRADES			
Rename Rm – FREE *Houses may change a room's name.	Room Renovt – 4 IP *rename/alter/furnt/ text	Furn add/rem – 1 IP *Houses may add up to a maximum of four pieces of furniture per room, or modify all pieces of furniture in a room, including container-type pieces.	New Room – 6 IP *new room added to structure.
Add/Rem Item – FREE *Houses may add items as stationary props, or remove the same.	Keyed Rooms – 4 IP *lock existing room, 3 keys provided.	Swim Hole – 2 IP *Houses may add swimming scripts to an appropriately designed room.	Fishing Pond – 4 IP *Houses may add a fishing pond to an appropriately designed room.
Loresong add – 4 IP *Houses may design loresongs up to four verses for permanent items (props, portals, containers) in their houses.	Dance Floor – 2 IP *Houses may request dancing scripts in an appropriately designed room.	Atmosphere – 3 IP *Houses may provide up to 10 messages to be delivered to a range of 1-3 rooms. No player or NPC may be named in the messaging.	House Vault – 15 IP *each vault room will have three (3) officer-only containers that hold approximately 100 pounds of items each.
Shrine Rm – 10 IP *a shrine for interaction with cleric and paladin spells.	Workshop – 10 IP *Houses may add workshop functionality.	Summ. Chmbr – 10 IP *Houses may add summoning features.	Earthnode – 10 IP *Houses may add one node for every twenty regular rooms. Tables are not included in this calculation.
LIBRARY/BOOKS			
Libraries – 5 IP *New library syst set up: a library NPC, the furniture items for the books, and 4 books.	Lib. Book Add – 1 IP *submit for 3 books at a cost of 2 IP (savings!)	Non Lib. Book – 1 IP *per book + furniture its resting on.	