

# IP Quick Reference

<b>Spending/Earning Potential</b>	
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
<b>Bonus IP Awards:</b> for contributions above and beyond the norm. As decided by Alyias	6 per year
<ul style="list-style-type: none"> <li>• IP points are awarded the first week following the quarter.</li> <li>• IP points roll over year to year and are not lost.</li> </ul>	
<b>Reports</b>	
<b>Monthly Event Report Requests</b> Items will be ready by 1 <sup>st</sup> of following month	3 <sup>rd</sup> of each month
<b>End of Quarter Report</b> Items will be ready by the last day of the quarter.	7 <sup>th</sup> of each qtr.
<b>Items</b>	
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.	
<b>Event Requirements</b>	
<b>IP Event Qualifying requirements:</b>	
<ul style="list-style-type: none"> <li>– 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.).</li> <li>– Must be 30 minutes in duration</li> <li>– Must be inline with the house's purpose (archives/lore).</li> <li>– Time spent at the event must be done in character and OOC kept to OOC whispers</li> <li>– Disruptive behavior should be REPORTED, this will ensure we maintain our chance to receive IP event rewards.</li> <li>– House sponsored: 1 house member must be present at the event</li> <li>– Co-Sponsored: 1 house member from EACH house must be present at the event.</li> <li>– Co-Sponsored: Each house must prove they both assisted with planning, scheduling and running the event.</li> </ul>	

\*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

<b>ANNOUNCEMENTS/SETUP</b>			
<b>News/Criers – FREE</b> *must be open to all. 2 wks notice.	<b>Calendar Item – FREE</b> *Addt. 1 IP	<b>Direction Signs – 1 IP</b> *Up to 10 signs	<b>Scenery – 1 IP</b> *up to five simple, stationary props.
<b>FOOD</b>			
<b>Food Tables – 1 IP</b> *pantry items used 4 locations cart cant go.	<b>New Food Item – 4 IP</b> *ten new food items for a new food table or pantry use.	<b>Food Addition – 1 IP</b> *Houses may add one food item for permanent, unlimited distribution inside their house (drinks on a bar, tarts in a humidor).	
<b>PRIZES</b>			
<b>Prize Alter – 1 IP</b> *special, we provide item/scripts	<b>Prize Alter Zest – 1 IP</b> *clean, close, hug, kiss, open, pinch, poke, pull, push, raise, rub, tap, tickle, tilt, toss, turn, wave, flip, remove, wear, lace.	<b>Prize Closet – 2 IP</b> *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.	
<b>CHE EVENT SERVICES</b>			
<b>Merch Svcs. - 6 IP/hr</b> *contract a wandering merchant during an event.	<b>House Script – 1 IP/verb</b> *for existing props and portals. (max of 10 items)	<b>Script Dvlp – 6-12 IP</b> *to support CHE events will be priced on the basis of the labor required to produce the proposed code.	
<b>HOUSE UPGRADES</b>			
<b>Rename Rm – FREE</b> *Houses may change a room's name.	<b>Room Renovt – 4 IP</b> *rename/alter/furnt/ text	<b>Furn add/rem – 1 IP</b> *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.	<b>New Room – 6 IP</b> *new room added to structure.
<b>Add/Rem Item – FREE</b> *Houses may add items as stationary props, or remove the same.	<b>Keyed Rooms – 4 IP</b> *lock existing room, 3 keys provided.	<b>Swim Hole – 2 IP</b> *Houses may add swimming scripts to an appropriately designed room.	<b>Fishing Pond – 4 IP</b> *Houses may add a fishing pond to an appropriately designed room.
<b>Loresong add – 4 IP</b> *Houses may design loresongs up to four verses for permanent items (props, portals, containers) in their houses.	<b>Dance Floor – 2 IP</b> *Houses may request dancing scripts in an appropriately designed room.	<b>Atmosphere – 3 IP</b> *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.	<b>House Vault – 15 IP</b> *each vault room will have three (3) officer-only containers that hold approximately 100 pounds of items each.
<b>Shrine Rm – 10 IP</b> *a shrine for interaction with cleric and paladin spells.	<b>Workshop – 10 IP</b> *Houses may add workshop functionality.	<b>Summ. Chmbr – 10 IP</b> *Houses may add summoning features.	<b>Earthnode – 10 IP</b> *Houses may add one node for every twenty regular rooms. Tables are not included in this calculation.
<b>LIBRARY/BOOKS</b>			
<b>Libraries – 5 IP</b> *New library syst set up: a library NPC, the furniture items for the books, and 4 books.	<b>Lib. Book Add – 1 IP</b> *submit for 3 books at a cost of 2 IP (savings!)	<b>Non Lib. Book – 1 IP</b> *per book + furniture its resting on.	