

Awards

Players are given awards to

- encourage good behaviour
- encourage regular attendance
- track achievements in a character's story

Awards are usually only given by GMs in the Briefing or Debriefing portions of a Game session. Some awards are given by warband leaders and one by popular vote

Qualifications

Awards include qualifications in weapons or classes (qualifications are awarded when someone earns them, like other awards). Players may also be qualified to train new players or perform other GM minor responsibilities. Qualifications are only earned during training sessions - but they are only awarded to the player in a game session. Why? For public acknowledgement and to encourage those that don't normally attend training, to give it a thought.

- Normal
 - Basic Training - able to fight safely with normal weapon combos
- Exotic
 - 1 handed weapon other than a sword (<115cm, cored)
 - 2 handed sword (<185cm, cored)
 - Buster sword (<185cm, cored, blade width >10cm)
 - 2 handed weapon other than a sword (<185cm, cored)
 - Pole-Arm (190 - 220cm, cored, includes spear, halberd and glaive)
 - Bow (28 lbs or less, max of 12 arrows)
 - Flail (<185cm, coreless)
 - Quarterstaff (a double ended Pole-arm)
 - Pike (220cm+, cored)
- Other
 - Class - you are qualified by a member of the class to portray that class (ie Mage, Cleric, etc). This also entitles you to qualify others into the same class.
 - Trainer - you are qualified to teach Basic Training (the equivalent of Warrior class)

Character Progression

XP spent to obtain an increase in level, is used up. Levels only are used in roleplaying scenarios of a game session. A player may have multiple progression awards for different class and race combinations.

- Adventurer award - a player has spent the required XP to obtain the Adventurer level for their class and race
- Veteran award - a player has spent the required XP to obtain the Veteran level for their class and race

Story Progression

Story progression awards require regularly scheduled events that are repeated multiple times a year (or annually).

- Boss Monster award - a unique award for a particular boss monster, given to every character that actively participated in its defeat
- Warband titles - as decided by the warband
- Scenario plot point award - a unique award for a particular scenario, given to every character that actively participated in its success

Other Awards

- MVP - awarded to the player that the GMs feel added to everyone's fun the most. Awarded in the debriefing
- Costuming - this is actually a qualification and should be awarded by warband leaders to their members in the briefing. A player receives +1 HP for the game for costuming.
- Player's Choice - Similar to MVP, only used if GMs and players have different choices or if the GMs can't agree on an MVP. A vote in the debrief.

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