

Mind's Eye Society Universal Rules Addendum: Appendix 0 Experience Point Update and Implementation

Date Effective: January 1, 2015

Date Updated: December 31, 2014

I. Document Premise

- A. This document represents a universal rules update for all MES chronicles and venues. This document updates XP rules found in Focus nWoD, Masquerade, Apocalypse, and Accord genres upon its effective date of implementation. XP Rules not mentioned are unchanged from their respective addenda. This is being done to standardize MES practice and lower the barrier of entry for all players in the MES.
- B. This presentation method was chosen due to time constraints on the calendar year, as compared to the slow work of actual rules updates. These rules will be added to all MES addenda by June 1, 2015.

II. Event XP

- A. Event Experience points are awarded for special events that occur within the year. XP awarded for these events follow the standard game limits below, but have an additional award above and beyond the monthly cap.
 - 1. Example: At a regional convention in June, the Primary ST awards the full XP per game session for Requiem (6 per session), which goes towards the June monthly XP cap. She also awards 4 Event XP for the convention, which is tracked separately from the monthly XP awards.
- B. The yearly cap on Event XP is 20 per calendar year. Each Event XP award should be tracked separately from monthly totals in the character's XP Log.
- C. Events which can award Event XP are as follows:
 - 1. Each region may host, with RST approval, twelve "Featured Games of the Month" per venue, per year. These events are typically hosted by a single domain. These events are worth 3 Event XP, above and beyond the normal game XP awards.
 - 2. Regionally hosted conventions run through the MES NCA or NMM office are worth 4 Event XP.
 - 3. Nationally hosted conventions run through the MES NCA or NMM office are worth 5 Event XP.
- D. The US NST office may approve other Event XP awards separate from those mentioned above, such as First Night games, special proxies, surveys, etc. First Night events from June 2013 count as a FGotM, and only one per Region per PC is valid.
- E. Special Event XP Awards apply to all PCs portrayed at the event, even multiple PCs by the same player. Per Convention Sponsorship/Registration, all PCs checked into/able to be played at a convention receive Event XP awards.
- F. Storytellers for the Event may claim Event XP on their characters.
- G. All awards previous to January 1, 2015, are updated and backdated to the above awards for all venues unless the previous individual awards (such as Apocalypse or Accord) or yearly cap (such as Accord) was higher, in which case previous awards are grandfathered.

III. Accelerated Growth Rate

- A. All MES venues now use Accelerated Growth Rate.
- B. Characters with less Earned XP than the chronicle maximum may earn up to double their standard monthly Earned XP limit (up to 20 XP, unless otherwise noted) each calendar month, provided they attend at least **one** monthly game and would have less than the earned chronicle maximum at the end of the month.
- C. The recommended XP award for characters on an AGR track are 10 xp for a game, and 6 xp for a downtime activity, though there is no defined limit.
- D. This higher Earned XP limit continues until the character catches up to the Chronicle's Earned XP maximum. A character may never have any more Earned XP than this chronicle maximum.
- E. The Earned XP chronicle maximum is determined by calculating how much monthly earned XP is possible for a chronicle length PC in play (since May 2013). The table of Earned XP maximum per month can be found under Earned XP Cap below..

IV. Earned XP Cap

- A. The Earned XP cap is determined by game XP, downtime XP, historical game XP, and floor XP.
- B. No other form of XP counts towards the Earned XP cap.
- C. Venue Earned XP Caps
 - 1. [nWod Combined - The Accord](#)
 - 2. [nWoD Focus Venues](#)
 - 3. [Vampire the Masquerade \(C/A and Sabbat\)](#)
 - 4. [Werewolf the Apocalypse](#)

V. Character Development Document

- A. The CDD, in whatever form it takes for each venue, is worth 10 XP.

VI. Focus New World of Darkness

- A. The Earned XP cap now includes awards from May 2013. The newly updated Earned XP spreadsheet can be found above.
- B. There is no limit to XP per game or downtime activity, but recommended ST awards are 6 xp per game (10 on AGR) and 4 xp per downtime activity (6 on AGR if qualified). VSTs are encouraged to set their own XP awards with these guidelines as as standard minimums.

VII. nWoD Combined: The Accord

- A. Membership Class Experience
 - 1. Standard MC XP remains 20 XP per MC level (the extra 30 XP is the MC 1 milestone below; existing characters do not add the MC1 milestone on top of the previous +30 XP.)
 - 2. nWoD Combined: The Accord now includes MC Milestones as found in the Universal Addendum, IV. B. b.
 - a) Players may choose to add MC levels to existing characters, or take XP refunds per the rules for these milestones.
 - b) For the MC 14 milestone: Hunters/Lesser Templates, Possessed, and Arisen PCs receive the 32 XP as the default option. This will be revisited in the Accord Addendum Update.
 - c) Templates that gain additional Merit or Skill dots (Purified, Crassus, etc),

may use those dots in conjunction with Milestone merit dots as per standard Character Creation and the Accord Addendum (a Purified may not use these bonus merit dots on power stat, for instance). For example, a Purified may use their MC6 milestone for Resources 3, then two of their template granted merit points to raise this to Resources 5.

B. XP Per Month, and XP Floor

1. Monthly XP for the Accord venue is now lowered to 10 xp per month. Awards prior to January 1, 2015, are grandfathered. There is no limit to XP per game or downtime activity, but recommended ST awards are 6 xp per game (10 on AGR) and 4 xp per downtime activity (6 on AGR if qualified). VSTs are encouraged to set their own XP awards with these guidelines as standard minimums.
2. The XP Floor is lowered to 5 xp a month starting January 1, 2015. Previous awards are grandfathered. To account for the higher XP prior to this date, the floor begins on January 1, 2015 at 140 xp (representing 7 xp a month prior to this date).
3. Higher Floor XP at character creation due to Hero's Walk is grandfathered. Hero's Walk Awards moving forward are 7 xp/month of chronicle instead of 5.
4. The Earned XP cap for Accord is notably higher, with 280 xp at the end of December, 2014. This higher Earned XP cap will remain in place in consideration to PCs who are not chronicle length, though moving forward it will increase at the standard amounts per month (see table above).

VIII. Vampire the Masquerade/BNS (Camarilla/Anarch and Sabbat)

A. XP Per Month, the Graduated XP Cap, and XP Floor

1. XP Per Month is now standardized at 10 xp per month. The Graduated XP cap is removed. Previous awards are not backdated, but characters may utilize AGR to catch up to the new Earned XP cap.
2. There is no limit to XP per game or downtime activity, but recommended ST awards are 6 xp per game (10 on AGR) and 4 xp per downtime activity (6 on AGR if qualified). VSTs are encouraged to set their own XP awards with these guidelines as standard minimums.
3. XP Floor:
 - a) At the beginning of each month, if a PC did not earn at least 3 XP the previous month from attending games and submitting downtimes, their earned XP for the previous month is set to 3 XP. If XP is backdated for that month, this is recalculated. New PCs start with 3 XP per month of chronicle, starting with May, 2013.
 - b) For characters who were created since the start of chronicle, they may take their earned XP, subtracted from the XP floor, and add it to their character sheets. If the result is a negative value, it is ignored.
 - (1) Example 1: The XP floor as of January 1, 2015 is 60 xp. Sally Player has been in play for 4 months, having earned 70 XP through AGR. With a net result of -10, she adds no XP.
 - (2) Example 2: The XP floor as of January 1, 2015 is 60 XP. Joe Player has been in play 2 months, having earned 40 xp through AGR. With a net result of 20 XP, he adds this value to his XP log.

- B. Earned XP Cap: The Earned XP cap has been updated to reflect the varying awards since chronicle start (6 xp/month from May 2013 to March 2014, and 10 xp/month from March to

December 2014). Earned XP cap is derived from the following XP awards: game attendance, downtimes, and XP floor.

IX. Werewolf the Apocalypse

- A. Special Note: As WtA still uses the old LotW/MET rules, which have a flat cost for all traits, the XP rules are not currently being updated to a more standard monthly limit (read: higher to accommodate graduated costs) format. This will be revisited during any potential BNS conversations to occur in the future. While ease of reference was considered, an increase of over 50% of monthly XP awards was deemed inadvisable under the current rules set. Thus the monthly XP, MC XP, and XP Floor all remain as noted in the WtA addendum, though the XP floor now goes back to May 2013. The CCDD and Event XP are changed as noted above..
- B. Accelerated Growth Rate
 1. Apocalypse, as noted above, now makes use of the AGR system. This system is the exact same as presented above, with the lowered value of **12 xp** per month cap under AGR instead of 20 xp.