

Seven Virtues Policies

There are some further details, in addition to the Accelerant Core Rules, which you should know before playing Seven Virtues.

Light Sources

Our staff overall finds glowsticks and flashlights to look out of game and interfere with night vision. We encourage PCs to use LED candles instead for your mobile IG light source needs (for things like reading text props or Inflict cards, for example). These are generally available both online and in stores.

However, if you truly need a brighter light for safety purposes (such as to see difficult terrain), or need a directional light (such as to disarm a trap), you can briefly use glowsticks or dim flashlights with a red filter. Please try to shield the flashlight or glowstick (by tucking it in your sleeve, wrapping it in something, etc) to make sure its appearance doesn't interfere with game immersion and its light doesn't interfere with night vision. In combat or roleplaying situations, please put these lights away as soon as possible, and at all times avoid shining such lights anywhere remotely near the faces of other players or NPCs. Flashlights should always be kept pointed down towards the ground, never up anywhere near a face.

The in game explanation for glowsticks and flashlights is that they are alchemical lights that last only a short time and then are consumed. However, their magic can dangerously twist the Aether. If someone is using a light in a way that bothers you, you can warn them not to twist the Aether. If you use such a light in a way that bothers NPCs, it is possible that appropriately authorized NPCs may call Ambient effects on you to represent the twisting of the Aether and encourage you to put the light away. Thus, we strongly encourage you to use LED candles instead of flashlights or glowsticks whenever possible.

You can always use glowsticks or flashlights to highlight safety hazards; safety comes first. Campaign staff may also sometimes use glowsticks for special effects or plot purposes.

For lighting in your cabin or other non-mobile lighting needs, feel free to use string or rope lights (on the ceiling or otherwise hung so that they can't possibly be mistaken for a Gate or barrier); battery powered or electric candles or lanterns; lights with dim, colored, or flicker bulbs; fake flame lamps; or attended and shielded candles in noncombat situations. Please be smart about fire safety and remember that combat can break out at any time. With electric lights, use your own best judgment about whether the light in your cabin looks in game. It should be dim enough not to significantly disrupt night vision, and not have a too-modern ultra-white quality. Light sources can be the single greatest contributor to or detractor from cool in game

atmosphere, so we urge you to avoid light sources that will throw people out of game or be too bright and destroy carefully nurtured night vision. If we feel you are using light sources that detract from the game, we will ask you to find another way to light your cabin.

Death

All you need to know about death mechanics in Seven Virtues is outlined in the core rules: after you die, you turn to a spirit and go to the Reliquary of Souls. However, knowing a bit more about what will happen there in advance, rather than needing to read it all off the signs when you're already dead, may avoid confusion.

Reliquaries of Souls are very rare artifacts which allow people who are attuned to them to return from death immediately, postponing their trip to the Court of Doors until the Hour of the Dead. When you die and your spirit travels to the Reliquary, you will record your death in the Book of the Dead and light an LED candle.

You also gain the Deathmarked Trait. If this is not your first time dying since you last traveled to the Court of Doors, you gain a number after the Deathmarked Trait equal to the number of times you have died since last visiting the Court of Doors. For instance, if you have died twice, on your second death you would go from having the Deathmarked trait to having the Deathmarked 2 trait. (You will still respond to any effects delivered "to Deathmarked.") If a Lantern Bearer or the Master of the Court of Doors uses a "Diagnose Deathmarked" effect on you, you should reply with the number also (e.g., "Yes, 2"). The Lantern Bearers and the Master of the Court of Doors treat each death as separate in terms of your degree of risk and the number of Curses you can take. So if you died four times in one day, you might permanently die in the Court of Doors, even if you had no previous Curses.

In the Hour of the Dead, in the deep of night, the Lantern Bearers will come and collect all who have the Deathmarked Trait to pass through the Court of Doors and the challenges there, to determine whether they return through the Door of Life or pass on through the Door of Death. If you die on a Sunday, or if you are unavoidably offsite during the Hour of the Dead on a day you died, you can travel to the Court of Doors in the next Hour of the Dead (it follows a celestial cycle and does not occur every day). However, you cannot try to avoid the Lantern Bearers in game. When they call for the Deathmarked, you must come. Even if you are unconscious, dead, or otherwise incapacitated, your spirit will rise up and go to the Lantern Bearers.

In the Court of Doors, you will undergo challenges along with everyone else who died that day and any who use skills to travel with you. In the end, at least one member of each group will receive a Curse from the Master of the Court of Doors (it's by no means unheard of for everyone in a group to get a Curse). If you already have three curses, a fourth means permanent death; you will pass beyond the Door of Death rather than the

Door of Life. At that point, you can accompany a campaign staff member to staff camp for debriefing.

Sleep

At Seven Virtues, we do not have any hard rules that protect your sleep at night. In theory, you can be attacked in your cabin (or roleplayed at in your cabin) at any hour whatsoever. However, we have a policy that we usually do not run non-targeted plot starting after 2 AM. Ongoing encounters may continue after that hour, and encounters targeted to a specific person may still occur after that hour, but no new general plot starts after 2 AM.

We are also extremely unlikely to ever run anything that starts before 9 AM, though again, there is no hard guarantee.

It is our goal that if you're not involved in anything after 2 AM, you can safely go to bed and sleep through until 9; and even if you are involved in something, hopefully it will wrap by 3. Again, we make no promises that nothing will come for you in the night after that hour... but if it does, it will be coming for *you*.

Path of the Teacher Students

Students on the Path of the Teacher wear a bright yellow academic stole (the dangly scarf thing you see at graduations). Staff will often quickly throw these stoles on when they need to get from one point to another in the process of doing setup or otherwise running the game. Sometimes students on the Path of the Teacher will be there to roleplay with you, and be happy to do so; but if you see someone in a yellow stole hurrying along, avoiding eye contact, and/or carrying something, they are probably working hard on behind the scenes aspects of running the game, and it's best to leave them alone and let them get where they need to be quickly.

Game Start

At most full weekend events, game starts promptly at 10 PM in and around the Main Hall. In cases where many players and staff are still getting ready at this time, game still starts right at 10 nonetheless; however, encounters will be low key and focused in the Main Hall for half an hour to an hour to allow everyone more time to prepare. Thus, those who are ready can start roleplaying and participating in low-key plot or introductions to plot right away, while those who are still getting into costume/makeup/

etc can arrive as they are ready with a low chance of being awkwardly disturbed in their cabins while half in costume.

CP Policies

Seven Virtues has some CP policies that are slightly different than some other Accelerant larps, since we want to represent a school for heroes where characters' skills can progress markedly over the course of our limited-run campaign.

Starting CP

Base starting CP for new characters at the first event is 47.

An approved character history earns you 2 CP. An IG application form earns you 1 CP. Both are required to play, so you should have a minimum of 50 CP if you start playing Seven Virtues at the first event.

For later events, the formula is that base starting CP is $47 + (\text{number of elapsed events}) \times 1.5 \text{ CP}$ (plus your character history and application form CP). So, for instance, if you started playing Seven Virtues at its fifth event, you would start with a base minimum of 53 CP, with your character history and application form CP bringing it up to 56.

You can also earn up to 10 additional CP before you start playing (by NPCing other games, making donations of props or costuming, etc). No more than 5 of this CP can come from NPCing other games.

Thus, the maximum CP you can start with is $60 + (\text{number of elapsed events}) \times 1.5 \text{ CP}$. If you start playing at the first event, this total is a maximum of 60 CP.

Minimum CP

Seven Virtues also has a minimum CP limit for all characters equal to the starting CP amount. So if you miss some events, your character cannot fall below the starting CP amount at any given event; you will be awarded the CP to bring you up to the current starting CP total.

Event CP

Each event you play a PC, you can earn:

1 CP by pre-registering for the event more than 6 weeks in advance

1.5 CP for attending the event
1 CP for submitting a Post Event Letter (PEL) by the deadline
.5 CP for cleanup
.5 CP for staying until the bitter end helping with cleanup (when the last staff person leaves site)

Thus, you can earn up to 4.5 CP per event.

Additional CP

You can also earn up to 10 additional CP per year by NPCing other games (with which we have a CP exchange set up) or donating props, costuming, or other volunteer work to Seven Virtues. This 10 CP is in addition to event CP garnered through event attendance, PELs, and cleanup, so you always have motivation to do your PELs and help with cleanup, even if your donation/NPCing CP is maxed out.

If you have maxed out your 10 bonus CP for the year BUT did not get your maximum 10 additional starting CP, or your full 10 additional CP in a previous year that you played, you can earn “back” CP to make up the difference at a rate of 2 per event.

Similarly, if you are maxed out now but want to do more work for us, we can offer you “banked” CP which you can then access at a rate of 2 per subsequent event.

NPCing CP

Please note that you will get CP on a different scale for NPCing. Seven Virtues has an accelerated CP scale compared to many other Accelerant larps, since we want our players to progress to a “heroic” level over the course of our limited-run campaign.

Each larp determines how much CP to award for NPCing Seven Virtues (many offer 1 CP for playing, .5 for PEL, and .5 for cleanup). So how much CP you earn by NPCing Seven Virtues is up to the larp you want your CP to go to.

Seven Virtues offers the following CP for NPCing larps with which we have a CP exchange:

1 CP for NPCing an event
.5 for cleanup
.5 for a PEL

Thus, you can earn up to 2 CP for your Seven Virtues character by NPCing a game with which we have CP exchange.

We use this more common scale to make sure we are in line with other Accelerant games.

