

Starting a New Character at SOLAR

- 1) All new characters start at level 4 with 40 Build Points. Any New Player may attempt the *New Player Quiz*. This five-question, multiple choice exam is designed to evaluate a New Player's familiarity with the basic rules of SOLAR: how to take damage, how to resurrect, how to announce health status, etc. With a passing score of 100%, New Players may instead begin a New Character at level 6 with 60 Build. The maximum level a New Character may begin at is level 6 and with 60 Build.
 - a) New Players who do not pass the *New Player Quiz* may spend up to 100 Goblin Points to instead begin a New Character at level 5 with 50 Build. The maximum level a New Character may begin at with the spending of Goblin Points is level 5 with 50 Build.
- 2) All New Players may attempt the Updated *New Player Test*. This 20-question, fill-in-the-blank exam measures a new player's knowledge of the basic SOLAR rules and class-specific information. With a passing score of 70%, New Players will be rewarded with an additional 50 Build to apply to their New Character.
 - a) New Players may take the *New Player Test* as early as their second SOLAR event.
 - b) Players may only take the *New Player Test* once ever.
 - c) The maximum level a New Player may take the *New Player Test* is level 10.9, which will result in a level 15.9 Character.
 - d) New Players are encouraged to spend Goblin Points and Experience Points on their New Character while they prepare to take the *New Player Test*. Points spent on a New Character will not be lost by taking the *New Player Test*.
- 3) The Build Chart which calculates Build Blanket (base Build reward for playing SOLAR), Experience Point (EP) Cap, and Goblin Point (Gob) Bonus, has been updated to reward players under 25th level an expedited level increase. With the previous system, leveling up to Level 22.2 would take a minimum of: 17 Events, at a cost of 6,880 EPs and 1,290 Gob. Now, leveling up to Level 22.2 can be accomplished in: 12 Events, at a cost of 3,580 EPs and 885 Gob.

New Player Rewards

- 1) New Players will be rewarded for their attendance at SOLAR events. These rewards will be provided at Check-In and collected by the player at the Logistics Table.
 - a) At a New Player's 1st Event played, a New Player will be rewarded with 5 gold.
 - b) At a New Player's 4th Event played, a New Player will be rewarded with 25 gold.
 - c) At a New Player's 8th Event played, a New Player will be rewarded with 50 gold.
 - d) At a New Player's 12th Event played, a New Player will be rewarded with a personal magic item from the following list:

Weapon Reward: A silver weapon of the player's choice with a +2 Damage Aura, with a Celestial Perm, and 0 Formal Space Remaining. New Players must provide the weapon phys-rep to be enchanted.

Jewelry Reward: A silver or gold jewelry item of the player's choice with a 1st-Level Spell, 2nd-Level Spell, 3rd-Level Spell, and 4th-Level Spell (also of their choice). This item is permanent and has 0 Formal Space Remaining. New Players must provide the jewelry phys-rep to be enchanted.

Gaining and Spending Goblin/ Experience Points

- 1) Monster Town Shifts (Monsterring) will reward the following to Players under 25th Level:
 - a) Daytime Shifts will reward 10 Goblin Points per Hour.
 - b) Nighttime Shifts (Primetime) will reward a Player their choice of either: 15 Goblin Points per Hour OR 10 Gold per Hour (with a maximum of 30 Gold per event).
- 2) The *Gob Store*, which allows players to purchase in-play items with Goblin Points, will have a reduced cost for players under 25th Level:
 - a) All Production Items, including Potions, Battle Magic Scrolls, Alchemy, and Poisons, will be half cost.

Spell Books, Production Formula Books, and Starting Production

- 1) All New Characters who have purchased Spell Slots will be given either a Full Earth or Full Celestial Generalist Spellbook. This will be printed on paper and New Players will be required to transfer their spells to a Spellbook Phys-rep within three events.
- 2) Players will no longer be required to have an Alchemy or Poison Recipe Book. Skill Tags and Lab Items with Item Cards are still required to be presented at Logistics when creating Production Items during Check-in.
- 3) New Characters beginning with Production Skills (Alchemy, Poison, Scrolls, Potions) may spend their Skill Level x 4 (or 2 Events of Production) at their First Event. Example: a Rogue character with level 10 Create Poison Skill may spend 40 Production Points at their First Event (and only their First Event).

Level	Build Earned	Build Blanket	EPs per extra EP Build	Cost to EP Cap	EP Cap	Goblin Points per Gob Build	Goblin Points to Gob Cap	Gob Cap
4	40-49	8	20	80	4	10	30	3
5	50-59	7	25	100	4	10	30	3
6	60-69	7	30	120	4	10	30	3
7	70-79	6	35	140	4	15	45	3
8	80-89	6	40	160	4	15	45	3
9	90-99	5	45	180	4	15	45	3
10	100-109	5	50	200	4	20	60	3
11	110-119	4	55	220	4	20	60	3
12	120-129	4	60	240	4	20	60	3
13	130-139	3	65	260	4	25	75	3

14	140-149	3	70	280	4	25	75	3
15	150-159	3	75	300	4	25	75	3
16	160-169	3	110	330	3	30	90	3
17	170-179	3	120	360	3	30	90	3
18	180-189	3	130	390	3	30	90	3
19	190-199	3	140	420	3	30	90	3
20	200-209	3	150	450	3	30	90	3
21	210-219	2	160	480	3	30	90	3
22	220-229	2	170	510	3	30	90	3
23	230-239	2	180	540	3	30	90	3
24	240-249	2	190	570	3	30	90	3
25	250-259	2	200	600	3	30	90	3
26	260-269	2	520	1040	2	30	90	3