

Non-Plot Roles

Creating more roles that players who are not on plot can do to help alleviate plot's workload. Precedence goes to non-plots, if a player wants a position that a plot currently has the plot must surrender the role to the player.

Max 2 per person. Possibly also make custom XP reward amounts (like right now cooking is 30, while character sheets is a full build) or make them all the same.

Community Manager: Check the Gmail & coordinate social media presence outside of official game function postings. Potentially manage and/or advocate the use of the forums as well, and potentially be responsible for taking photos and videos during events.

Designated Cook(s): Prepare & organize meals for games. May choose to either receive money or experience compensation for the cost of their ingredients (within reason).

Legal Official: Portray an NPC (or multiple NPCs) that are legal officials of the barony. Responsible for knowing the laws of the setting and handling the in-character investigation of suspected crimes if designated to do so by plot. If a player is a guard then this position would be well suited for them.

Merchant Official: Portray the merchant NPCs and handle economic exchanges when plot is busy performing another function.

Editor: Revise the Manual, Expanded Races Book, and other publications for grammatical and formatting errors. Possibly even add in new material from erratas/race submissions/etc.

Marshals: Monitor activities within their purview to ensure the book rules and safety are upheld.

- **Weapons Marshal:** Resolve mechanical or safety issues in combat scenes, check weapon construction and for damage on equipment that could be dangerous. (Mostly just adding this so their duties are explicitly stated in the book/document.)
- **Rogue Marshal:** Observe player on player in-game theft activities to ensure that such activities take place in a fair manner. This includes verifying the whereabouts of both characters when the activity takes place, verifying the location of the items in question when the activity takes place, any complicating factors (such as glyphs or traps), and determining whether the activity was witnessed by anyone. These theft activities typically consist of either grabbing a phys-rep item (which should have an attached tag if at all possible; if a player is consistently using one phys-rep for one of their items then it is understood to be the item in question even if not tagged) or pilfering an item from a player character's residence (during a camping game this consists of entering a person's tent and stealing an item tag or acknowledged phys-rep; during a one day game [PROCESS TO BE DETERMINED]). *[For people who are not comfortable with people actually handling their stuff and entering their tent there should be a process for would-be thieves to still be able to steal without violating a player's comfort.]*
 - Keep record of where PCs keep their valuables & special equipment in-game.

- **Crafting Marshal:** Coordinate players' production for crafting and trade skills.

Treasurer/Budgeter: Keep count of how much money the Larp has, calculate best cost methods of purchasing supplies. Potentially also hold onto the money and/or do the shopping.

- Would need to be carefully chosen by the plots.

Character Sheet Manager: Update both physical and digital copies of character sheets. Print character sheets and buff sheets. Possibly also write pre-made level 1 sheets for new players. (Again, mostly just adding this so their duties are explicitly stated in the book/document.)