

Milestone Awards

First time achievement awards:

These awards can only be given out once to each player. This is bonus CAP in addition to any other CAP that the player may earn during play. It is up to the player to note the award on his game form and let the registry rep know so it can be checked.

- 1st time to NPC/staff in a game: 10,000 CAP
- 1st time to play in another chapter: 10,000 CAP

GM and NPC awards:

This award is a reoccurring award.

- 10th time to NPC/staff (this will be given every 10th time): 10,000 CAP

Game production awards:

A person may be credited with games written and/or games produced. A game writer gets credit for the game written the first time it is run and an additional credit if it is updated to a new rules system and run again. If a person both writes and produces a game they get credit for both. Each time a game is run it counts towards both production and writing if it is done by 2 different people. These awards are given to the [writer or producer] and are available to ALL of that player's PCs. These awards are subject to the MILL rule. As is the case with all magic items, a GW/GP might disallow these if they believe it would cause problems with their game. The level of the SAS is listed with the awards.

- 5th game: Ranged heal 14 points 1/day (7th level)
 - (can be used as ordinary heal for 1-4th level characters)
- 10th game: LifeSpark 1/day (6th level)
- 15th game: LM inspire +1 1/day does not stack with normal LM Inspire (any PC level)
- 20th game: user's choice of Flower of Avalon (8th level), Plant Seek (5th level), or Ranger Herb 1/day (6th level)
- 25th game: gain ability to cast the highest level E spell available to the PC at their level (1st for Enhance, 4th for Exuberate, 7th for Exhort, 10th for Exalt)
- 30th game: gain permanent +1 to innate LI resistance (7th level)
- 40th game: restore life point 1/day (9th level)
- 50th game: raise dead 1/day (10th level)
- 55+ games: Repeats 5-50 again

By default, items from these awards do not count against a PC's treasure for purposes of game treasure limits or CAP4Gold. A Game Producer may override this for their game.

Game Writer / Producer awards include all prior games since the founding of the IFGS and must be validated by the local registry chair. The player is responsible for submitting the list of games to the registry chair for validation.

NPC awards are effective beginning 06/21/16, the date of adoption by the Society Board.