



# ASCENSION

Guild Charter

Updated 8/2/2004

## Background

Established in May of 2003, Ascension is an EverQuest II raiding guild with a relentless pursuit of excellence. We exist to fulfill one underlying goal: To be at the forefront of content discovery and conquest. This goal will be pursued in a mature and highly organized environment, among people who find enjoyment in more than just min/maxing their character's advancement.

EverQuest II is a game filled with hundreds of hours of interesting content, many challenging raid encounters and an immense variety of rare treasures. How you experience these encounters, and the rate at which you experience them, is entirely a personal preference. Ascension is comprised entirely of those players who wish to be pioneers of this content and masters of their respective character classes. We are not a guild for those without a generous sense of adventure, an undying thirst for advancement, or the lack of patience and maturity required to be an effective raiding guild.

Ascension is a highly focused team-oriented guild, with common goals, gameplay preferences and play schedules. It is not a place for soloers, newbie's, strict roleplayers, socializers, afk'ers, weekend warriors or casual players.

## Alignment

Ascension is devoted to the cause of Qeynos, and will only accept members who have pledged to this city. There is a good reason for this, and it has nothing to do with a dislike for "evil" races. Factional rewards, such as Prestige Guild Halls, are given to guilds based on an average tally of city faction points. If the guild has 30 Qeynos-faction members, and each earns 100 points, the average faction of the guild is  $(30 \times 100) / 30$  or simply 100. If the guild has 24 Qeynos-faction members and 6 Freeport-faction members, and each earns 100 points, only the Qeynos-faction points are considered in the tally. This would lower our faction rating to  $(24 \times 100) / 30$  or simply 80.

## Raiding

As was the case in EverQuest Live, EverQuest II content progression will be heavily raid oriented. For any guild to excel in an environment such as this, forward-thinking policies must be developed and strictly enforced to promote its long term welfare. With this in mind, Ascension utilizes a raid points system to track member contribution and rewards. All guild members are required to maintain a certain level of attendance and adhere to this system as it is defined below. Raids will be scheduled to occur between 7 pm and 12 am Eastern. If you cannot play during these times, you are ineligible for membership. The primary means of communication during raids will be the Ascension TeamSpeak server. Instructions for accessing this server are in the Voice Chat section of Member Tools.

Because the game is designed around a raid size of 24 players, the guild will balance its roster with the intention of supporting one efficient raid force. Having one raid force will allow the guild to progress and equip its members at a faster pace than utilizing numerous, less focused raid forces. A recruitment cap will be instituted to prevent a surplus in members, and will be balanced by archetype

In EverQuest II, the power and desirability of equipment scales on a risk/reward design philosophy. Encounters which include the most risk are almost exclusively raid encounters, and as such the loot dropped in these encounters is the best one can attain. Because the number of people attending a raid far exceeds the amount of loot dropped, a system must exist to equally distribute this loot to those in attendance. The Ascension Raid Point System exists to meet this need.

Except in rash circumstances, all guild raids will be planned in advance and posted to the Events calendar, in Member Tools. All members are required to check the calendar on a regular basis, and if they plan to attend, sign themselves up. If you attend a raid without signing up in advance, a reduction or forfeit of points can be incurred. A notable exception is substitution for an absent player.

The Ascension Raid Points System is defined as follows:

- All desirable items which the guild obtains will be assigned a Raid Point value. A database of these items will be maintained and available in the Raid Points section of Member Tools.
- The value of items will be determined by guild leadership and recorded for future reference.
- All Raid Points earned and spent by guild members will be updated daily and posted in the Raid Points section of Member Tools.
- All members of the guild (Trial, Full, Officer, Leader) receive the exact same number of Raid Points per raid. There are no bonuses rewarded for extraneous duties within the guild.
- Keys, their components and other items which would fall into the same or similar categories as determined by the leadership will be rewarded based on guild involvement and rank. These items are worth no Raid Points.
- The maximum number of Raid Points an individual may have in their pool will be set to 100. When the person exceeds this limit, their Raid Points will decay at 25% of the points in excess of 100 per week. This policy is in place to prevent hoarding.
- When an item is purchased with Raid Points, the value will be deducted from the individual's Raid Point pool simultaneously with their looting it.
- If you are playing another character, you must notify the raid coordinator so your main character will receive credit for the raid. Contact the raid coordinator to see if you will be eligible to play another character on the raid. Example: A person whom plays a crucial class in a raid is on vacation. An in-guild close friend of this person may wish to help the guild by playing the needed class for a raid.
- No individual will be allowed to have 2 primary characters simultaneously unless agreed upon by leadership.

## Leadership

Ascension is managed by a guild leader and a group of officers collectively known as the Royal Council. The guild leader is given the title of King, and each of the Royal Council members given titles appropriate to their function. All officers will be appointed by the King, after consulting with the Viceroy and Chancellor.

The King, Viceroy and Chancellor have a long history together, having been guildmates in the original EverQuest and leading a highly successful guild in Star Wars Galaxies. Their dedication to Ascension, and proven teamwork, will be an asset to the continued success of the guild.

The positions within the Royal Council are as follows:

- **King Adamar Hammerfell**  
Responsible for raid coordination, recruitment, guild policy and representing the guild on all fronts. It is the King's duty to appoint qualified officers and, with their input, determine the direction of the guild.
- **Viceroy Nysavo Fellraythe**  
Responsible for enforcing guild policy, second in command to the King and leader in his absence. He

also shares the responsibility of raid coordination, recruitment and guild policy with the King and Chancellor.

- **Chancellor Faroína Fellraythe**  
Responsible for the crafting and financial matters of the guild. She also shares the responsibility of raid coordination, recruitment and guild policy with the King and Viceroy.
- **Duke of War** (unfilled)  
Captain of all members belonging to the Fighter archetype.
- **High Mage** (unfilled)  
Captain of all members belonging to the Mage archetype.
- **High Priest** (unfilled)  
Captain of all members belonging to the Priest archetype.
- **High Constable** (unfilled)  
Captain of all members belonging to the Scout archetype.

## Members

Ascension's members are mature, organized, highly dedicated, extremely skillful and adventurous. They share more in common than a guild tag – they are friends and hunting partners.

### Ascension Members DO NOT:

- Beg for handouts.
- Knowingly exploit or otherwise break the EverQuest II EULA.
- Excessively flame or grief other players in-game, or online in other forums of communication.
- Use harsh language in a public channel. An appropriate level of harsh language is acceptable in guild chat. Racial slurs and sexist remarks are not tolerated.
- Do anything that could compromise the guild's reputation.
- Go AFK excessively while grouped. It is discourteous to those in one's group, and a waste of their time.

### Ascension Members DO:

- Know the ins and outs of their respective classes at an expert level.
- Play a minimum of 40 hours weekly, being available for scheduled raids between 7:00 pm and 12:00 am Eastern.
- Visit the web site on a daily basis for the latest information on events, raid points and guild discussion.
- Make every attempt to group primarily with other guild members. Loyalty to the guild is vital for its long term success.
- Attempt to stay within the average level of the guild. If one out-levels the content the guild has targeted or falls far behind, they will be unable to experience it with us.
- Play EverQuest II with respect, common sense and integrity.

## Alts

Creating alts can be a distraction from one's main character, and therefore they are discouraged. Should a member create an alt, they must still meet guild obligations with their main.

## Guild Meetings

Ascension will hold guild meetings on a regular basis to discuss raid plans & performance and answer any questions its members may have. Guild meetings will be announced two weeks in advance, and will appear in the Events calendar in Member Tools. In addition, a thread will be started in the "The Town Crier" forum, asking members to submit any questions or concerns they may have for the meeting. Only those questions and concerns which appear in this thread will be discussed at the meeting.

Guild Meetings are not the only time members are encouraged to ask questions. Officers are always available to field questions and concerns outside of Guild Meetings. **Viceroy Nysavo Fellraythe** is the primary person to speak to regarding guild policy and any other concerns.