

Wild Card Points System

System based on 10 wild card points per hour.

Wild Card points may be given out at different rates at the discretion of the keepers.

There is no cap for Wild Card Turn in, except in regard to purchasing Attunement Points

Wild Card Purchases	
Reward	Cost
10 Character Points	100
Get Out of Death Free Card Once per Character	300
Park Car Down Below (1 event)	30
Dinner	75
½ Off Game	450
1 Game	750
Rule Book	200
Lore Book	200
One Shot Spells	
You must already have the spell to purchase one-time additional uses	
Extra spell level 1 (1 spell)	10
Extra spell level 2 (1 spell)	15
Extra spell level 3 (1 spell)	25
Extra spell level 4 (1 spell)	30
Extra spell level 5 (1 spell)	40
Extra spell level 6 (1 spell)	45
Extra spell level 7 (1 spell)	65
Extra spell level 8 (1 spell)	75
Extra spell level 9 (1 spell)	85
Reset One School of Magic (1 Use) Once per Character	1000
Weapons Armor and Goods	
2 flange worth of goods	30
Attunement Points	
<i>Max turn in of 100 per game</i>	
2 Attunement Points (If Not Dedicated)	50
3 Attunement Points (Requires Dedication)	50
5 Attunement Points (Requires Dedication)	100

Wild Card Purchases	
Reward	Cost
10 bits	20
2 Flange	30
5 Flange	70
1 Noble	130
1 Crown	600
Random Small Gem	30
Random Large Gem	115
Random Level 1-3 Potion	15 x Level
Random Level 4-5 Potion	
Random Level 6-7 Potion	
Random Scroll Level 1	20 x Level
Random Scroll Level 2	
Random Scroll Level 3	
Random Scroll Level 4	
Random Scroll Level 5	
Random Scroll Level 6	
Random Scroll Level 7	
Specific Scrolls	60 x level
One Shot Skills	
You must already have a skill to purchase one-time additional uses	
Assassinate (1 Use)	90
Backstab (1 Use)	25
Critical Attack (1 Use)	35
Disarm (1 Use)	25
Evade (1 Use)	115
Info Gather (1 Use)	45
Lethal Strike (1 Use)	115
Luck (1 Use)	90
Parry (1 Use)	30
Rumor (1 Use)	5
Strength (1 Use)	25
Traps, Avoid (1 Use)	15
Trip (1 Use)	25
Waylay (1 Use)	5
Reset 1 Fighter Tree (1 Use) Once per Character	750
Reset 1 Stealth Tree (1 Use) Once per Character	600