



MINUTES

Kanar Gaming Enterprises, Inc

October 6th, 2019 | 1:09 P.M. | Meeting chaired by E. Okonowski

Board Members

President – Erich Okonowski | Secretary – Jacob Smith | Treasurer – Matthew Ash | EY Rep. – Russ Fox | OY Rep. – Christiana Ringbloom

Item	Champion
1. Quorum Check	
1.1. Directors and Officer Seating - R. Fox absent	
1.2. Appointment of Sergeant of Arms - A. Gierak	
1.3. Recording Secretary- J. Smith	
1.4. Take roll -	
D. Walker	
K. Joki	
M. Schwimmer	
E. Hitt	
K. Berezky	
A. Gierak	
T. Okonowski	
T. Schaffer	
2. Standing items	
2.1. Review Agenda	
2.2. Approve the Minutes of the Previous Meeting	
2.3. Approve the Financial Report	
3. Special Business	
3.1. Judicial Review Boards	
((C. Ringbloom calls for the removal of R. Fox as EYR. Discussion commences, with final reasoning being dereliction of responsibility and consistent absence from meetings. Seconded by J. Smith. Removal passes with a vote of 4-0-0. Position opens immediately to special election.))	
3.2. KGE Staff Reviews/Appointments	
- Safety Department Head	
((K. Brasseur appointed as Safety Department Head))	
3.3. Fund Requests	
3.4. K1 2020 Event Schedule and 2020 BoD Meeting schedule	
<u>K1 2020</u>	<u>KGE BoD</u>
3/6-8	Jan 12
4/10-12	Apr 19
5/15-17	July 12
6/12-21	Oct 11
7/24-26	
8/21-23	<u>Feast 2020</u>
9/18-20	Feb 1 2020
10/16-18	
11/13-15	
4. Principal's Report	
4.1. General Representative Seat Even Year –	
4.2. General Representative Seat Odd Year –	
4.3. Corporate Secretary –	

4.4. Corporate Treasurer –

4.5. Corporate President –

((EO discusses plans for an informal staff meeting and plans for conducting staff reviews. Full meeting details to be shared with staff at a later time, but a tentative date set for December 15th, 2019.))

5. KGE Staff Reports

5.1. Quartermaster

5.2. Safety Director

5.3. Media Director

5.4. Building and Land Director

((Recess called by EO, seconded by MA. Recess from 2:34PM to 2:44PM))

6. Committee Reports

6.1. Winter Feast 2019

6.2. Rulebook Committee

7. Game Staff Reports

7.1. K1 - Character Book Marshal

7.2. K1 - Play Master

7.3. K1 - Game Master

8. Old Business

9. New Business

Proposal 2019/10/06 - 1 (Matt Ash - Seasonal Event Pass)

I, Matthew Ash, member in good standing, propose the addition of the following to the K1 SOP:

8.2.2.3.1 - K1 Event Fees already paid for the current season may not be retroactively applied toward a Seasonal Event Pass.

Champion: ___ EO: ___ O ___ JS: ___ O ___ MA: ___ O ___ CR: ___ O ___ RF: ___ -- ___ ()

Proposal 2019/10/06 - 2 (RBC - 2020 K1 Rulebook)

The Rulebook Committee has submitted its latest draft of the [K1 \(KANAR\) Rulebook](#) for approval by the Board of Directors. The changelog will be included at the end of this document. The proposed changes to the [Master Spell List](#) will also be linked to this document.

Champion: ___ EO: ___ O ___ JS: ___ O ___ MA: ___ O ___ CR: ___ O ___ RF: ___ -- ___ ()

10. General Discussion

Discussion begins with the Inn/Tavern tent and the logistics of care and upkeep. Plans for auction are discussed to sell the tent components.

Discussion proceeded to the subject of Shane Cantrell, with an idea for a sponsorship system suggested by M. Schwimmer. This sponsorship is then detailed to award a set of members in need or players of little means a Season Pass for a K1 season with the submission of an essay to KGE detailing why they would be deserving of such an award. Motion is raised to the Board to create a committee responsible for the creation and oversight of this sponsorship award. This committee is to be chaired by the KGE Treasurer. Motion passes 4-0-0.

11. Adjournment ((Adjournment called at 4:21PM by EO, seconded by JS. 4-0-0))

3.2 Staff Appointments

KGE Safety Department Head Appointment

- Applicants: K. Brasseur, C. Asbury
((Directors vote K. Brasseur 3-0-1))

4.0 Principal's Report

4.1 Even Year Report

4.2 Odd Year Report

4.3 Secretary's Report

4.4 Treasury Report

KGE Treasurer's Report -- 9/25/19

We have money.

Different people bring different strengths and weaknesses to every table, and I expect that mine will become apparent over the next few months. I'll admit that they are in many ways the opposite of my predecessor's - while he was an extremely adept accountant who worked hard at being organized, I am more of an organizer and project manager who will struggle to fill his accounting shoes. In that vein, I have several things I wanted to touch on in my first report.

First, I have updated our ACU system and found that at the time of this writing, we are missing almost \$700.00 in event fees and yearly dues from players this year. This money could be going toward many things that would improve our game, and it's only fair that everyone is contributing their share. I have a list of players who have missed one or more of these payments, failed to sign an ARF, or a handful of other issues. I will be referring to this as the "Hold List" rather than "Bounce List" as it is called in our policies - I want to be clear that the purpose of this list is not to reprimand, evict, or "call out" players for any of these issues, since some of the issues are easily overlooked and effortlessly corrected. It's simply a way to ensure that any issues between a player and the BOD are resolved as quickly and comprehensively as possible. Please expect to see this list at every event, and understand when we are zealous about it. Please do not reassure a player that you think you know why they're on it and then allow them on field - they need to see me directly as a single point of contact, to ensure that issues are corrected. Please note that my final accounting of payments made and paperwork submitted may occur up to one week prior to any event. We do not have the cell-phone reception or appropriate technology on field to hunt down issues on the spot, so making a delinquent payment a day or two before an event may result in preventing yourself from going on field.

Second, I'd like to clarify our funding processes. One thing that I repeatedly heard prior to becoming a board member was how confusing it was that we could have so much money in the bank and still be so reluctant to spend large chunks of it. Upon starting this position and gaining access to all of the information at hand, I was RAPIDLY disabused of that notion, and I'd love to pass that gift onto you in extremely oversimplified layman's terms. At the time of this writing, we have around \$28,000 in the bank. We have about \$10,000 earmarked for fund requests that were submitted correctly and voted upon, and we are obligated to provide. Our operating expenses for the next six to eight months can also be estimated at around \$10,000. Other expenses continue to appear, some of which are not something we can vote to accept or decline, such as a \$150/month millage currently under discussion by London Township. From the time that I started until the time of this writing, we have received funding requests totalling in excess of \$18,000.

None of these requests were brought to a board meeting or were even emailed to us prior to approval, but were instead communicated through Facebook Messenger or in person. This is not an official method of communication, and it is not how these requests will be handled going forward. Prior to the beginning of the year, the BOD will have a discussion with each staff head and director to establish a clear game plan and goals for the year. At that time, we will collaborate on a budget for your position which will allow you to achieve those goals. You will be expected to stay within that budget during the next year. If something comes up that is outside of that budget, you will be expected to propose a funding request for the next BOD meeting so that it can be documented and voted on appropriately PRIOR to funds being spent. This second process also applies to non-staff members who wish to obtain funding for projects which benefit our club - a proposal will need to be drafted and voted on at the next meeting. The only funding requests which

we should be receiving outside of a board meeting are those which are truly emergencies or are a rare opportunity that could not possibly have been foreseen. These emergency funding requests must be sent by email to board members, not through social media or in person.

On a connected subject, when I began reviewing the information that staff should be providing to the Board on a regular basis, I found that the last time an updated inventory for any department was sent in was in 2017. Since information from your inventory contributes to a report that is filed at every single board meeting, two or more years is an unacceptable length of time to go without submitting one. If you are on the Board of Directors or are in charge of any department, we will be in contact so that I can receive a full itemized inventory prior to the end of the year. This should include a best-guess, good-faith estimate of the dollars-and-cents value of items in that inventory. If you do not have a single item which is KGE's property, please submit a document listing your department or position, the date, and a statement such as "no items in inventory". Since this inventory is a prerequisite for the correct accounting of our property and value as a club, it is also a prerequisite for any budget or funding requests for the coming year. To lead by example, I have already completed this inventory for my position and filed it with the Secretary.

Finally, I wanted to touch on one issue that is peripheral to my actual duties as Treasurer, but I would be far remiss in ignoring. As noted in my report for the Rulebook Committee, I am resigning as Chairperson of that committee due in largest part to expressed concerns about a conflict of interest in a member of the Board also writing portions of our rulebook. I don't take this personally or as any sort of insinuation of malconduct on my part, I understand that we should do whatever we can to appear above reproach.

At the same time, what's good for one is good for another. Two of our staff members jointly own two different for-profit LARPs, one of which is hosted on our property and pays us for the use of our land. Our staff is very, very tightly connected to those businesses: The owners are decision-makers in our two most highly-funded departments. Our QM1, who is in charge of acquiring inventory for our third most highly-funded department and controls access to that inventory, is also the props master for the LARP which uses our land and has previously requested the use of that inventory for their game. Payments for the land rental come from a current Board member's account. Our Media First is also on the media team for one of those businesses. Our acting Safety First is GM for one of them. Advertisements for one of the LARPs are posted alongside official game announcements on our board. The list goes on.

I'm not insinuating that anything untoward is happening here - our game has a vivid history of players and former staff spinning off to attempt games of their own. That's a great thing, and I support the diversity of gaming experiences in our area. At the same time, it does offer a vast array of opportunities (were any of the people involved less than impeccable in character) to cause issues. I do encourage you to follow my example and your own suggestion - do whatever is possible to remain above reproach and avoid even the appearance of anything less than the sterling conduct that you demand of others in our club. Eyes both inside and outside of our organization are on you and the precedents being set.

I feel that these are reasonable points to make, and do not place undue pressure on our hard-working staffs. I continue to learn more about my position every day, and I truly appreciate your patience as I find my place here and assert myself in the places I think are important. If you feel that I have misstepped or overstepped in any of these statements, please feel free to talk with me individually. I value our team's continued open communication.

4.5 President's Report

In similar words of the treasurer "we have an organization." As the season wraps up I am looking at the past year and taking inventory of our accomplishments and any potential shortfalls. I will be working with the staff to make sure we look at what we have done well and where we can improve. Im looking at a December meeting with a more personal setting to do staff evaluations. As a board we have handled issues professionally and with good communication with one another. We have some things to work on and we will also be addressing them son we can better serve e

My one issue of note is that we must be aware of our tone when dealing with players. Every interaction with a player, be it online, in person, or on the phone, should be handled with excellent customer service. Failure to do so will leave a negative taste in their mouth which is something we try to reframe from.

We continue to move in a positive direction and that continues to make me happy.

5.0 KGE Staff Reports

5.1 Quartermaster's Report

5.2 Safety Report

5.3 Media Report

5.4 Building and Land Report

6.0 Committee Reports

6.1 Winter Feast 2020 Report

10/06/19 BoD meeting - report for the 2020 Kanar Feast
Submitted by Tim Schafer, 2020 Feast Coordinator

List of Staff

2020 Kanar Feast BoD Point of Contact – BoD Treasurer (Matt Ash)
2020 Kanar Feast Coordinator – Tim Schafer

BoD Members

President - Erich Okonowski
Treasurer - Matt Ash
Secretary - Jake Smith
Even Year Rep - Christiana Ringbloom
Odd Year Rep - Russ Fox

Feast Staff

Possible help - Jennifer Blair (feast coordinator from previous years)
Possible help - Maria Ahola (kitchen staff lead)
Possible help - Russ Fox (theme sponsor)

Feast Black List

None that I am aware of as of this report.

Note: The KGE Corporate Treasurer usually gets me the feast membership list around December 1st

Feast Date

- Saturday February 1st
- Note: Cobblestone reserves KGE their last weekend before they go in to renovation shut down. This is usually in early February. We have a very good report with them.

Feast Location

- Cobblestone Farms, 2781 Packard St, Ann Arbor, MI 48108
- Note: This is still the cheapest venue for this event.

Feast Sponsor & Theme

- The 2020 feast will be sponsored by the Tribe. Point of Contact (Russ Fox)
- Note: This is selected by the table winner from the previous year.
- Note: This can only be won once every 4 years so that it can be shared more.

Feast Swag

- Kanar 2020 Calendar (Refrigerator Magnet)
- Swag Bag
- Feast Challenge Token of some sort

Feast Caterer & Food

- What's Cooking! (3744 Plaza Drive, Ann Arbor, MI 48103)
- Note: This was the 2019 caterer

Feast Vendors / Band / Photographer

- I reach out to vendors around Christmas.
- I am not sure we really get our money out of a band. Maybe a DJ would be good enough?
- Laura Harvey generally helps us with Photography needs.

Feast Equipment / Inventory

- So far we are good with inventory
- We will gain a few items from the Inn this year due to a hick-up during the September event

Feast Budget

- I am unsure what the budget will be this year. (Target is \$5000.00)
- Venue \$865.00 (with a \$300.00 deposit)
- Caterer (est - \$2000) (delivery charge was \$50.00 in 2019)
 - o Note: 2019 was \$1500.00, 2018 was \$1750.00, 2017 was \$1750.00
- Band (est - \$200)
- Finger foods (est - \$750) (Pop, Meat, Bread, Cheeses, Crackers, Fruit, Salad)
- Refrigerator Magnets (est - \$100) (Look for Vista Print sale around X-Mas)
- Swag Bags (est - \$350) (Look for Discountmugs.com sale around X-Mas)
- Feast Token (est - \$0) (In the past found a volunteer for XP)
- Feast Toy (est - \$200) (Ex. sashes, trap bells, various in-game scrolls)
 - o Note: I like the various in-game scrolls as it can be done cheap and easy
- Other (est - \$700)
 - o Note: The main feast finger food table is set for trays and display and such
 - o Note: What we need now is bling for the room like flags and banners and such

Game On / Off

- This is the purview of the GM Staff & should not be considered as a task under the position of the Feast Coordinator.
- 2020 shall follow the same guidelines as 2019 & 2018.

General Comments

- BoD will be in charge of taking money at the door. Duties also to include: checking for Feast Challenge Token (paid entrant icon) / handing out swag bags / explaining contents of swag bag / directing traffic.
- We need to promote Feast. Post with Family Day & add Mystic Quill articles.
- Hire a person to watch over the kitchen from open to after diner. They will direct traffic / control the food / control the traffic in the kitchen / assist the caterer as needed.
- Post No outside food in refrigerator before dinner (food allergies)
- All outside food should be marked
- Post no hard liquor at Cobblestone (wine and mead are acceptable)
- Moment of silence list
- We need cardboard boxes for something to throw stuff in at the end of the night

6.2 Rulebook Committee Report

9/19/19

The Rulebook Committee currently consists of 6 members - myself, Leigh and Dan Weiler, Angelo Aquino, Eric Hitt, and Dan Walker. We have submitted for your review and approval a copy of the Rulebook with changes proposed by the Committee. A list is also attached with supplemental information - a summary of each change being proposed, as well as the changes being made to each spell on the Master Spell List. These changes have been supplied to the GSOM - they were approved by the PM1 and CBM1, and we have received no comment from the GM1.

A couple of years ago, I was told by multiple people that it was unlikely we would be correcting some of the more glaring errors and issues in the Rulebook we were using, because nobody had the large amounts of time needed to make those fundamental corrections. From the time that Leigh appointed me Chairperson, we have systematically examined, discussed, and proposed corrections to many of these issues. With this most recent proposal, we offer an overhaul of the Master Spell List (which makes up about half of our Rulebook) balancing out a vastly underpopulated Bardic spell list, as well as bringing the Earth-Water and Fire-Air lists more in line statistically. Many aspects of spells have been standardized or clarified, wordings have been reviewed for efficiency and clarity, and a

small number of problematic or underpowered spells have been removed or repurposed into a more manageable form. We feel it's important to note that although the list of available Bardic spells has been expanded, they are not treading on any territory previously exclusive to another class - Bards still lack even a single damage spell, the same as Fire-Air casters lack healing spells and Earth-Water casters are greatly lacking in charm and "utility" spells.

This revision also includes several revisions to the magic system enabled or required by these spell list changes, clarifications already issued by the PM staff, a "course correction" for somewhat overpowered Halfling racial bonuses, and the re-introduction of toxin and alchemy recipe books. We have also offered a system to allow on-field crafting and mastercrafting of Craft skill items to enrich on-field roleplay in a manageable fashion. Despite adding several new spells and new information, we have still managed to reduce the page count. If accepted, this new rulebook will be nearly half the size it was at the time of the RBC's formation. If accepted, this book will be posted as soon as possible to our media outlets, and will go into effect at the first event of the 2020 season (allowing players the entirety of the winter break to familiarize themselves with changes).

We considered three different suggestions for an "Archetype" or "Subclass" system, and have decided to table those suggestions at this time - with the substantial changes to the spell list, we do not want to put too much new information into the works all at once. It also came to light over the course of these suggestions that such a system would require significant review, balancing, and playtesting, which we do not have the bandwidth for at this time. The suggestions developed by the Archetype Subcommittee have been saved for further deliberation and possible development, and we wish to thank those who contributed to them.

A case was made very late in our process (after changes were submitted to the GSOM) that the statement in K1-SOP 9.1 that "the rulebook will not contain KGE policies of any kind" should prevent us from referencing external KGE policy anywhere in the book. Contrary to this, our rulebook has included references to many policies for the last several years. Understanding some of them is integral to understanding how to play this game, such as how XP is granted, how to pay event fees, holds, and so forth. For this reason, those policies have been left in the book during this round of changes.

Considering the amount of information that was already removed in order to give the GM and Econ departments more agency over their duties toward this game, removing this policy information would make it clear that our rulebook does not only include game mechanics, but is nothing more than a reference document for them. I would suggest to future committees that it would be immensely beneficial to our game to do one of three things:

1. Remove K1-SOP 9.1 or change it so that policies and other current information can remain included in the book and subsequently add any policy information which is important for players to understand, then update the book yearly with any updated policy changes,
2. Remove the policy information from the Rulebook and create a "Player's Handbook" which includes our current ruleset, policies of note, current processes from GM, Econ, BLD, and other departments, and an introduction to LARPing in general, or
3. Remove the policy information and revisit the construction of the website (or append a wiki) to provide all of the above in an easy-to-reference format, and rigidly assure that this information is updated at every possible opportunity.

Lastly, I would like to address some feedback I've heard from multiple sources over the last few months. Concerns have been expressed that with my election as Treasurer, my position as RBC Chairperson could express a conflict of interest. While I don't feel this is the case, I understand and respect that viewpoint. I also feel that (if this proposed ruleset is accepted), that we will have gotten our rules system to a point where individual issues can be addressed, corrected, and improved without concerted, system-wide changes being necessary.

As such, if this book is accepted, I will be stepping down from my role as Chairperson. I will continue to assist the RBC as an on-call resource regarding the changes made over the last year or so, but I will not retain any decision-making power. Since this is not a move that I felt comfortable making while a large version change was on the table, I will be abstaining from my directorial vote on whether or not to accept the new book. I trust that my fellow directors will make an informed and impartial decision on the matter.

I want to express my deepest gratitude to those who allowed me to work on this project, to my fellow committee members for arguing

rules minutiae with me until late night hours, and to our players for their understanding as non-professionals have worked to improve our game to the best of their ability.

Thank you,

Matt Ash
Rulebook Committee Chair

7.0 Game Staff Reports

7.1 K1 – Character Book Marshal Report

CBM Quarterly Report
September 27, 2019

CBM 1st – Kylie Joki
CBM 2nd – Dan Walker
CBM Staff – Dan Weiler

Some of this report is a copy-and-paste of the last report with some updated statistics. We are continuing to use two tracking files for new players (shared with GM and Treasurer) and new character sheet creations. Since the beginning of the season, we have recorded 65 new players and created or converted 94 new character sheets. We have been maintaining/updating the Master Skill Record and Master Econ Files which contains data for all sheets we have converted into Google Sheets format so far.

We have created email templates for the following situations: if a new player submits their character before the event; a template for when we send out new character sheets; a welcome email that is sent out to all new players after their first event with signout, ARF, etc. information; and updated “Not on ACU” templates.

We have made some modifications to the signout form. We included a section at the beginning where players have to certify that they have completed their membership requirements (i.e. up to date on payments submitted ARF). This helps as another reminder to players to get those things done BEFORE submitting their signout in an attempt to reduce the number of players who are not approved for updates each month. It also removes any chance of someone claiming they did not know what the requirements were.

We also updated some wording to clarify things and added in links to the Rulebook in the “What skills did you learn/teach?” questions so that players can very easily reference the Rulebook and hopefully list skills correctly. We are discussing adding in dropdowns in the signout form that people can pick their skills from, but this is going to take a while to setup and test. However, once it is implemented it should make verification of skills easier.

Lastly, we added in a question regarding staff time during events. This separates it from NPC hours and makes it easier to send to all 1sts for verification.

Most people seem to be getting into the swing of the Bonus XP form and process. However, we have not received approvals on submissions for the QM and BLD staff yet since this form was implemented in June. We have received many inquiries from players about QM and/or BLD XP that they are expecting to receive. Each month we add all of the submissions for each staff into their own dedicated Google spreadsheet so they can quickly review the submissions, either approve or deny them, and if approved, list how much XP should be granted. We give the 1sts one week to review these submissions and then consolidate all the responses and update the character sheets accordingly. I think it is great to have all this data in one place, well documented with dates and descriptions. This will also make it easy to pull data on volunteer time and donations.

We are still continuing to have issues with a lot of the character sheets for various reasons. We sent an email to the BoD a few weeks ago describing the main issues that we face. We have still been giving players 1, 2, or even 3 chances to get things right before denying skills. However, there are certain situations where we can't make exceptions (i.e. a player is not on the ACU list and thus not approved to teach or learn skills, etc.). ANY time there is an issue with a signout, we send an email to the player detailing what the issue was so they can make sure to not make the same mistake again.

Angelo has helped us to make a signout tutorial presentation. We haven't gotten to complete this yet due to other priorities, but we aim to get this out as soon as possible.

Taking into account all standard CBM duties, plus adding in all the additional tracking and verification we have implemented this year, we easily spend 50-100 hours on CBM work between events (depending on number of signouts and emails and other issues that pop up).

We have started to spend some time creating SWIs on the exact process we follow to create the signout spreadsheet and go through all the pre-character update work (which takes about the same amount of time as updates take) and have a goal to complete this before the next season starts.

Thanks,
Kylie

7.2 K1 – Play Master Report

10. 06. 2019 BoD meeting – Playmaster report
Submitted by Leigh Weiler.

List of Staff

Field Staff-

Playmaster 1- Leigh W
Playmaster 2- Eric Hitt
Playmaster staff- Matt Ash
Playmaster staff- Dan Weiler
Playmaster staff-Joe Brescol
Playmaster staff- Dan Walker
Playmaster staff- Angelo Aquino

Rulebook Committee-

Please see rulebook committee report. Thank you to Matt Ash who has worked so hard with the rulebook proposals. He has decided to step down from this position to focus on the BOD position he was elected to in July. Our committee appreciates all his time and dedication.

Playmaster staff inventory: Nothing as of October 6, 2019

The playmaster staff continues to give “educational” direction when appropriate but nothing that would constitute a warning.

Warnings: None recorded since last report submission.

Notes from the playmaster staff:

- We continue to have success with the playmaster form and continue to encourage players to contact us via this form of communication. We then post to the clarification form for other players to see recent clarifications.
- Overall, players are adjusting well to rulebook changes and we have had several helpful comments and questions to continue making the rulebook easier for the players.
- With the boards approval, we would like to add Amanda Aquino to the playmaster staff and she is working to fulfill the “playmaster secretary” role that Matt Ash stepped down from in July.

Rulebook Committee:

Please see Matt Ash's report for greater detail on what this group has been working on.

Educational committee:

We are waiting until the rulebook is in a place where we can make videos that will not need to be edited soon after their creation.

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7.3 K1 – Game Master Report

10/06/19 BoD meeting - report for the GM 1st

Submitted by Tim Schafer, GM 1st

List of Staff under the GM as per KGE-SOP-K1

GM 2nd - Eric Thornburgh

GM 3rd - Donnie Kershaw

GM 4th - Mel Short

GM Staff Assistants - Previous GM 1st's of Kanar

Econ 1st – Alyssa Short

Econ Staff Assistants - Charles Asbury, Amanda Plichta, Jeremiah Klabis

Mystic Quill Editor - Darcey Schafer

Encounter Marshal Staff - Marcus Schwimmer, Steve Jones, Erich Okonowski, Neil Kiernan, Jason Jewel, Aaron Polk.

Note: Rob Hubbard was removed as an Encounter Marshal.

GM Staff - Verbal Warnings (4)

I will have a few for the upcoming October event.

GM Staff - Written Warnings (0)

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Event report outs

CBD Report - Event Ratings & CBM Comments

PM Report - Event Ratings & PM Comments

Econ Report - Event Ratings & Crafting

BoD Report - Event Ratings, Role Playing Ratings & Suggestions for Improvements

Plots/Themes/Modules/Encounters - Current

- Neil Kiernan was recently added to the EM staff. His first small encounter story line has been met with positive feedback from the players so far.

- I am working with Melissa Keith to add her to the EM staff.

- Aaron Polk has been added to the EM staff. Currently Aaron is taking over the Red Aspen story line in place of Rob Hubbard.

- The GM 4th is currently picking up the in-game town board modules and PCH modules.

GM - Coin & Tags

Silver Boxes on Hand (8)

Gold boxes on Hand (9)

Coin - In my opinion we are set for physical representation of coin. To my knowledge, the player base still has trust in the Player Bank system and are using it which allows us to circulate the coin and grow beyond our physical means.

Tags - We are doing well on tags and the Econ staff has been on top of things.

GM - Player Character Histories (PCH)

We have a lot of new faces and I am currently working with the CBD to get all of them to hand in a PCH and then getting those approved. This is not a high priority task at the moment but one that is being done.

GM - Kanar World Book

Please note that the current Kanar World Book on the website is version 2012.v5 and is out of date.

GM - The Inn

The September event saw a hick-up in the system. The GM Budget supplies pop for the Inn but not food. Anyone taking over the Inn needs to follow the process. For the October event, the Halfling group will be running the Inn. It is my intention to ask the BLD to strike the canvas after the October event so it may be stored properly.

Note: I have received a few offers to purchase the Inn. I feel the BoD should discuss this option.

GM - QM Handshake

I feel the QM department is performing their task exceptionally. The QM shed floor still needs to be addressed.

GM - Game Economy

In my opinion, the "economy" of the game resides in the circulation of tags and coin. So far the coin circulation has gone ok but I worry that the tags are not being used as they should.

GM - Econ Staff Report

I have not requested many tags recently from the Econ Staff. For the most part, I have enough to run the game at this point and I have been recirculating those tags that get turned in. I have created a new colored GM Temp tag system and reviewed it with the Econ 1st.

Yellow	- GM Temporary Game Item	(Not to be added to the Econ database)
Orange	- GM Temporary Granted Ability	(Not to be added to the Econ database)
Green	- GM Temporary Raw Material	(Not to be added to the Econ database)
Pink	- GM Temporary Game Item	(See Econ staff for a permanent replacement tag)
Other	- Mystery stuff like Star Metal	

GM - Mystic Quill Report

There was a hiccup during the moving from the (.org) to the (.club) accounts. Tashina has corrected this issue with me.

Side Note: I send out early edition electronic copies to the nobles and only print 12 copies for the field to keep costs down.

GM - GSOM

My relations with the PM and CBD staff are still going good. Although the GSOM has not met very regularly, I speak with the PM 1st and CBD 1st often.

GM - General Comments

I am pleased with my immediate staff (GM, Econ and MQ) and the EMs. They have all been stepping up as needed to make the events run. From my seat as GM 1st, the entire KGE staff is doing a good job overall this year. Thank you to them for making my job easier.

Budgets

- Receipts have been submitted to the Corporate Treasurer for reimbursement.
- I feel the GM Staff budget has given us the ability to make on the spot decisions to move the game forward. I feel the \$200 per event cap budget is set correctly and working.
 - There was talk from the KGE Corporate Treasurer to change this to an annual budget with the same amount (\$2400 per year)
- Plans for the GM budget
 - NPC Area improvements (D'Cather, Brisbane, Z'Nather Trail, Ordu)
 - Inn stock (pop, consumables like cleaning supplies)
 - CC3+ map maker program
 - General trail torches

Old Proposal & Request Updates

- \$300.00 fund for a computer - This is still on hold. This may continue to be on hold until the Black Friday Holiday sales events happen.
- \$6000.00 for a new check-in shed. - I have found the place I wish to purchase the shed from. They may not be the cheapest but I feel they are a solid Michigan based business and their staff and commitment to quality to be worthy of our business. It is my plan to first prepare the spot where the shed needs to go and then travel to them to finalize the overall look of the project before we commit.

GM Submitted Proposals

- This is just a place holder/ reminder for me as Proposals are to be **submitted separate** from reports as per the directive of the KGE BoD Secretary.

2019 RBC Proposed Changes

#	Description
1	Overhaul of the Master Spell List (see other tab)
2	Require "recipe books" for alchemies and toxins
3	Clarify that Knockdown can be caused with a hit to a weapon or shield.
4	Clarify that non-damage resistances follow the same progression as damage ones, unless otherwise stated: magical, then physical.
5	Clarify that in the case of someone physically attacking a noncom, any safety response staff member may address the issue, this does not require the direct attention of a GM.
6	Change the Halfling racial skills to Resist Disease and Thrown Rock/Knife. This is a course correction to the last rules revision, following an unbalanced trend of new characters toward that race.
7	Add the option of denoting a weapon's special materials using a white ribbon or cloth tied to a weapon in a visible spot, which has been marked with the correct material coloring. This will encourage the use of latex weaponry.
8	Change the requirements for memorizing spells on-field so that any spell (regardless of level) requires 10 minutes to fill a slot.
9	Clarify that projectile weapons pass their benefits onto their ammunition, the arrow/bolt is only a method of determining whether the attack is successful or not.
10	Note that a character may only have one Boon and one Protection spell of each element active on them at one time. Also, items may only have one Augment spell active on them at any time, regardless of what element that spell is.
11	Note that you can make a copy of a spellbook by physically copying everything in the book on-field.
12	Make the spell concentration process more visible and engaging by requiring casters to hold one arm extended away from their body with an empty hand in order to maintain a Concentration spell.
13	Change the name of Read Magic to "Fire-Air Ability" and Cleric Lore to "Earth-Water Ability" - these skills are neither lores nor languages. To maintain a standard naming convention, the current skill Bardic Ability would become "Musical Training", and the current skill Bardsong would become "Bardic Ability".
14	Reduce the area of vapor toxins from a 6' radius to a 5' radius, to conform with other spell areas.
15	Note each spell with whether it can be made into a potion, scroll, or enchantment.
16	Allow some Bardic spells to be enchanted into items, noting that these are Bardic glyphs and can only be recharged using Bard spells.
17	Allow for an on-field crafting system as listed below. (This information is included in the Rulebook draft provided.)
	<p>Once per event, a character may use a Craft skill to craft or refine an item on field. To do so, they must spend two hours roleplaying the crafting process. This roleplay must involve physreps for appropriate tools and materials, simply miming the actions with no props is insufficient. One prop (such as an anvil, a sewing basket, or a small workbench) should be marked with yellow tape and placed on the floor/ground at the beginning of this crafting time. If the marked item is moved, if the crafting character falls unconscious, or if they move more than 10' from the item at any point, this time is lost and they must start over.</p> <p>- If the character is successful in their crafting time, they may see an appropriate staff member for one of the following:</p> <ul style="list-style-type: none"> * A tag for one non-mastercrafted item. The item must be able to be produced using the character's existing Craft skill(s) in one month or less. The character must still pay all coin and/or material costs for creating the item. * A tag for one mastercrafted item which the character could produce using their existing Level 5 Craft skill(s). The player must first provide a tag for an identical non-mastercrafted item, as well as any difference in coin or material costs between a mastercrafted and non-mastercrafted item of that type.