

Welcome to the Spark of Light, Endo. We seek to travel further than most dare to travel and to bring us about an age of prosperity, success and strength within our Spark of existence. In order to accomplish this we choose to lead a group that is well trained and disciplined for their specific roles in mind, prioritizing specialization and generalizing military or industry only in the most extreme of circumstances. Before you can join we require you to read and understand what we are and what exactly you are getting into. We are welcoming to all Endos, although we feel that our higher ranks are oriented towards those with more time to dedicate to Starbase. If you are a casual player, we recommend you to stay within the citizen or resource/building ranks, as the higher ranks demand a higher responsibility that will make it difficult to have fun and accomplish larger things.

## **Rules and Conduct**

The most basic requirement is to read the rules, they will be the general guideline on how to carry yourself on starbase and in the discord. Note that ignoring or blatantly disregarding these rules will land you in either swift removal from your rank to a civilian rank, or promptly removed and exiled from the Spark. We do not tolerate any attempts to destroy our ascension and success. *In a less RP specific note, we do allow ban appeals but understand we are focused on other things and can take a while to process it accordingly. DO NOT spam us about the appeal process or it will result in an auto decline and permanent ban from SOL.*

### **Rules:**

1. **DO NOT** harass any players, Devs, or anyone for that matter. We are meant to be a respectful group; jokes and otherwise are fine but know the limits. Nothing that'd be considered in poor taste please.
2. Extension of #1: be respectful and considerate. If you think someone is a spy or if you are having a particularly heated argument, take it to DM's or talk to a Lord/Baron about resolving it if it's something that requires them.
3. Keep things SFW, nothing you wouldn't show your family in confidence.
4. Act as you would within Starbase Public Forums/Discord, if it'd get you banned there we would likely do the same here.
5. We allow ban appeals. If you feel you have been wrongly banned, PM any Lord or the active Baron that you want to have a proper argument regarding the ban. The process takes a while but we like to be thorough.
6. We are laid back and prefer to keep it that way, avoid doing anything stupid or harmful to the community, and stick to common sense. We hope that we can keep everything to six rules.

If anything is unclear, message the Baron or a Lord.

## **Conduct**

It's obviously fun to shout insults at an enemy faction and call them a TI-84 calculator, but please make sure you aren't shouting anything genuinely derogatory like slurs or death threats. After all, this is a game and we need to remind ourselves to act accordingly. If you are found raging or harmfully insulting people during a particularly heated moment we will ask you to take five minutes to leave the chatroom or any similar analog to that in order to calm down.

**TL;DR Call them a calculator all you want but the moment you take it to attempting to make it personal we're gonna shut it down and get you to cool it.**

If you notice any players within SOL that make you uncomfortable and feel like they are actively making enjoying the game or interaction difficult, show us evidence or text logs of proof, we will investigate it accordingly. We want to make SOL a genuinely good faction to be in and that does mean taking harassment seriously. We do not give these people the time of day nor will we make a fuss about it, you have the right to your own privacy.

**TL;DR if someone harasses you consistently and if it isn't within the context of a joke you both are in, we will shut it down and kick them or ban them based on the level of harassment committed. We do not tolerate trolls or harmful actions towards our members at all.**

## **END OF RULES AND CONDUCT, LAST REVISED 2/8/20**

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## **Positions within SOL:**

There are endless opportunities to take part in the Spark, but of course you'd have to choose a role. Ideally we would want to be as specific as possible to cater to everyone. But we feel as though these roles will fill most if not all player styles that would relate to a game like Starbase. Understand that everyone starts as a citizen until they decide to pursue a different role.

## **Citizens**

Live their lives trading and such, are considered reserve militia for extreme situations.

They are the tradesmen that make our economy thrive, the average miner looking for the next ore deposit, and the prospective private militia looking to protect a shipment for the best price.

- Starter level Pistol, faction colors applied
- Access to the faction
- Ability to propose laws and vote
- Protection and services offered by SOL military

Full allowance to defend oneself from aggressive attacks, however you are penalized for doing destructive behaviour within the faction like damaging assets or stealing from factories/mining outposts. You are merely offered the self defense clause as a fallback if we have an enemy or traitor attempt to injure a fellow Endo.

### **Soldiers**

Actively serve on patrol and work to improve the military of the Spark. They are given compensation based on rank and ability. They are requisitioned stronger weaponry and are given training to best allow them the upper hand in the void of space. The Soldiers are the Endos that make sure our territories are secure and defended accordingly.

- Starter weaponry kit for anti personnel purposes
- Active military exercises and patrols
- Given basic payment for being in active enlistment
- Operate on ships and turrets and receive training for the systems

### **Builder**

Create all the ships, structures, factories for all industries and processes. Work closest with Collectors to accomplish goals. They make standardized factories and ships that are assembled and designed by them with the knowledge of lol scripting and natural craftsmanship. Without these Endos we wouldn't have the ships or factories to keep the Spark alive.

- Design and create the vessels the Spark will use to survive and expand upon
- Create the structures and vehicles the civilian and collector industry will be living on
- Build grand projects to show off the strength of the Spark
- Create vital assets for the faction

### **Collector**

Gather all the materials the Spark needs to live and thrive, work closest with the builders caste to supply them with materials and to help conceptualize effective systems

for optimizing the gathering of materials. These are the very foundation of the faction. Without them we wouldn't have two rocks to put together for a smallest ship.

- Mine resources and refine them to a useable stage for use by the Builders
- Coordinate with Quartermasters to meet the faction goal
- Discover vital deposits and scrap for mining
- Scout out locations for builders to make new assets

### **Quartermaster**

Direct and lead any one group set of castes towards a weekly objective goal set by either the HQ or by their own standards if they are given autonomy. Are tasked with directing shipments to and from HQ and are responsible for ensuring things operate smoothly without the influence of any Lords or Barons. They provide a guiding hand and translation for the upper ranks of the Spark, while kept in check in knowing they must provide their assigned groups their dues and compensations.

- Lead builders, Collectors, or Soldiers in their tasks
- Direct general purpose and goals of the asset you lead for best results
- Send shipments to HQ to be properly rewarded for the work you and your group did
- Work with your group to meet goals set by either yourself or faction leadership

### **Lord**

Influence and direct overall policy of the Spark and aid in larger efforts like deciding the weekly pool goal and giving guidance to Baron(s) on where to direct the faction dedicated resources towards. Lords often spend their time discussing amongst the citizens and themselves as to what policies could be changed or added to our faction. Without them we'd be doomed to potentially having civil wars and an absolute anarchy.

- Conceptualize laws and improvements to faction procedures
- Advise and improve on ideas the Baron has presented to the Lords
- Give direction for the Quartermasters you are assigned with and ensure they provide their shipments and compensations on due time
- Actively create and develop new concepts that may lead to the next major project for the faction

### **Baron**

Dictates the overall direction of the faction with the lords to keep them in check. Help enact policies and war goals based on the current climate of the faction. Can be removed from their seat if a majority vote from the lords deem it necessary for the survival of the faction. The Baron dictates what the faction will be doing for the foreseeable future, well aware that a false enough move will risk their position within the Spark and can often see criticism at difficult decisions.

- The face of the Spark of Light

- Become the very embodiment of the faction and lead others into glory and ascension
- Ensure peace and well being amongst your subjects

**Document last revised by Auxiy, 2/8/20:** reworded some sentences, removed swearing, cleared up the Code