***OATHBOUND* SYSTEM**

**Summary Outline**:

* **Interaction**:
  + You’re locked into a menu when following the lord similar to how the current *Freelancer* mod works.
  + When the lord stops at fiefs you’ll be able to visit their menu freely.
* **Progression / Advancement**:
  + Unlike *Freelancer*, you do not advance along a troop tree path. Instead you follow the ranking system outlined in Attachment #2.
  + Completing missions will grant you rating points which advance you to higher ranks.
* **Missions**:
  + Most missions can only start if your status is set to CONTRACTED, but a few may happen while you are AWAY.
  + Automatically fail if status becomes DESERTER.
  + Companions will join you on missions.
  + The missions you can receive are based upon being the minimum rank listed. When you first join you will not have much available as you’re basically a new recruit.
* **Pay**:
  + Compensation covered in Attachment #5.
  + Paid via the weekly budget presentation.
  + You will still have your own inventory for trading goods between cities or selling battlefield loot.
* **Equipment**:
  + The player is on their own for equipment, but there is no restriction on what can be worn.
  + Battlefield loot may be picked up.
  + You will be given a selection of loot to take from post battle.

**Attachment 1: $Oathbound\_Status Values**

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| **STATUS:** | **NOT\_HIRED** | **0** |
| Description: | While in this status you have no connections to any one for contracts and may enter into a new contract. | |
| Entry Condition: | This is the default status. | |
| Exit: CONTRACTED | Accepted a contract will move you to the “CONTRACTED” status. | |

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| **STATUS:** | **CONTRACTED** | **1** |
| Description: | Anytime that you have a valid contract in effect and are attached to the lord’s party. | |
| Entry: | You accepted a contract.  **Things that happen**:   * Your party will be attached / absorbed by the lord’s party. * Any companions assigned to party roles will have those roles suppressed. They will remain assigned to them for when you break off on missions though. * Any non-hero troops you have in your party will be turned over to the lord’s army. They are lost for good, but you will be compensated for 40% of their total value. | |
| Exit:  AWAY | If you speak to the lord and ask to go on leave.  If you are sent on a mission that requires leaving the party. | |
| Exit: SEPARATED | If your lord is captured in battle. | |
| Exit: DESERTER | If you choose to run away from the menu system directly. | |
| Exit:  NOT\_HIRED | You speak to your lord and ask to be relieved of your oath.  The renewal menu appears and you decline to renew. | |

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| **STATUS:** | **AWAY** | **2** |
| Description: | Anytime when you are under the effects of a contract, but are not attached to the lord’s party then you’ll fall under this status. This could include missions, leave or being separated. | |
| Entry: | You request a period of leave. | |
| Entry: | You are sent on a mission that requires leaving the party. | |
| Special Notes: | 1. The $oathbound\_remaining\_hours variable should not count down while in this status due to requested leave. Missions should count. 2. Companions attached to you will join you whenever you leave the lord’s party. | |
| Exit: CONTRACTED | You return from leave or your mission to join the lord’s party. | |
| Exit: DESERTER | You attack any other party of your contracted faction.  Any current mission will fail. | |
| Exit: DESERTER | You fail to return to the army before your granted period of leave expires. | |
| Exit: SEPARATED | You are unable to return to the army before your granted period of leave expires due to your lord currently being held captive. This is an automatic transition to prevent desertion status. | |

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| **STATUS:** | **SEPARATED** | **3** |
| Description: | If your lord is captured while you were part of his party then you’ll immediately detach and become “SEPARATED”. If you were already “AWAY” when the lord was captured then you would simply stay in the away status. | |
| Entry: | Your lord is captured during battle, but you are not.  Start Quest: Separated  Start Quest: To The End | |
| Special Notes: | 1. The $oathbound\_remaining\_hours variable should not count down while this status is active. 2. Any companions not captured will join you. | |
| Exit: CONTRACTED | You return to your lord’s party.  Succeed Quest: Separated | |
| Exit: DESERTER | You attack any other party of your contracted faction.  Fail Quest: Separated | |

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| **STATUS:** | **DESERTER** | **4** |
| Description: | If you do not return from leave. | |
| Entry: | If you fail to return from leave while in the “AWAY” status beyond its expiration while the lord is not a captive. | |
| Entry: | If you attack other parties of the same faction while in the “AWAY” or “SEPARATED” status types. | |
| Entry: | You choose to abandon the army and run away while in the “CONTRACTED” status. | |
| Requirement: | Any entry in this status causes the following:   1. Start Quest: Desertion, 60 day expiration. 2. -30 reputation with the faction you’ve deserted. 3. -100 rating with the faction you’ve deserted. | |
| Special Notes: | 1. The $oathbound\_remaining\_hours variable should not count down while this status is active. 2. Companions may or may not join you based upon their personal feelings about deserting. | |
| Exit: NOT\_HIRED | If the “Desertion” quest expires then you’ll be labelled a deserter for that faction, but will re-enter the “NOT HIRED” status. | |
| Exit: CONTRACTED | If you return and join the lord’s army again. | |

**Attachment 2: Mercenary Ranks**

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| **RANK** | | **RATING** | **BENEFITS** |
| 1 | *Initiate* | 0 – 39 | Base pay.  Battlefield loot only. |
| 2 | *Militia* | 40 – 99 | +20% to base pay.  Small loot selection post battle.  Maximum leave: 30 days |
| 3 | *Sergeant* | 100 – 199 | +40% to base pay.  Medium loot selection post battle.  Maximum leave: 45 days |
| 4 | *Captain* | 200 – 299 | +70% to base pay.  Large loot selection post battle. |
| 5 | *Great Captain* | 300 – 499 | +100% to base pay.  Maximum leave: 60 days |
| 6 | *Hedge Knight* | 500 – 999 | +250% to base pay.  Granted a knighthood. (Banner)  Unlimited leave period. |
| 7 | *Elder Knight* | 1000 - 1499 | +400% to base pay. |
| 8 | *Vassal* | 1500+ | Offered vassalage within faction. |

**Attachment 3: Reputation Levels (-100 to +100)**

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| < -75 | Hated | You cannot be hired. You will be fired. |
| -30 to -74 | Distrusted | You receive a -50% penalty to total pay. |
| -6 to -29 | Disliked | You receive a -25% penalty to total pay. |
| -5 to 5 | Neutral |  |
| 6 to 29 | Favored | You receive a +25% bonus to total pay. |
| 30 to 74 | Trusted | You receive a +50% bonus to total pay. |
| 75+ | Revered | You receive a +100% bonus to total pay. |

**Note**: Total pay refers to the final pay you would receive prior to this multiplier being applied.

**Attachment 4: Quest Concepts**

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| **RANK** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| 3 | 5 | 9 | 2 | 3 | 1 | 1 |

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| **1** | ***Desertion*** | **Rank 1+** |
| You have become a deserter in some manner. You now must either; return to your lord and agree to finish your contracted time, pay off the remainder of your contract or completely desert for further penalties.  ***Functionality***: *Handles “Deserter” status tracking. You’re already considered a deserter at this point, but this tracks when you’ll have officially gotten past that status.*  *-30 Reputation & -100 Rating (initial desertion)*  *-30 Reputation & Rating is Reset (if you never return)*. | | |
| **2** | ***Separated*** | **Rank 1+** |
| You have been separated from your lord and must return before being branded as a deserter. This quest will have no expiration, but can fail if you attack your contracted faction or speak to your contracted lord and refuse to join the army.  ***Functionality***: *Handles “Separated” status tracking. Separation is tracked via status values, but this allows the player to know what condition they are in.*  *+2 Reputation& +10 Rating (upon joining up again)*. | | |
| **3** | ***Prisoners of War*** | **Rank 1+** |
| Your lord wishes to gather a number of prisoners for a future exchange and wishes you to incapacitate 30 troops. These prisoners must be taken with a blunt weapon.  *+2 Reputation, +5Rating*. | | |
| **4** | ***Leave of Duty*** | **Rank 2+** |
| You have been granted leave from the army. You must return before this quest expires or you will be considered a deserter.  ***Functionality***: *This tracks how long you’ve been granted leave from the army while in the “AWAY” status.*  *+1 Reputation, +3 Rating*. | | |
| **6** | ***The Sealed Letter*** | **Rank 2+** |
| You’ve been tasked with delivering a sealed letter to another lord and then returning with his/her response.  *+1 Reputation, +3 Rating*. | | |
| **5** | ***The Butcher’s Bill*** | **Rank 2+** |
| You’ve been sent with funds to purchase cattle from a nearby village and return with the herd to resupply the army.  *+2 Reputation, +4 Rating*. | | |

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| **7** | ***Courage Comes in Casks*** | **Rank 2+** |
| You’ve been sent with funds to purchase ale from a nearby village and return with the casks to resupply the army.  *+2 Reputation, +5 Rating*. | | |
| **8** | ***Scouting Ahead*** | **Rank 2+** |
| You have been tasked with scouting the lands ahead and returning back to the army with your information. It is important that you remain unseen to prevent your lord’s enemies from knowing that he is coming.  *+2 Reputation, +5 Rating*. | | |
| **9** | ***Only The Finest*** | **Rank 2+** |
| You’ve been tasked with commissioning an item for your lord. First you’ll need to place the order and then pick it up when it is completed. You will be provided with the funds necessary to pay for it before setting out.  *+1 Reputation, +8 Rating*. | | |
| **10** | ***Make Your Mark*** | **Rank 3+** |
| Your lord has tasked you with finding new recruits to add to his ranks. You’ll be supplied with money and expected to bring back a certain number of recruits.  *+3 Reputation, +6 Rating*. | | |
| **11** | ***An Early Retirement*** | **Rank 3+** |
| Several of your lord’s soldiers have deserted and you’ve been sent to track them down. This will require a fair bit of tracking skill to keep on their trail. Once found you’re expected to bring back proof of their deaths.  *+3 Reputation, +6 Rating*. | | |
| **12** | ***Debts of War*** | **Rank 3+** |
| You’ve been tasked with delivering the ransom payment to an enemy lord in exchange for freeing a fellow noble of your lord’s faction. During this time you will travel under a banner of truce and must not engage in fighting against the enemy faction. Bandits, however, may be a problem.  *+2 Reputation, +5 Rating*. | | |
| **13** | ***Fresh Meat*** | **Rank 3+** |
| You’ve been tasked with training several raw recruits into experienced soldiers by sparring with them during the evenings. This will function similar to the “train the peasants” quest only it won’t require waiting in a location and will simply happen at evening camp.  *+1 Reputation, +6 Rating*. | | |

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| **14** | ***Back Into the Fold*** | **Rank 3+** |
| A band of deserters have taken up hiding in a nearby bandit lair. You’ve been tasked with bringing them an offer to join your lord’s ranks or receive his justice.  *+3 Reputation, +10 Rating*. | | |
| **15** | ***A Toast to Your Health*** | **Rank 3+** |
| Your lord is planning to siege the city of X…  …and wishes to reduce their garrison’s effectiveness. You’ve been tasked with sneaking into the city and poisoning their wells. This will cause a number of their garrison to immediately be considered “wounded”.  *+4 Reputation, +25 Rating, -2 Honor*. | | |
| **16** | ***Accidents Happen*** | **Rank 3+** |
| Your lord is planning to siege the city of X…  …and has tasked you with damaging some of their constructed improvements to make that easier.  *+4 Reputation, +25 Rating*. | | |
| **17** | ***My Dearest Regards*** | **Rank 3+** |
| Your lord is planning to siege the city of X…  …and has tasked you with sneaking into the city in advance to capture his daughter so that she might prove of value when negotiation begins. No harm must come to her though.  *+4 Reputation, +25 Rating, -2 Honor*. | | |
| **18** | ***Exchange of Custody*** | **Rank 3+** |
| You have been tasked with escorting a recently captured prisoner of value from your lord’s army camp to that of another lord. It is best that you travel lightly to escape notice.  *+5 Reputation, +15 Rating*. | | |
| **19** | ***Culling the Useless*** | **Rank 4+** |
| You’ve been given the charge of reducing the bandit population around the lord’s lands. You have been supplied with gold and told to gather whatever men you feel are necessary.  *+5 Reputation, +10 Rating*. | | |
| **20** | ***Where the Wind Blows*** | **Rank 4+** |
| Your reputation precedes you and another lord wishes to purchase your services. He is an enemy of your current lord, however, and requires that you immediately betray your contract to switch allegiances.  ***Functionality***: *Switching contract owners.*  *+3 Reputation (new faction), -(Special) Reputation (old faction). Your betrayed faction’s reputation will either be reduced by 50 or set to -10 based on whichever is worse, -4 Honor*. | | |

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| **21** | ***A Matter of Honor*** | **Rank 5+** |
| Unable to participate in an upcoming tournament, your master has tasked you with attending in his place. This is considered quite an honor, but if you place poorly then you will lose face with your lord.  *+5 Reputation, +10 Rating, +25 Rating (If you win)*. | | |
| **22** | ***The Shield of Duty*** | **Rank 5+** |
| You have been tasked with serving as the honor guard for your lord during the next battle. No harm must come to him.  *+2 Reputation, +20 Rating*. | | |
| **23** | ***Breaking Their Spirit*** | **Rank 5+** |
| During the next battle you have been tasked with bringing down the lord of the opposing army to break their spirits and scatter their lines.  *+2 Reputation, +25 Rating*. | | |
| **24** | ***To the End*** | **Rank 5+** |
| You have learned that your lord is being held captive at location X. Seek the place out, break him out of prison and return to your rightful place by his side.  **Special Note**: There is no failing point to this quest. It simply ends if the lord is freed.  *+10 Reputation, +50 Rating*. | | |
| **25** | ***Lessons of Necessity*** | **Rank 6+** |
| Your skill at arms has become well known and your lord wishes to conduct several sparring lessons with you so that he may improve his own martial skill.  New Scene: Camp Dueling.  *+1 Reputation, +20 Rating*. | | |
| **26** | ***Oaths That Bind*** | **Rank 8+** |
| You have been extended the honor of vassalage by the leader of your lord’s faction and must now decide to swear to serve him as a noble or remain in your current position.  ***Functionality***: *Becoming a noble. Upon completion of this quest you will become a vassal and be discharged from your mercenary contract.*  *+10 Reputation, +50 Rating*. | | |

**Attachment 5: Pay & Compensation**

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| **FACTOR** | **NORMAL RANGE** | **COMPENSATION** |
| Base | N/A | 125denars |
| Level | 1 – 50 | + (LVL-5)/3\*25 |
| Rank |  | x Rank Pay % |
| Reputation | -100 to +100 | +/- % of total. |
| Skill: Persuasion |  | +3% / rank of base |
| Party Skills |  |  |
| * Tracking |  | +3% / rank of base |
| * Surgery |  | +4% / rank of base |
| * First Aid |  | +3% / rank of base |
| * Spotting |  | +2% / rank of base |
| * Engineer |  | +4% / rank of base |
| * Wound Treatment |  | +3% / rank of base |
| * Path-finding |  | +2% / rank of base |

**Example #1**: Level 10 Favoured Regular with 3 Persuasion& +25% in party skills.

* Base Pay = 125 + (10-5)/3\*25 = 167 denars
* Total Base Pay Bonuses = Rank (regular, +20%), Skills (+25%), Persuasion (+9%) = +54% = 90 denars bonus
* Base Pay = 257 denars \* 1.25 (+25% Favoured) = 321 denars / week

**Example #2**: Level 30 Revered Hedge Knight with 5 Persuasion& +75% in party skills.

* Base Pay = 125 + (30-5)/3\*25 = 333 denars
* Total Base Pay Bonuses = Rank (hedge knight, +250%), Skills (+75%), Persuasion (+15%) = +340% = 1132denars bonus
* Base Pay = 1465denars \* 2 (+100% Revered) = 2930denars / week

**Attachment #6: Global Variables**

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| **1** | **OATHBOUND\_STATUS** | **INT** |
| This tracks the main status of your contract. The specific values that it follows and their functions can be found in Attachment #1. | |
| **2** | **OATHBOUND\_MASTER** | **TROOP #** |
| This is the lord or bandit hero you have entered a contract with. | |
| **3** | **OATHBOUND\_EXIT\_ALLOWED** | **BOOLEAN** |
| This tracks if reasons to leave the party are currently being accepted. If exit is blocked then leave cannot be taken and missions that require you to leave the party again for a brief period will have to wait. This is to simulate when the lord simply requires your presence here more than on any other errand. | |
| **4** | **OATHBOUND\_REPUTATION** | **INT** |
| This is a measure of how well you hold to your contracts which influences how much pay you can negotiate or if someone will hire you. Each faction will have a separate reputation value held in a slot while this represents the general reputation any faction will see you as unless they feel stronger one way or another about you. | |
| **5** | **OATHBOUND\_CONTRACT\_STARTED** | **INT** |
| The hour in game that you began the contract. | |
| **6** | **OATHBOUND\_REMAINING\_HOURS** | **INT** |
| The remaining hours on your contract. This is constantly driving towards 0 unless you are currently set to a $oathbound\_status of AWAY (on leave), SEPARATED or DESERTER. | |

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| **7** | **OATHBOUND\_DEBUGGING** | **BOOLEAN** |
| When this is set to 1 it turns on any *Oathbound* related debugging information. | |
| **8** | **OATHBOUND\_LEAVE\_GRANTED** | **BOOLEAN** |
| Whenever you leave the party for vacation period then this will be set to true (1). Otherwise it should be false (0). This tracks the difference between being on leave or on a mission when in the AWAY status. | |
| **9** | **OATHBOUND\_BETRAYED\_FACTION** | **INT** |
| By some action you have betrayed your current oathbound faction. It begins at 0, but any action that betrays the faction increases the number by 1. | |

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| **10** | **OATHBOUND\_TIME\_SINCE\_LEAVE** | **INT** |
| This tracks how many hours you have served since last returning from leave so that you can't repeatedly request to go back on leave as soon as you come back. | |
| **11** | **OATHBOUND\_PAUSE\_AT\_FIEFS** | **BOOLEAN** |
| MOD OPTION - When the $oathbound\_party visits a fief the main interface will pop-up so that you can enter. Otherwise the AI can enter and exit a fief so quickly it can be hard for the player to take advantage of it. | |
| **12** | **OATHBOUND\_HOURS\_SINCE\_VISIT** | **INT** |
| This works in combination with $oathbound\_pause\_at\_fiefs as a timer so that once you leave the fief you're not immediately having the oathbound interface popping up repeatedly. | |
| **13** | **OATHBOUND\_EVENTS** | **INT** |
| This tracks how many recorded events have occurred while using the Oathbound system for tracking in the Oathbound Event Log. | |

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| **14** | **OATHBOUND\_BOUNTY\_COUNT** | **INT** |
| This tracks how many men have been wounded or killed by you or your companion squad in combat. This causes you to gain a boost in your base pay (and is reset each week) as well as the chance to gain an increase in rating. | |
| **15** | **OATHBOUND\_CONTRACT\_PERIODS** | **INT** |
| This tracks how many contracts you have served with this lord in a row and alters your pay from him. | |

**Attachment #7: Slots**

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| **FACTION**  **#280** | **SLOT\_FACTION\_OATHBOUND\_RANK** | **INT** |
| This represents how far you have risen within a given faction’s ranks. This also alters your payment. | |
| **FACTION**  **#281** | **SLOT\_FACTION\_ OATHBOUND \_RATING** | **INT** |
| This is the actual numerical long-hand representation of your rank. It is kind of like looking at your experience instead of your level. | |
| **FACTION**  **#282** | **SLOT\_FACTION\_ OATHBOUND \_REPUTATION** | **INT** |
| This is used to track a faction’s feelings about how well you hold to your contract. | |
| **TROOP**  **#159** | **SLOT\_TROOP\_IN\_PLAYER\_MERC\_GROUP** | **BOOLEAN** |
| This is used for companions to track that they are a part of your mercenary group while you are under contract. So when you are split from the main army’s party they join you. | |
| **QUEST**  **#40** | **SLOT\_QUEST\_UNIQUE\_SCRIPT** | **SCRIPT #** |
| This is used for dynamically accessing a quest's unique script for handling it's various functions. This allows you to pull it directly from the quest data itself.  For this to remain functional it needs to be updated if the list of scripts gets changed. This is done automatically by script "oath\_refresh\_unique\_scripts" upon loading a save game. | |
| **FACTION**  **#283** | **SLOT\_FACTION\_OATHBOUND\_BETRAYALS** | **INT** |
| This tracks how many times you were caught betraying your faction by attacking its members or deserting from an army. This reduces your global reputation value ($oathbound\_reputation). | |
| **FACTION**  **#284** | **SLOT\_FACTION\_OATHBOUND\_RENEWALS** | **INT** |
| This tracks how many times you've renewed your contract with a given faction. This improves your global reputation value ($oathbound\_reputation). | |
| **FACTION**  **#285** | **SLOT\_FACTION\_OATHBOUND\_HIGH\_RANK** | **INT** |
| This tracks the highest rank you've yet achieved via the Oathbound system within this faction. This is done so that emblem gains on promotions can't be exploited. | |
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**Attachment #8: Script Planning**

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| **1** | Oath\_set\_contract\_status |
| Group all $oathbound\_status change code into a single place for any special status change functions. |
| **2** | Oath\_change\_oathbound\_reputation |
| Alter the faction slot for reputation as needed and adjust your global $oathbound\_reputation value as well. |
| **3** | Oath\_calculate\_weekly\_pay |
| Using the information in Attachment #5, calculate the weekly pay and compensation for your contract. |
| **4** | Oath\_change\_oathbound\_rating |
| Adds or removes rating based on your actions. The script should also update your $oathbound\_rank based on your new rating. |
| **5** | Oath\_join\_master\_party |
| Handle the functions for joining back with your contracted army’s party. This should cover quest completions upon joining as well as status changes. |
| **6** | Oath\_detach\_from\_master\_party |
| Handle the functions needed for splitting up from your contracted army’s party. |
| **7** | Oath\_refresh\_unique\_scripts |
| This gets called every save game reload to make sure the script #'s stored for each quest within slot\_quest\_unique\_script is correct. |
| **8** | generate\_post\_battle\_loot |
| Create a list of battlefield loot based on your rank (selection range) and the opponents that your army was fighting. |
| **9** | store\_battlefield\_loot |
| Store any loot that you’ve picked up on the battlefield into your inventory. |
| **10** | Oath\_add\_log\_entry |
| Stores an event description to the Oathbound Event Log. |
| **11** | Oath\_get\_log\_entry |
| Retrieves an event description from the Oathbound Event Log and stores it to s1. |

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| **14** | Oath\_get\_current\_oathbound\_rank |
| Gets your current rank with the faction you are serving. |
| **15** | Cf\_oath\_player\_meets\_minimum\_rank |
| Checks your current rank against the requested minimum and fails if you do not meet it. This is primarily to shorten the code when determining quests. |
| **16** | Oath\_describe\_oathbound\_rank |
| Receives the rank as an input and returns a description of the rank as s1 and the proper title to refer to the player as through s2. |
| **17** | Oath\_describe\_contract\_status |
| Receives a given status (should be $oathbound\_status) and returns what that status actually is. |
| **18** | Oath\_player\_faction\_relations |
| Changes your relation with the other factions as needed to support contract status. Needs to be given a function from oath\_constants. |
| **19** | Oath\_pay\_player\_because\_s11 |
| Replacement for troop\_add\_gold script to hide the initial adding of gold and add a description via s11 as to why you're being paid. |
| **20** | Oath\_convert\_hours\_to\_description |
| Receives a given amount of hours and the output style (constant) then returns those hours via s1 in a readable format of months, days, hours. |
| **21** | Oath\_describe\_reputation\_with\_faction |
| Receives a faction # and returns the description of your reputation with that faction (s1) and the value of that reputation (reg1). |
| **22** | Cf\_oath\_quest\_allowed\_for\_selection |
| Receives a given quest # and fails the script if that player should not be a quest the player can select via the "Available Tasks" interface. |
| **23** | Cf\_oath\_player\_meets\_minimum\_rank\_for\_quest |
| Receives a given quest # and fails the script if the player does not meet that quest's minimum rank requirement. |

**REVISED CHARACER REPORT**:

**Diplomacy**:

\* Renown

\* Honor

\* Noble friends

\* Noble enemies

**Ownership**:

\* Fiefs owned & their prosperity.

\* Enterprises owned

**Books**:

\* Current book being read & progress.

\* Books partially read, but not currently being read.

\* Books read & Benefit "+1 blah blah"