

Seasonal Characters Proposal

General Concept:

Ishar will move to a seasonal model where every 4* months, the season changes. A season change is marked by all currently active characters being deleted and the progress made being turned into a form of currency, referred to as "Season Points" for now. These Season Points can then be turned in for a variety of account wide boosts, outlined below

Reasoning:

The general reasoning behind this change is to prolong the inevitable power creep that Ishar has by giving a "clean slate" every 4 months and instead turning that progress into lower level account boosts.

Mechanics:

Seasons

Seasons will be unique periods of Ishar gameplay where new things can be tried out and different bonuses could be applied.

Example:

1. Season 1 - You earn double renown from all sources
2. Season 2 - Everyone has access to an inherent recall ability
3. Season 3 - Everyone starts out with more stats
4. Season 4 - etc

Earning Season Points

The gameplay of Ishar will stay largely the same, where you earn XP to advance in levels and earn renown / stats to grow in power throughout the duration of a season. The difference being that you will now also be striving to earn Season Points through a variety of ways.

Playing:

Everyone who creates a character for a season will automatically qualify to earn 1 Season Point at the end of the season.

Remorting:

Remorting will stay a central part of Ishar and the most common way of earning Season Points. The first remort on an account (i.e. you can't earn this multiple times with different characters) will net you 1 point. The 5th, 2 points. 10th, 3 points, etc.

Example: An account with a highest remort of 5 will earn 3 points through their efforts of remorting. An account with a highest remort of 10 will earn 6 points.

Leaderboards:

There will be a variety on unconventional ways to earn points as well that will encourage game play beyond just simply grinding remorts.

Leader boards will include:

- Quests
- Challenges

In the future this will be expanded further to include things like

- Most unique mob kills
- Variety of other concepts that could be explored in later seasons

At the end of the season, the leader boards will be displayed and leaders will be awarded season points.

Example

Quest Leaderboard:

1. Ganondorf - 30 Quests
2. Attis - 20 Quests
3. Cas - 15 Quests

First place will receive 5 additional season points. Second place will receive 3 additional season points. Third place will receive 1 additional season point.

Spending Season Points

At the end of the season, your account will be credited with the points you earned for that season.

Example: You played (1 point). You made it to 8 remorts (3 points). You earned 2nd on the Quest Leader board (3 points). You earned 3rd on the Challenge Leaderboard (1 point). So you earned a total of 8 points for the season.

Inside of the Character Selection you'll be able to type "season" to see a menu of seasonal options - including displaying the current seasons bonuses and more importantly, the menu to spend Season Points.

Example

Name	Cost	Effect
XP Bonus.	1	Gain an account wide 1% experience bonus
Alignment Selection	4	Gain the ability to choose a starting alignment when creating a new character and be more resilient to change
Perk Selection	10	Gain the ability to choose from either; Permanent Infravision, Permanent Detect Invisibility, Third Eye, Hyperbolic Metabolism, Skill Gain Increase, Water Affinity or Endure Elements when creating a new character
Upgraded Starting Gear	3	Created characters start with improved, class unique starting kits.
Starting Favor	2	Your characters start the game with divine favor
Increased Favor	2	Your character may accumulate additional divine favors (1 per tier)
Increased Bank	2	Bank size is increased by 50k per tier
Increased Starting Bank	1	Start off with 1000 gold extra in the bank per tier
Increased Gold.	1	Mobs you kill drop 10% more gold
Increased Vitality	1	New character creation option - you receive 1 point per tier that can be delegated towards either 1% additional moves, mana or hp

****Room for future expansion****

Migration

Current remorts will be taken into account when migrating. I.e. If on "Old Ishar" you have 20 remorts, you will start the first season with 16 points. 1 for playing, 15 for the 20 remorts (1 + 2 + 3 + 4 + 5)