For now, this is just a bullet list of all the topics that probably need to come up at some point. Later it can probably link to any other posts with decisions until it's all cleaned up an organized.

1. Resting systems, if any.

2. Item appearance changer, if any.

3. Character rebuilder, if any.

4. PvP rules and which areas disallow it

5. Summons/pets/spells in towns

6. OOC room

7. Auction system, if any.

8. Banking system, if any.

9. Muling/trading rules, if any.

10. What to do at 20th

11. Trash/item destruction

12. Player housing, if any.

13. Player merchants, if any.

14. Crafting systems, if any (wand, potion, alchemy, traps, poisons, magic items, weapons, armor, ammo)

15. Quest systems, if any.

16. Player factions, if any.

17. Token system, if any.

18. Spell Research system (player voting for new spells, choosing the areas of development that lead to new spells added to the server).

19. FAQ thread for players

20. Journal system, if any.

21 Scry tool, if any.

22 UI mods to incorporate into the server, if any.

23. Allowed player races

24. Allowed player classes

25. Allowed player feats

26. Allowed player spells

27. Possible henchman system, if any.

28. Dynamic outpost area/events, if any.

29. Forum layouts (lore forum, custom content description forum, Q&A forum, bug forum, etc).

30. Custom appearance requests, if any.

31. Suggested haks

32. Creature design and level progression systems

33. Character deletion NPC, if any. (Rewards for retiring level 20 characters, if any, such as a bloodline/family)

34. Remove all effects UI, if any.

35. Languages known system, if any.

36. Daily login rewards, if any.

37. Achievements, if any.

38. Special RP rewards, if any. (Such as a feat that grants an emote where the player flourishes their epic robot chicken dancing technique)