

Player-Requested Missions

Players may request Missions to achieve particular goals within the game - this is an excellent opportunity to help players advance plots that are personal to their characters, shape the world in a more directed fashion, or indeed to retire their characters in a fitting manner. This list also serves as a good source of inspiration for GMs looking for ideas of what to run.

The Rules

1. Each player may only have one request per character on the list at a time. If you have more goals for a character to achieve then you should update the request.
2. If you run a player request for another player then your request will get priority to be run by the Ref Team.
3. Having your player request run does not guarantee success - there should still be challenge and should not be used to power game.
4. If you have a player request run for one of your characters, the priority for your other characters will naturally be reduced.

Requests

[Edit Here](#). Make sure to add the date of the request - it helps to prioritise longer-standing requests.

Pending

Character	Description	Date added
<i>e.g. Falling Tide</i>	<i>Find the other half of the Kylalian amulet I acquired</i>	2022-01-03
Master Languid Relaxation, 1413	Re-establish contact with Volcanostone and recruit them to more permanently aid the Dynasty Siruta. Overall goal is to have a large, Dynasty controlled stick that can be wielded in future negotiations (NB: My scheduling is awkward until we move, so no rush on this)	2022-05-31
Gathering Flow	Investigate Endeavour, find out what its current status is, what it wants to do, and if applicable, move it to a new location of its desire	2023-04-05

Completed

Character	Description	Mission
Budding Leaf	Investigate/remove the Mnemonic virus.	Bone Tussle

Character	Description	Mission
(Tiny Ember	Addendum to Budding Leaf's request: Ember has offered to help arrange use of the <i>Firebrand-TE3</i> 's holodeck. The holodeck currently contains a simulation of Charismatic Wheelhouse hidden within a Vyix IX spa program. Edit: I have a potential plan! The whole problem started because Zero Hiding decided to do an evil playthrough of Overworld, resulting in Impact becoming antagonistic. Therefore, what we do is load up a fresh version of Overworld (without another copy of Impact) and play through making friends with everyone and taking all the good options. Then Impact will see that Leaf isn't so bad after all and leave them alone.	Bone Tussle
Manifold Ghosts	Establish a Various Forge on Mytene, potentially using the Space Train to move cargo	Forging Ahead

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