

Influence

In game influence is now a critical part of game play – Player characters will now have a level of influence with all in game groups. These levels will fluctuate throughout the campaign depending on how players react to various individuals and groups.

Influence may be gained fastest through role-play interaction with the Shards various individuals and groups and also by completing various tasks and quests for them.

If you have positive influence with a certain group you will automatically gain a negative influence with any groups they have negative influence with. The level of negative influence you gain is mirrored by the level on positive influence you have.

i.e. If you are admired by a certain group you will be Hated by all the groups they have negative influence with.

There are benefits to having high influence with groups as they will offer advice, training and equipment at higher levels as follows:

Title	
Reviled	Attack on sight
Hated	Will actively seek to hinder, disrupt and even cause harm
Despised	All trade deals are increased by 10%
Disliked	No in game effect
Neutral	No in game effect
Accepted	No in game effect
Sociable	Able to gain 10% discount when trading Able to gain Veteran edges associated with group you have influence with.
Respected	Able to gain Elite edges associated with group you have influence with.
Admired	Able to gain Epic edges associated with group you have influence with.
Venerated	Able to gain legendary edges associated with group you have influence with.

Feel free to let us know which groups you think your character has influence with when booking onto an event so we can send you specific information...