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## Exponents worksheets pdf grade 9

Clans are purely for social gatherings and can only accommodate up to 15 people. Anyone can create a clan talking to the NPC Guild. Once you have created a Clan you can invite other players by going up to them and using the clan invitation option. Clans can also be dissolved at any time by opening the clan window. You can't change the leadership of a Clan. The guilds are much larger and can accommodate up to 100 people. Guilds can do guild missions, can benefit from sea monster hunting and can create guild-specific mounts such as the guild elephant and galley. Guilds can also declare wars and engage in sieges. You can change the leadership of a Guild for the price of 20,000,000 guild funds if the teacher has not been active for 30 days. To create a guild you will need 100,000 dishes. Talk to a Guild Manager NPC to create a guild. If you already have a Clan you can upgrade it to a guild but it will require the same amount of silver. You will keep the clan name when you upgrade to a guild and you will need to assign a contract to each of its members. Guild names can be up to 10 characters long and cannot contain sworn words or special characters. The guilds start with 80,000 silvers on the guild bench. These funds can only be controlled by the guild master and cannot be used for personal use. To dissolve a guild, the guild does not have to have members. Images must be 60x60 pixels and .png files. To upload the image he put it in the Documents/Black Desert folder under the name Gmark.png. Then you will have to buy a [Guild] Emblem Certificate from the Manager of the NPC Guild. That costs 100,000 silver. Once you have the tab go to the guild window by pressing G and press Apply Emblem Guild. Guild Emblems are only updated every Monday. To invite another player to join their guild, go up to them and click on the guild invitation interaction. You can also invite a member by clicking their name in the chat box. You have to be on the same channel to invite someone to your guild. To become a member of a guild, the player will have to sign a contract. If a member is expelled from the guild while still under the contract, they will be paid three times the amount of their daily salary. If a member leaves the guild while still under the contract, they will have to pay the penalty rate as a cancellation charge. If the member cannot pay the fee, he will not be able to leave the guild. When a player is first drafted into a new guild, they are given the Apprentice rank and cannot receive guild bonus payment (incentive). They can't be promoted during that time as well. After 14 days, the player will be automatically promoted to a general rank member. Once a contract is terminated, the member is free to leave guild without penalty and the master of the guild is free to kick the member without penalty. You can only join a new guild 24 24 after leaving your last guild. Below is a list of all standard guild contracts. Duration Daily payment Penalty rate 1 day 1,000 silver 500 silver 7 days 7,000 silver 3,500 silver 14 days 14,000 silver 7,000 silver 30 days 30,000 silver 1 5 180-day silver 180,000 silver 90,000 silver 365 days 365,000 silver 182,500 silver contracts can be renewed 24 hours after they were donated by the guild master or officers. Only the master guild can renew official contracts or quartermaster contracts. Contracts can also be updated over time to give up to a maximum of 5 million silver a day. This is done by increasing your guild activity and getting your contract renewed with an increase. If the guild does not have enough funds to pay a daily membership salary, the guild's features will begin to be disabled and worsen as time goes on. Some of the features that will be disabled are: guild missions, contribution reward rates and partner contracts. If the guild is also under siege, they will only be able to defend themselves, they will not be able to attack opposing guild structures. When guild funds are negative, any of the guild members as well as the master can put silver on the guild bench. Partners who are still under contract can also leave freely without having to pay the contract fee. Every Monday at 00:00 there is also automatically a payment of support to the guild. The larger the size of the guild, the more funds will be paid to the guild. Guild Size Small Support Payment 100 Million Silver Small 100 Million Silver Small 100 Million Silver Small 100 Million Silver Medium 200 million Silver Great Extra Great Silver 400 Million Silver However, guild support funds are only paid if there are more than 10 guild members are connected at the time of payment. In addition, for Guilds with Guild Funds of more than 20 billion silver, Tax rates on guild welfare reserves will take each Guild 1 fund tax - 4.9 billion silver 1% guild funds 5 - 9.9 billion silver 3% of those guild funds 10 - 19.9 billion silver 5% guild Funds 20 - 29.9 billion silver 10% guild funds 30 - 49.9 billion silver 15% of guild funds 50 - 89.9 billion silver 20% guild funds, for example : if guild funds are more than 90 billion silver, then 20% (18 billion silver) will be taken for guild welfare reserves. Guild Bonus Payout is only available for guilds with at least 30 members (excluding apprentice members). The Guild Bonus can be used weekly (it is reset every Sunday at 00:00) and must be between 10% and 40% of the total Guild Funds. If the bonus is of 500 million euros, a tax of 50% is applied. If the bonus is more than 1,000 million silver, a tax of 70% is applied. Once you have selected your bonus payment, you can distribute it to members in your guild. Each member can set a level between 1 and 10 and this is used to calculate the amount of silver each player receives. The highest level, the highest cut they receive the total bonus. All members (except members of the apprentice) will be paid. To gain guild activity, you must have an active contract. You will gain guild activity every time you contribute to your guild experience. This can be done by levelling a profession, obtaining contribution points or increasing your maximum energy. The fastest way to gain a lot of guild activity is by contributing to guild missions. In the Guild membership window, there are two black and green numbers indicating a member activity point in the guild. White numbers are your total activity and will take place if you change guild, but they will be reduced. While the green number is the amount you have earned while under your current contract. The green number will be reset every time you take a new contract. Every time you earn 100 activity points, you can get a 1% increase for your next contract renewal (maximum 100% / 10,000 activity points). For example: If you have a 7-day contract with 7,000 silvers a day, and you earn 100 activity points, you may be offered any other contract with a 100% increase, such as a 7-day contract with 14,000 dishes a day, or a 30-day contract with 60,000 silvers a day. There are currently 5 ranks in a guild. These are shown below with the permissions that each range has. Master Guild: Change guild icon Invite a member to guild Renew rank contracts Adjust rank contracts Accept and complete guild missions Guild or dismantle forts Use siege weapons Declare and revoke wars Offer to guild houses Use guild shop Learn guild skills Use guild skills Give buff protection members Dissolve guild official: Invite a member to guild Build or Dismantle Strong Use of Siege Weapons Declare and Revoke Wars Use Quartermaster Guild Store: Use Guild Shop Use General Siege Weapons: Learning: No permits You can't receive guild bonus payment (incentive) Automatically assigned when you join a new guild automatically promoted to General 14 days after joining the guild The guild bank/funds are used to pay the salary the guild shop. The daily salary will be distributed every day at midnight and the partner of the guild will have to accept the salary on the same day. The guild shop can be accessed by the Imaster guild, officers and quartermasters. The guild master can use the guild funds without limits, but must set a bonus so that any other member can use funds in the store. For example, they can be assigned million silver to a member for use as a bonus. Once this has been used, it must be given back by the master of the guild. Items offered in the store include: cannons, cannonballs, traps, boats, forts and Blood Commitment. The guild shop can be accessed by Quartermasters, Officers or Master Guild, using a supply depot on a node The following items from the guild shop may be useful for node/siege warfare: Items use potions These pots can only be used during the Node/Siege War. [Practice] Lynx cannon cannon cannonball used to practice firing cannonballs Cannot be used during a node/siege war. It does not harm enemies. Traps deal damage to enemies when they are trampled. There are different types: Ankle, Flame, Acrobatics, Poison. They can be installed around their fortress. Three traps can be installed per person. Elephant trap When you enter the trap with an elephant, the rider will be ejected. You can install three elephant traps per person, just like regular traps. Fort & amp; amp; Command Post A strong post/command must be built to participate in the Node War / Siege. There are different different size fort/command sites with different quantities of HP: Square Fort, Strong Square Fort, Sturdy Square Fort, Sturdy Octagonal Fort. Siege Defense Tower protects the area around the Fort/Command Post Can only be built before Node Wars/Siege. These siege buildings can be placed around your fort/command site to help you defend. Siege buildings include: Barricades, Supply Depot, Recovery Center, Hwacha, Tower of Flames, etc. Guild missions are missions that the Master Guild or officers can select from the Guild Missions Menu. These missions will be displayed in the guild menu on the 3rd tab, which you can open by pressing G. Available missions will change every 10 minutes and are different on each channel. A guild can only take up to 10 missions a day and must be in line to accept and complete. You can only do one guild mission per channel at a time. The number of guild missions available to you depends on the size of the guild. Larger missions give more rewards and more exp/gold guild. The guild menu will give a description of the research goal, the amount of time you have to complete the search and the golden reward. Other rewards the guild will gain from guild missions include guild experience and guild head scrolls. Guild experience is necessary to unlock the guild's skills. Guild members can also reap individual rewards by contributing to a guild mission. Guild activity is gained by improving your guild contract, and you can also earn extra silver depending on your contribution to the mission. For the silver reward, you can get up to half of the silver from the guild funds set up for the rewards of the guild mission. Silver will be divided among all members of the guild who participated. This silver reward is deducted from the Guild's funds and can be using the Collect Salary button on the Guild Missions tab. For a complete list of guild missions I recommend checking out BDCodex here: Whenever a guild member gains contribution experience or completes a guild search, the guild gains experience as well. When the guild is levelled, the Master Guild can invest points in guild skills unlock them. There are passive skills that are applied immediately after the guild master has put points on them, and there are also active skills that require an element called Blood Commitment. The item can be purchased at the guild's store for 3k silver each and can only be used by guild master officers. All members with a guild contract will receive the buff as soon as the points are put on skill. Icon Skill Name Details Icon Skill Name Details Horrors of Battle Effect: Max HP +1000 (Only during Conquest/NW)Duration: 10 min (lost to death)Requires: Blood commitment x500Cooldown: 2 hours Order to collect effect: Teleport all members to your location (you must click on the icon at the top in TP)Duration: TP stays for 10 minutes (can only be used by Master of the Guild)Requires: Blood Commitment x250Cooldown: 11 Hours Frantic Hunting Effect: All Resistance Debuff +10%(Only During Conquest/NW)Duration: 3 Min (Lost to Death)Requires: Blood Commitment x700Cooldown: 30 min Blessing level 1 - 3 Level 1: siege weapons damage resistance +10%Level 2: Siege weapons damage resistance +25%Level 3: Siege weapons damage resistance +50% experienced scream effect: COMBAT EXP and Life Skill EXP Gain +10%Duration: 60 minRequires: Blood commitment x250Cooldown: 5 hours SenseLevel recovered 1-3 Level 1: Karma Recovery +5%Level 2: Karma Recovery +10%Level 3: Karma Recovery +15%Duration: 60 minutesRequires: Blood commitment x100 (+50 per level)Cooling: 5 hours Money maker effect: Sort +2Duration: 60 minRequires: Blood Commitment x25Cooldown: 5 hours Nimble FingersLevel 1-3 Meeting Level +1 (per level) Call for battle effect: Combat and skill EXP Gain +10%Duration: 60 minRequires: Blood commitment x25Cooldown: 5 hours Sharp eyes of a harvester effect: ReunionEXP +5%Duration: 60 minutesRequires: Blood pledge x250Cooldown: 5 hours Battle reorganization effect: All members of the HP guild +3000 (only during conquest / NW)Duration: InstantRequires: Blood commitment x900Cooldown: 30 minutes Art of FishingLevel 1 - 3 Fishing Level +1 (per level) Quite intimidating effect: Ignore all debuff resistance +10%(only during conquest / NW)Duration: 3 min (lost to death)Requires: Blood commitment x700Cooldown: 30 minutes Angle wisdom effect: EXP fishing +5%Duration: 60 minutesRequires: Blood commitment x250Cooldown: 5 hours Full effect perfection: Life EXP +20%Duration: 60 minutesRequires: Blood commitment x300Cooldown: 5 hours RiderLevel 1 - 3 Level 1: Protection of commercial articles +10%Level 2: Protection of commercial articles +2 5%Level 3: Protection of commercial articles +50% Sweet Luck Effect: Falling Rate of Articles +2%Duration: 60 MinutesRequires: Blood Pledge x200Cooldown: 5 hours Merchants Art of Persuasion Effect : EXP +5%Duration: 60 minutesRequires: Blood Commitment x250Cooldown: 5 hours State of effect perseverance : Combat EXP +20%, Skill EXP +20%Duration: 60 minutesRequires: Blood Commitment x300Cooldown: 5 hours Academic Academic Year 1 - 3 Level 1: Possibility of obtaining knowledge +5%Level 2: Possibility of obtaining knowledge +10%Level 3: Possibility of obtaining knowledge +15%Duration: 60 minutesRequires: Blood commitment x100 (+50 per level)Cooling: 60 Minutes 5 Hours Furious RoarLevel 1 - 5 +1 AP for skill level Up to all AP+5 (passive) Fully prepared Allows you to use a workshop on the part of the mountain in a Flame of Life 1 - 5 +20 HP by skill level Up Max HP +100 (Passive) Monstrous Force Level 1 - 2 Allows you to use the elephant nursery in a HouseLevel Guild 2 allows you to make equipment for elephant Protective Flame Level 1 - 5 +1 DR per skill level Until damage reduction + 5 (Passive) BoatLevel Construction 1 - 2 Allows you to use the Shipyard at Guild HouseLevel 2 allows you to create parts of the Keen Insight ship +1% Evasion by skill level Up to evasion rate +5% (passive) Wide level of Storage 1 - 24 increases guild storage space Level 1 - 10: +10: +2 slots per level Level 11 - 14: +3 slots per levelLevel 14 - 16: +4 slots by levelLevel 17 - 19: +5 slots per levelLe level 20 - 22: +6 slots per level Level 23 - 24: +7 slots per level Call of the Lord Effect: Members of the Max HP Guild +100 (only during conquest/NW)Duration: 10 minutesRequires: Battle Roar - level 5 and Furious Roar level 5Cooldown: 5 hours I recommend reviewing our node war guide for an indepth look at how node wars work , how to build your fort, how to prepare for a war of nodes and strategies during the nodewar. Guilds can own and fight nodes and regions to control them and will win silver to control a node. These are known as Node Wars or Siege Wars. To compete for a certain territory, a guild must build a fortress within the territory of the node. The Master Guild or officers can buy the tower design in an NPC Guild Manager. The guild winning a nodes war is the latest to have its siege tower still standing. Then the guild will receive the bonuses of controlling a node until the next Node War begins and will automatically participate to defend its node. To participate in a Node/Siege War, each member must change their Participation to Yes in the guild's membership list window. You can then collect the reward by clicking on Collect Reward at the bottom of the window. You will receive brilliant medal of honor x1 - x5 depending on whether you win the war or not, can be redeemed for various items. If you have room in your guild for more members, you can hire War Heroes to fight for your guild during the Node wars and wars of conquest and receive rewards. For example, an extra large guild that has 66 members can hire a maximum of 34 War Heroes. War heroes are given a which lasts until 24:00. The contract is terminated automatically and cannot be canceled ahead of time. When he joins as a war hero, a certain percentage of the guild's funds are given as a down payment (up to 10 million silver) when he leaves the guild. If you win, a win reward will be given too (up to 20 million silver). If the territory is liberated or the guild did not participate in the war, the money will return to the guild at 24:00. To declare war on another guild on the guild bench. You can declare war on up to 4 different guilds at the same time. If the guild does not declare again, it will cost the guild declaring 300,000 silver every 2 hours of the war. Guild war information can be seen in the guild window by pressing G. Any guild can declare war at any time, regardless of its membership levels or guild points. Once you have declared war, both guilds can PvP freely in combat areas without karma penalties. The guild master can cancel the war after an hour, by pressing the Stop button in the guild window. All members will automatically participate in the War. The guild master can select up to 10 members, using a guild skill (20 members to the guild's maximum skill), to exempt from guild wars. If a member declares himself exempt it cannot be changed for at least 24 hours. The Master Guild and Guild officers may not be exempt from the guild wars. The holiday status can now be given to a member of the guild. The member must be placed in a holiday state (someone else cannot be placed on it). Members who are on holiday will not receive any guild benefits and will not affect the number of guild members, but are still in the guild. If you are on vacation, you cannot receive daily salary, participate in guild missions, declare war, recruit members, or expel members. You also cannot engage in node/siege wars or be a war hero. To go on vacation or return, click the Holidays/Return button in the Guild Information window. At least 4 hours must pass after clicking re-engage in a war/siege of Node. If a war hero is taking his place, he cannot return until the contract expires, as he will not have a place in the guild. The guild house is only available in cities and, unlike normal housing, the guild house is not acquired with contribution. Instead, guild houses are obtained by participating in the Guild House Auction.A guild house takes place every 2 weeks on Fridays at 16:00 CET for the EU, and 16:00 EST/13:00 PDT by NA. The auction lasts 24 hours and the guild master must bid to the NPC Guild Manager using the guild's funds. You can do up to 3 but it's a blind auction, so you can't see what price other guilds have defined. If you are the highest bid, you will receive a message that said Your x Plata offer has been placed as a offer. If you win the auction, then your guild now owns the house for 2 weeks. You also have to pay a higher maintenance fee every day at midnight, this fee is automatically taken from your guild funds and depends on the price you bid for the house. If you haven't succeeded in the auction, you can get your bid back by talking to the Guild Manager NPC. Owning a guild house allows you to: Train baby elephants - Captured elephants can be raised and upgraded in the guild house using the Elephant Nursery. Let's check out our elephant guide here! Build ships - You can create a galley record in some guild houses. Handicrafts - All members can use the guild house to make guild items by pressing [L] to open the brewing window and use the Guild's brewing option. Galley Ship The Galley is a guild ship that can be used by officers or the master of the guild. Galleys have 4 guns on each side and can only be built in certain guild dwellings or by completing the [Guild] Research I have a dream. It uses [Guild] Cannonball for the Ship to use the cannons on the ship, these are sold in a Wharf NPC guild. The galley is repairable and you can also use on-the-boat workers for additional statistics. To begin with, you will need the following guild skills (total of 17 skill points): Building Boat Lv. 1 - This skill will allow you to prepare the ship's registration. Skill costs 10 points guild skill. Shipbuilding Lv. 2 - This skill will allow you to make blue grade boat parts. The skill costs 2 points of guild skill. Fully prepared - This skill will allow you to elaborate the article [Guild] Origin of the Wind. The skill costs 5 points of guild skill. You will also need the following materials: Finally, you will need one of the following guild houses: Casa Gremial - Casa del Gremi d'Olvia - Vella N Num. Casa Gremial - Altinova These are currently the only guild houses that allow to make a galley. The total guild funds needed to buy all materials is 205,930,000 silver. Therefore, I would recommend collecting as much materials as you can before bidding on a guild house. Once you have everything listed above, place the materials on the guild bench and go to the brewing window guild house by clicking on the guild house from your map. You can send up to 200 workers to work on the ship at the same time. You can only make one boat per day, with a total of three ships available per guild. Weight limit: 4,000 LT Durability (HP): 1,000,000 Shelf life (Resistance/Power): 1,000,001 Load load: 5 Acceleration: 100% Speed: 100% Lath: 100% Brake: 100% How in the introduction, the Galley can be repaired and also has the power state, unlike other ships. It has HP which is repairable using ship repair material, made by cutting plywood (any) x2. Using this will recover 5,000 HP and does not have a cooling, but it takes 30 seconds to apply Cure. If the ship's HP reaches 0 it will disappear and can be recovered at the Dock. It's Lifespan (Stamina/Power) runs out when sailing, similar to other mounts like horses. If the ship's lifespan reaches 0, the ship will move significantly slower. You can use the [Guild] Breezy Crystal item, which is purchased from the Wharf NPC guild, to retrieve 10% of the Max Power. This is instantaneous but has a 60-minute cooling. You can also create a more powerful version of this item called the [Guild] Wind Origin. This element recovers 50% of the maximum power and only has a 30-minute cooling. The recipe is: [Guild] Breezy Crystal x2, [Guild] Sticky Glue x2, [Guild] Sea Monster's Neidan x2. All equipment can be improved using Black Stone (Armor) to upgrade to +5, then concentrated Black Magical Stone (Armor) to upgrade to +10. If the improvement fails from +5 and up, the level will drop by 1. List of equipment you can buy from Guild Wharf NPC: [Guild] Galley: Bronze Prow Statue - The Bronze Prow costs 7 million silver and will give your ship DP+10, Speed +1% and can be improved by an increase in DP+1, Speed +0.5% each time. No, no, no, no. Galey: High Wind Sail - The High Wind Sail costs 6.5 million silver and will give your boat Max Power +1000, Turn +1% and can be upgraded for an increase of Max Power +200, Turn +0.2% each time. No, no, no, no. Galey: Maria Cannon - Maria Cannon costs 8 million silver and will give your ship AP+10, HP+1000 and can be upgraded for an AP+1, HP+500 increase each time. No, no, no, no. Galey: Enhanced Shield - The enhanced shield costs 8.5 million silver and will give your ship DP+10, Weight Limit + 100 LT and can be improved for a DP + 1 increase, Weight Limit + 10 LT each time. List of equipment you must make (using a guild house - requires the guild skill Building Boat Lv. 2): [Guild] Galley: Steller's Sea Eagle Prow - The Sea Eagle Prow will give your ship DP +20, Speed +2% and can be improved for an increase of DP +1, Speed +0.8% each time. Elaboration recipe: [Guild] Clearance permit x50, [Guild] Ficy Workshop Special Bronze Ingot Box x60, [Guild] Sticky Glue x50, [Guild] Horn sea x2 [Guild] Galleys: Cloud Breeze Sail - The Cloud Sail Breeze will give your ship Max Power +2000, Turn +2% and can be improved for an increase of Max Power +400, Turn +0.4% each time. Elaboration recipe: [Guild] Compensation permit x50, [Guild] Lavania Finest Flax Cloth Bundle x150, [Guild] Hard Silk Thread x250, [Guild] Stormy String x50 [Guild] Galley: Sophia Cannon - The Sophia Cannon will give your boat AP+20, HP+5000 and can be improved by an increase of AP+1.5, HP+3000 each time. Elaboration recipe: [Guild] Compensation permit x50, [Guild] Crystal Tear Deessa x4, Calpheon Special Iron Ingot Workshop x16, [Guild] Sand Ingot x80 [Guild] Galley: Improved Blue Enhanced - The Improved Blue Bath will give your boat DP +20, Weight Limit +150 LT and can be improved for a DP +1.5 increase, Weight Limit +20 LT each time. Elaboration recipe: [Guild] Clearance permit x50, [Guild] Trent Treat Plywood x120, [Guild] Raw decoration x40, [Guild] Cloudy Timber x50 You can use your sailboat workers to increase your ship's statistics: Human sailor sold by Guild Wharf NPCs Price: 2,500,000 silver Status increases: Acceleration +1% Nan Sailor Sold by Guild Wharf NPCs Price: 2,500,000 Silver Status Increases: Speed +1% Giant Sailor Sold by Guild Wharf NPCs Price: 2,500,000 Silver Status increases: Statistics: Braking +1% To promote workers, you'll need 1000 Amity with Dichzy Borne on Lema Island. This will unlock the seafaring promotion missions you must complete to get qualified contracts, increasing worker statistics to +3%. You must also purchase contract renewals from the Guild Wharf NPC to extend the length of your worker's contract. You will need a certain level of navigational skill to use special skills on your sailboat. Skills also use your ship power state. Stop the boat for 2 seconds afterwards. Q Apprentice 1 Power Accel. Use while the ship is standing still to accelerate quickly for 8 seconds and then return to the maximum speed boats. SPACE + W Skilled 1 Breezy Sail Accelerate the ship for 10 seconds and then return the ship at its maximum speed. SHIFT + W Professional 1 Swift Retreat quickly reverses the ship S Artisan 1 Abrupt Turn Quickly on the site S+AD Master 1 Smooth spin rotate quickly while moving AD/Guru 1 Bullseye shortens passive recharging time

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