Rules

The rules that apply to our GIM project.

- Base Ruleset
- Separate Combat Styles
- Additional Styles
- Reaper Tasks
- Skills
- Blacklist

Base Ruleset

Competitive Group Ironman Mode + Bosses Completed in Specified Order

Separate Combat Styles

- Bosses are completed together, using separate designated combat styles.

Additional Styles

- Undesignated combat styles are generally avoided unless absolutely necessary.

Reaper Tasks

- Reaper tasks does **not** give you the option to skip uncompleted bosses.

Skills

- All Skills are divided between the players, for our project this image applies. Quest Requirements and Rewards are excluded, but for general purposes (supplies etc.) skills that belong to the other player are to be avoided. If group is three players, let Thieving and Hunter be accessible by all three.

Blacklist

- May's Quest Caravan item "Vanquisher" or the armour she provides may **not** be used.