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Bdo guild contract pay

An example of a guild contract with Black Desert Online joining the guild of Black Desert Online comes with a lot of advantages. Of course there's the social aspect of making new friends and finding people to party up with the group's content. You can sail to Margoria on the guild boat to kill sea monsters, go to war on an elephant, or travel to Kamasylvia, where most of the regular content can only be done by one party. But you can also get a lot of extra buffs for both combat and life skilling and experience bonuses. To receive all this, you must sign a week, fourteen days or a month's employment contract and receive a daily salary in return. Here's how it goes with Rebellicious. Your salary, if you join Rebellicious, will be an apprentice of 30,000 silver fives. If you participate in guild missions you will get guild activity points (GAP). You can find them on the roster of the guild menu (G) behind your name. The gray number is the sum of the GAP. The green bar is one meter and fills up to 10,000, indicating that we can give you a raise when filled. Every time the meter is full, we can - theoretically - double your salary. If the meter is maxed out, GAP stills register dusk during the entire number. Guild roster at Black Desert Online Until you make 100,000 GAP, your salary will be increased to a maximum of 365,000 silver. How much you get depends on how much GAP you get and how active you are. Once you reach 100,000 GAP you will get 1 million silver per day until you reach the milestone of 200,000 GAP. Then I'll give you \$2 million. And so on, until you reach 500,000 GAP and receive the maximum salary of 5,000,000.00 per day. To pick up your salary, go to the member roster in the guild menu BDO and use the collect button at the bottom of the roster. If you forget to get paid, the system won't save it for you and you won't get twice as much the next day. So basically, you're napping, you're cool. Guild Missions Guild quest just picked up and turned to officers and guild master. They get to choose the category (killing, gathering, trading or guild bosses), size (small, medium, large and extra large) and region, but don't know the task before the mission is accepted. Usually we just don't have big or extra big killer missions in Valencia and Kamasylvia because they are the only ones that have a decent experience and loot for the guild and player and really help with leveling. These are also the main grinding areas of level 56+. Players at lower levels catch up with higher regions soon enough, but high-level players going back to the low-level mob are just boring and not worth their time. We only have five missions a day. To participate in the guild mission, you have to have the channel accepted - usually the home channel. check this in the guild menu (G) on the third page. The extra large missions in Valencia and Margoria give you the most experience (24,000 xp) and much more than any other region (12,000 xp) or gathering (3,000 xp). The Margoria missions involve killing sea monsters in the guild's kitchen, and we only pick them up when we set an event to the Feud. Please note that the 7 hour missions are usually Basiliks and Centaures in Valencia and the 4+ hour mission fromKamasylvia to manshaums and navern steppe – so it's best to stick to 6 and 3.5 hour quests. XL Kamasylvia missions, 12,000 experience polly's forest: 90 - 110 AP / Fadus Habitat: 100 - 180 AP / Navern Steppe *: 190 + AP / Manshaums *: 210 + AP XL Valencia missions, 24,000 XP Bashim Base: 100+ AP/Fogans: 110+ AP/Naga's: 110+ AP/Gahaz Bandits Lair: 130+ AP/Cadry Ruins: 145+ AP/Crescent Sanctuary: 150+ AP/ Centaurs*: 170+ AP/Basilica Den*: 180+ AP *4 hours timer instead of 3.5 hours** 7 hours timer instead of 6 hours of guild missions tab Black Desert Online The guild missions guild bosses are not looking for guild silver and experience, But the boss is scrolling. Buying these missions is much, much more expensive than normal missions. Boss scrolls can be held for 72 hours before guild vault expires. You have to dwindle and summon a boss in a particular area, such as Omar Lava cave or glish ruins. If the guild raid kills the boss, you can get some loot - usually some Grunil, gold bar 100,000 silver and a very small chance of a Liverto gun box. We just pick up these missions every so often to introduce newer members to guild bosses. We will announce that you will have about a week in advance of the LFG Channel of Strife, where you will also have to sign up in order for this to happen. When your contract expires: When your contract expires, the contract on the member roster behind your name will turn blue. If you are participating in a guild quest with a blue contract, you are not looking for GAP. Guild fans and Perks don't work for you anymore. So keep an eye on him and ask an officer to renew the contract. The red icon indicates a new contract and cannot be renewed, the yellow is an active contract, and it can be renewed. For a guild to receive their money, each guild receives a weekly grant fund. Depending on the size of the guild, the amount is 100, 200, 300 or 400 million. Completed guild missions will give you a couple of million as a reward. Killing sea monsters and selling your prey is a nice way for the guild to make money. Owning a hub or a region after winning a hub or castle war, gives a guild funds through taxes. 25 SEPTEMBER 2018Drieghan edition 14-11-2018Drieghan is a new region located east of Kamasylvia. This is his home... 1025 May 2018Knation of a miniature elephant Would you like your own miniature elephant? Where do I get one and ?... 001 MARCH 2018Crafting on The Black Desert Online is built on an in-depth system that connects all ... 0028 FEBRUARY 2018Absolution skillsAbsolily skills are also called second awakening skills and an update on the ... 0025 JANUARY 2018A empire BDOBlack Desert Online offers a huge map and currently has six large regions. Every region has ... 0023 JANUARY 2018Day missions KamasylviaThese guide to the daily newspapers Kamasylvia consists of four chapters: easy and fast missions in Grana,... 01 Clans are exclusively social gatherings and can only accommodate up to 15 people. Anyone can create a clan talking about the Guild NPC. Once you have created a clan you can invite other players to go up to them and use the clan invite option. Clans are disbanded at any time by opening the clan window. You can't change the leadership of a clan. Guilds are much larger and can accommodate up to 100 people. Guilds can do guild missions, benefit from sea monster hunting and craft guild specific mounts, such as guild elephants and kitchens. Guilds can declare wars and participate in sieges. You can change the leadership of the Guild with the price of 20 million guild funds if the master has not been active for 30 days. To create a guild you will need 100,000 silver. Talk to the Guild Manager NPC to create a guild. If you already have a clan you can upgrade it to a guild, but it requires the same amount of silver. It will take the clan name when you upgrade to a guild and you will be assigned to the contract of each member. Guild names are up to 10 characters and must not contain profanity words or special characters. Guilds start with 80,000 pieces of silver in the guildbank. These funds can only be checked by the guild master and can not be used for personal use. To disband a guild, the guild cannot have members. Images must be 60x60 x and .png files. To upload the image put it in the Documents / Black Desert folder under the name Gmark.png. You then have to buy the [Guild] Emblem Certificate from guild manager NPC. That's 100,000 silver. After the token goes to the guild window by pressing G and clicking on the Apply Guild Emblem. Guild emblems are only updated every Monday. Invite another player to join the guild, go up to them and click on guild invitation interaction. You can also invite members by clicking on their name in the chat window. You have to be in the same sewer to invite someone to your guild. In order to become a member of a guild, the player must then sign a contract. If a member is still kicked out of the guild under the contract, they will be paid three times their daily salary. If a member still leaves the guild under the contract, he or she will be charged as a cancellation fee. If the member can not afford the prize, then he will not be able to leave the guild. When a player first recruited a new guild, they receive the rank apprentice and are unable to receive guild bonus payout (incentive). They can't be promoted during that time. After 14 days, the player can be automatically promoted to general rank. When the contract expires, the member is free to leave the guild with no penalty, and the guild master is free to kick the member with no penalty. You can only join a new guild 24 hours after you left the last guild. Below is a list of all standard guild contracts. Duration Daily payment penalty fee 1 day 1000 silver 500 silver 7 days 7,000 silver 3,500 silver 14 days 14,000 silver 7,000 silver 30 days 30,000 silver 15,000 silver 0 00 silver 180 days 180,000 silver 90,000 silver 365 days 365,000 silver 182,500 silver contracts renewable 24 hours after they were given to the guild master or officers. Only the guild master e-CEO can re-create officer contracts or accommodation master contracts. Contracts can also be updated over time to up to 5 million silver per day. This is done by increasing the guild's activities and renewing the contract with a pay rise. If the guild does not have sufficient funds to pay members daily salary, guild features begin to be disabled and worsen over time. Some features that will be disabled are: guild missions, contribution reward prices and member contracts. If the guild is under siege, you will only be able to defend it, you will not be able to attack the opposing guild structures. When guild funds are negative, any member of the guilds, as well as the master, puts silver in the guild. Members who are still under contract are free to leave without having to pay the contract fee. Every Monday at 00:00, the guild automatically receives the support. The larger the size of the guild, the more money the guild is paid. Guild Size Aid Aid small 100 million silver Small 100 million silver Small 100 million silver Medium 200 million silver Large 300 million silver However, guild grant funds will only be paid if more than 10 guild members are linked at the time of payment. In addition, the Guild of Guild funds more than 20 billion Silver, Guild Welfare Reserves Tax Rates will be held for all Guild Funds Tax 1 - 4.9 billion Silver 1% guild funds 5- 9.9 billion Silver 3% Guild funds 10-19.9 billion Silver 5% Guild Funds 20 - 29.9 Billion Silver 10% Guild Funds 30 - 49.9 billion Silver 15% Guild Funds 50- 89.9 billion Silver 20% Guild Funds for example : If the Guild funds more than 90 billion silver, then 20% (18 billion silver) will be held in the Guild Of Welfare Reserves. The Guild Bonus Payout is only available to guilds that have suffered at least 30 members (excluding student members). The Guild Bonus can be used weekly (all 00:00) and must be between 10% - 40% of guild funds. If the bonus is more than 500 million, a 50% tax will apply. If the bonus is more than 1 billion silver, a 70% tax will apply. Once you have selected the bonus payout, you can distribute it to members of 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 higher the level, the higher the cut they get out of the total bonus. All members (except student members) will be paid. In order to acquire guild activity, you must have an active contract. You get guild activity every time you contribute to the guild experience. This can be done by leveling a profession, winning a contribution point or increasing the maximum energy. The quickest way to earn a lot of guild activity is by contributing to guild missions. The Guild Member status window has two white and green numbers that indicate the members' activity points in the guild. White numbers are the total activity and are transferred when you change guild, but are ha/ha/ha. While the green number is the amount he earned under his current contract. The green number is restored every time you enter into a new contract. Each time you earn 100 activity points, you can earn a 1% increase for the next contract renewal (up to 100% per 10,000 activity points). For example: If you have a 7-day contract for 7,000 silver a day and you get 10,000 activity points, you'll be offered any other contract with a 100% increase, such as a 7-day contract for 14,000 silver per day, or a 30-day contract for 60,000 silver per day. There are currently five ranks in a guild. They are shown below with the permissions for each rank you have. Guild Master: Change the guild icon Call a member to the guild renewing all rank contracts to set all rank contracts for acceptance and complete guild missions Construction or dismantling forts Use siege weapons to use and withdraw wars Offer guild houses Use the guild shop Ban guild skills Use guild skills Atags protection expands the guild officer: Invite a member of the guild renewal member rank contracts only accept and complete guild missions Construct or disassemble forts Use siege weapons declare and withdraw wars Use the guild store Quartermaster: Use the guild store Use siege weapons General: Apprentice: No license does not receive Guild Bonus Payout (Incentive) Automatically assigned, if you join a new guild will automatically produce general 14 days after joining the guild the guild bank / funds are used to pay the salary to members or buy items from the guild shop. The daily salary is split at midnight each day and the guild member must accept the payment on the same day. The guild's shop is the guild's masters, officers and available to the public. The guild master can use the guild without funds but you need to determine the allowance for any other member to use the funds in the store. For example, 10 million pieces of silver can be distributed to a member to use as a benefit. If this has already been used, you must give it to the guild master again. The products offered in the store are: cannons, cannonballs, traps, ships, forts and blood oaths. The guild shop is available at Quartermasters, Officers or Master Guild, a Supply Depot with a Node War/Siege. The following guild store products may be useful for Node War/Siege: Items Use Potions These pots can only be used during Node War/Siege. - No, no, no Lynch Cannon & Practice Cannonball Used in practice firing cannon balls Can't be used during Node War/Siege. It's not bad for the enemy. Trapping traps take damage to enemies when they step on it. There are different types: ankle, flame, stunner, Venom. They can be installed around the fortress. Three traps can be installed per person. Elephant Trap If you step into the trap of an elephant, the rider will be thrown. You can install three elephant traps per person as regular traps. Fort & Command Post To participate in Node War/Siege, you must build a fortress/command position. There are forts/command posts of different sizes with different HP amounts: Fortress, Strong Space Fortress, Strong Space Fortress, Strong Octagonal Fortress. Siege Defense Tower Protects the area around the fortress/Command Post can only be built before Node Wars/Siege. Siege buildings These can be placed around the fortress/command post to help protect it. Siege buildings include: Barricades, Supply Depot, Recovery Center, Hwacha, Flame Tower, etc. Guild missions missions to the Guild Master or officers to choose from in the Guild Missions menu. These missions appear in the guild menu in the 3rd and 4th. Available missions vary every 10 minutes and differ on each channel. The guild can only take as many as 10 missions a day and must be online to accept and finish them. You can only do one guild mission at a time. The number of guild missions for you depends on the size of the guild. Larger missions will give you more rewards and more guild exp/gold. The guild menu gives you a description of your mission goal, the time you have to complete the quest and the golden reward. Other rewards the guild will earn from guild missions include guild experience and guild boss rolls. Guild experience is necessary to unlock guild skills. Guild members also gain individual rewards by contributing to a guild mission. Guild activity is earned to upgrade your guild contract and you can also earn extra silver depending on your contribution to the mission. For silver rewards, you can receive up to half of the silver from the guild funds set out in guild mission rewards. Silver is shared among guild members. Attended. This silver reward will be deducted from the Guild's money and collected by the Rent button on the Guild Missions page. For the full list of Guild Missions I recommend checking BDOCodex here: Every time a guild member searches for contribution experience or completes a guild mission, the guild searches for experience as well. When the guild level up, the Guild Master can lay points on guild skills and unlock them. There are passive skills that are applied immediately after the guild master has placed points in them, and there are also active skills that require the Blood Pawn element. The item can be purchased from the guild store for 3k silver each, and can only be used by guild master/or officers. Each member of a guild contract gets the buff as soon as points are added to the skill. Icon Skill Name Details Icon Skill Name Details Horrors of Battle Effect: Max HP +1000 (only during conquest/NW)Duration: 10 minutes (lost in death)Required: Pledge of Blood x500Cooldown: 2 hours Command to collect the effect: Teleport each member to the location (click on the icon at the top of the TP until)Duration: TP remains for 10 minutes (only available by Guild Master) Requires: Promise of blood x250Cooldown: 1 1 hour Boisterous Fighter Effect: All debuff resistance +10%(conquest only /NW)Duration: 3 minutes (lost to death)Required: Pledge of Blood x700Cooldown: 30 minutes BlessingLevel 1 - 1 Level 3 1: Siege Weapons Damage Resistance +10%Level 2: Siege Weapons Damage Resistance +25%Level 3: Siege Weapons Damage Resistance +50% Experienced Cry Effect : Combat EXP and Life Skill EXP Gain +10%Duration : 60 minNecessary: Pledge of Blood x25Cooldown: 5 hours recovered SensesLevel 1-3 Level 1: Karma Recovery +5%Level 2: Karma Recovery +10%Level 3: Karma Recovery +15%Duration: 60 minutesRequired: Pledge of Blood x100 (+50 per level)Cooldown: 5 hours Moneymaker Effect: Luck +2Duration: 60 minRequires: Pledge of Blood x25Cooldown: 5 hours Nim ble FingersLevel 1-3 Gathering Level +1 (per level) Call to Battle Effect: Combat and Skill EXP Gain +10%Duration: 60 minutesNecessary: Blood oath voksa

