



Welcome to **the NERO Piedmont New Player Guide and Resource**

The swamps pull at your feet. Hungry and soaked to the bone, you make your way Westward. The day grows long, as things creep in the sands around you. The dark waters of the river, the rebuilding of Hassenbrook, the protected city of Gargerent, seem as welcome now as they are far away. The magicks of this place seem to drive you on, through Ent's Pass, marking your way through the County of Smokey Ridge and into the Barony of Glittering Pines. Finally, the warm lights of the city and well-armed guards in County colors signal you in to the safety of the walls, marking the end to your journey. Or is this just the beginning????

Where do I start?

That is the question that you are probably asking yourself right now? Before even going to an event, the first thing you should do is to come up with an idea of what type of character that you want to be. What do you want to be able to do In-Game? Do you have ideas of the race? What about your looks or skills?

I. Who Am I?

Yes, who do you want to be? We all want to be the King of the land who is super-uber powerful and can kill anyone with one swipe of his +30 magic sword, but seriously, who are you? What type of personality do you want to be? Remember that this is a live action roleplaying game. You will have to be this character throughout an entire weekend, throughout your characters entire life. How will you act around things? How will you react to situations? You do not have to come up with a novel of your characters life but jot down some ideas of who your character is and what they want to be.

When thinking about your character, please keep in mind that items such as status, ranks, positions of power and Noble titles (whether local or foreign) need to be earned in game.

Also, special skills that are not listed in the rulebook, such as flying, invisibility or underwater breathing, are not allowed as there is not an in game PC mechanic for it. If there is any doubt, please email plot at plot@neropiedmont.com.

II. Pick A Race

Next, you should pick a race from the list of races that are listed in the rulebook. Do you want to be a care-free gypsy? Perhaps a stalwart Dwarf? Does a mischievous Hobling better suit your taste? If you pick a race other than human, there are already handbooks listed on the NERO national website for you to read through. The most difficult races to play are Dark Elves and Stone Elves because their race packets are extremely strict.

*If you, as a new player, wish to play either **Dark Elf or Stone Elf** please get approval from plot@neropiedmont.com first before anything else. We recommend that you try another race first, and then you may be able to play a Dark Elf or Stone Elf as a secondary.*

In the end, you will have ties to the most legendary of your kin.

III. Pick Your Class

Next, you should pick a class from the list of classes in the rulebook. Did you pick the race of elf from above? Well, what does your elf wish to do? Do you wish to be slick and stealthy an elven rogue? Or perhaps the magicks have always suited what you had in mind for your elf-kind. If picking magicks, you would need to decide whether you will cast from the energies of the Earth or from those of the Celestial kind? Your part in the unfolding of Fengate will hinge upon your occupations, in other words your class.

IV. Pick Your Skills

Finally, to complete who you are, you should select your skills from the list of skills in the rulebook. So you picked that idea of an honorable elf and wish him to follow your own idea of "the Way of the Warrior". The skills in weaponry and combat will help ensure your safety in a world. In some places your kind, more oft than not, could possibly be met with open hostility.

So, you have an idea of the character that you want to play. You also have picked what race and skills that you would like to start out with. Now comes the harder part. The question of what do you want to look like?

V. What Do You Look Like?

Here are some simple rules for Costuming: No jeans, sneakers, ball caps, clothes with logos, or sunglasses. Watches should be kept out of sight. Avoid Velcro and zippers. Sweats, sandals, scarves, jewelry, belts, boots and eyeglasses are all acceptable things to wear.

Here is a few points to remember when choosing what you look like and to keep in mind when packing for the event, especially in those winter months.

- **Your health is more important than your appearance.** This might sound odd since we put so much emphasis on the in-game atmosphere but its way more important that you're comfortable and functional than that you look really spiffy, especially as the weather gets wetter and colder. If you can't find / can't afford a cloak yet, go ahead and bring a hoodie, sweatshirt or coat. Make it as gamey as possible but it's -way- more important for you to be warm and dry in the winter months and cool in the summer months.
- **Dress in layers.** And not just a few layers of skin-tight fabric. The idea of layers is to allow pockets of air between the layers so that your body heat can warm the air and form insulation against the cold. Ideally, you want a tight skin layer of moisture-wicking material (underarmor is the most well known and probably the best, but Wal-Mart does a version that works and is way cheaper), then a shirt, then a long-sleeved layer. After that, you think about your sweater or cloak. Add and remove layers as the weather wiggles around.
- **Stay Dry.** Any time wetness touches your skin, your body starts losing heat much, much faster. That means when your top layer (sweater, hoodie, cloak) gets wet from rain, you want to take it off and replace it with a new, dry layer. And when your inner layer gets damp from sweat (which is why you want the moisture-wicking stuff), you want to take it off and replace it with a new layer. Socks are also a problem. Be sure to bring two or three times the number of socks

than you think you're going to need. Bring at least one extra pair of shoes or boots, even if they're not in-game. Black sneakers work just as well for basic suspension of disbelief and you really, really shouldn't be wearing wet footwear.

- **Bring Replacements.** Don't bring a single shirt or pair of pants or cloak to game in, always bring back-ups and replacements. You want to be able to change your clothes during the event because of sweat and all that. If you haven't got a giant costume selection, don't worry. Especially as it gets cold, wearing a black sweatshirt underneath your armour is perfectly reasonable.

If you chose one of the races other than human, you will need certain enhancements. Items such as horns, ear tips, beards, spirit gum & spirit gum remover, and certain colors of make-up will be required to suit any demanding make-up race.

If you are in need of supplies and are unsure where to get them, please contact owners@neropiedmont.com and we will be more than happy to get supplies for you for you to purchase at the game. There are certain costume shops that offer In-Game Physical Representations (or phys reps), boffer weapons, make-up sets, costuming and team banners. NERO Piedmont does have a limited number of prosthetics available on-site at check-in but if you are in need of some, please let us know ahead of time.

VI. The Armory

Some monster town weaponry and shields will be available for first time players ONLY. There are stores that offer NERO safe weapons for sale. www.larpdistribution.com is a wonderful store that offers latex boffer weapons, shields, armor, belts, pouches and even clothing. The Grinning Gamer store in Greensboro, NC (www.thegrinninggamer.com) sells games and offers boffer weapons for discounted prices. If you order through Grinning Gamer, they can save you 10% off of the list price. If interested, please contact the store for details.

If you are the creative type and wish to try your hand at making your own weapons, standard weapon construction is detailed in the rulebook. All weaponry **MUST** be safety approved at check-in. Any items without a tag will **NOT** be allowed in-game.

- **No live weaponry is allowed on-site.**
- Pocket knives, as tools, are permissible.
- Armour will be checked at check-in and value, and tag, will be assigned.

VII. The Apothecary

You may have chosen to buy the skills needed to make and use poisons (Alchemy). Poison packets are made from Orange material only. Packet construction and production costs are covered in the rulebook.

VIII. The Tower

You may have chosen to buy the skills needed to cast spells from memory. Be sure to learn your Incants for the spell and what that spell does. Incant lists, packet construction and pyramid-column building information is listed in the rulebook. You will be given an Earth and/or Celestial physical representation of a spell book your first time at an event. After that, it will be your responsibility to obtain one in-game.

IX. The Provisioner

You provide your own sleeping bag and bedding. Personal affects are the responsibility of the player. There will be a tavern onsite where food, drinks and other items will be for sale, for both in-game and out of game money. Sometimes, Kingdom wide feasts become available because of something that has happened.

X. Summary Of A Typical Event

- **Check-In – (Please see Check In/Check Out Procedures located at http://neropiedmont.com/new_piedmont_009.htm)** When you first arrive at a Nero Piedmont Event, the first thing to do is report to NPC Camp and check-in. Depending on what site we're at, NPC camp may be hard to find so please just ask any nearby player and they'll be happy to tell you where to go. When you arrive at NPC Camp, you'll be paying for your event (\$40 or \$0 for your first event), showing them a copy of the character sheet you want to play with, and picking out where you're sleeping. If you don't have a particular cabin you want to sleep in, NPC Camp will assign you one. You'll want to tell the person checking you in that you're a new player so they can note you down and point out the New Player Coordinator to you. If you don't have weapons or shields, or if you need to borrow costuming, let NPC Camp know and they'll help you to the best of their abilities.

After checking in, you'll want to introduce yourself to the New Player Coordinator, who will be introducing you to Nero, answering any questions you have, giving you a quick guide to the game. If you don't have a character sheet yet, they'll help you write one, based on what you want to play.

- **Setting up your Cabin -** Once you're checked in with Plot, the next thing to do is set up your sleeping area. There are several cabins in each of our sites so if you don't have anyone in particular that you want to group up with yet, you'll be assigned a cabin by the person who checked you in. Unload all of your bedding and In-Game gear and set up your bunk the way you want it. Make sure you get all of your In-Game items into your cabin or on your person, because you won't be able to fetch any in-game items from your car once the game starts.
- **Get Dressed -** If you still have time before the Pre-Game Meeting, you'll want to get into your costuming and any make-up you need. If it's your first event, NPC Camp will give you tags for any items you can physically represent for your character such as armour, weaponry and other things like that.
- **Opening Ceremonies -** At approximately 10 pm, there will be a pre-game meeting, called Opening Ceremonies, that is held in the tavern. The Staff and NPCs will be giving you a great deal of out of game safety information, specific area information, and setting the In-Game Scene for the game. At the end of the meeting, they'll announce a game-on time, usually around 11pm.
- **New Player Meeting -** After Opening Ceremonies, the new player coordinator will gather any new players together and give them a quick Guide to Nero, explaining some of our combat system, safe NERO fighting rules, and other things they feels are important for new players to know.

- **Game On!** - Once the Game starts, usually 11pm on Friday night, people will start wandering into town as their characters and now the time to get in there and have some fun! The Nero Piedmont staff and npcs will be running themselves ragged, sending out exciting adventures and plots for you to go on. Any time you don't understand something that's going on, feel free to ask another player or the New Player Coordinator. We ask that you stay in character as much as possible during the game so ask all your questions but avoid talking about what you saw on tv last night.
- **Check-Out - (Please see Check In/Check Out Procedures located at http://neropiedmont.com/new_piedmont_009.htm)** Sunday morning we all wake up way too early to clean-up the camp grounds. You'll want to get all your equipment packed into your car and then clean your cabin. Generally sweep the floors, empty the trash, and make sure there aren't any random swords or spell packets lying around. Once your cabin is cleaned, check with the Clean-Up Marshal and get your character sheet signed. If you feel like going the extra mile, you can help us clean up the bathrooms, kitchen, or tavern and you'll be awarded goblin points for your efforts!

Once you're done cleaning up and you've got the Clean-Up Marshal signature, it's time to check out at the Plot Cabin. Every Piedmont event you attend entitles you to one blanket of experience but you can choose to get another blanket of experience by "maxing out", which will double your XP gained. You can max out by either volunteering for a 4-hour NPC shift during the game or by paying 1 silver for each Build Point your character has. A first time player will have 30 build points so maxing out will cost 30 silver or 3 gold pieces. Think of "maxing out" as going to someone and being trained for your experience that you get thus allowing you to get more experience and more build which will ultimately get you more skills.

Once you've checked out you're free to go home, but most of us wait for the park ranger to show up and sign off on our campsite. We usually hold a Post-Game Meeting, or Closing Ceremonies, and then we head to one of the restaurants in town to hang out as our real life selves and swap war stories.

You must be at least 14 years old to play.

If you are 14-17, you must have a parent and/or guardian fill out the legal and medical release forms in order to participate.

If you are 18 or over, you may participate without parent and/or guardian consent but must still fill out the legal and medical release forms.

Both forms are located at ([link at website](#)).

By Opening Ceremonies, the Duchy of Fengate will be waiting.