

EVENT GEAR LIST:

Here is a list of useful items to bring to your first NERO event.

At NERO Empire in Colorado we have one rule in the Winter Season. Sacrifice costuming for warmth. Nothing is worse than a cold, wet NERO player.

1. Costuming - Cloaks, dresses, skirts, shirts, period-looking jewelry, pants, belts. This is dependant on the player, some will have extravagant clothing others will not. Your first few events it is fine to build your costumer around your developing PC.

2. Armor - Chain, leather, arm/leg guards, coifs. These are geared towards the PC's going for more realism. We do have PC's running around in full chain and others in aluminum. This is your call depending on how far you want to go.

3. Weapons - NERO-safe weapons, extra duct tape and parts to make weapons. The weather in Colorado can wreak havoc on weapons. The hot and cold, wet and dry will adversely effect your weapon. Keep this in mind, and bring what is necessary to make your own repairs.

4. Spell packets - Cloth (orange for gasses), birdseed, elastics, extra packets any color for casters. Packets are a casters life line, you run out, that means no more spells for you, even if you have 20 more spells to cast.

5. Clothes - Warm undergarments, sleepwear, waterproof socks, sturdy boots, extra clothes for those rainy/snowy events, long underwear, extra socks, scarves, gloves. Colorado weather can change in a moment.

6. Toiletries - Sinks, showers, and bathrooms are available onsite. Bring cosmetics, towels, shower shoes, medicines, inhalers, makeup remover, mirror, first aid kit, bug repellent.

7. Racial Items - Makeup, ears, horns, feathers, fur, claws, tails, teeth, Spirit Gum. NPC camp is not your supply shop for forgotten items. If you are playing a race that requires makeup it is YOUR responsibility to bring it.

8. In-Game Items - Money, journals, spell books, personal tokens/items, magic items (and tags), components. Plot will not remake or hand out items because you forgot. Always remember you IG stuff, your characters life may depend on it.

9. Camping Gear - Sleeping bags, tents, blankets, pillows, bunk coverings. All cabins are heated in the winter months with space heaters we provide, but it will still get cold. If you can not afford a good sleeping bag with a cold rating, then bring lots of blankets to use with you current sleeping bag.

10. Money - For any trips off-site if you forget anything, for food in the Tavern, for registrations. Cash, or Check is the only thing we accept onsite. Before events you can use Credit Cards to pre-reg, pre-pay for almost anything you may need during an event.

11. Resources - Rule book, player's guides, website information, newsletters. Whatever you may want to help you know the game better, print it, hole punch it and put it in a binder so that you can reference it frequently.

12. Extras - Firewood, food, space heaters, props, items your character might use, traps, gifts, garbage bags. These are all misc. things that may come in handy during the course of an event.