

FAQ:

1. What is NERO all about?

NERO is running around the woods screaming and beating people up with padded plumbing supplies and birdseed filled cloth packets. NERO is about engaging in a storyline you want to be a part of. NERO is about having fun with a new type of family, one weirder than yours.

2. What happens on a NERO weekend event?

Registration is from 7pm-9pm, with Opening announcements following, then a soft lay on after opening, with a hard lay on at 10pm. The game ends on Sunday at noon, which is followed by closing announcements, site cleanup, then we all go out to eat at a local restaurant. Adventuring will be going on around you at all times, and sometimes something as simple as traveling from your cabin to the tavern can be a matter of life and (game) death.

3. What is the plot like?

Plot is the over arching storyline that you put yourself into. Our plot team will put certain things into play and if no one bites on the hook, then they move on to other ideas. NERO is about what you make of it, not waiting around for Plot to lead you around with a carrot. Think of plot like the covers of a book, with the pages blank, WHY, because you help write them.

4. How safe is NERO?

NERO is an inherently dangerous activity, no different than other sports. We run through the woods at break neck speeds often with little to no light at night. Bottom-line, NERO is all about safety, but accidents do happen. We have had concussions, broken leg, strains and pulls, etc., but we minimize potential situations with our most important rule HOLD! This means game play stops and you can move it to a safer location or remove yourself. The weapons and packets we use are made as safe as possible, but you will get hit in the head, groin, nose, glasses, etc. we will all laugh then ask how you are and move on. Every event we have at least 3 CPR trained players who are there for your safety and the Fire Dept is 2 miles away.

5. Are there sword fights?

Of course, sometimes huge ones, and sometimes, honor duels involving only 2 people.

6. Is there magic?

Of course, there are so many things happening you can not help but see something magical that will catch your attention. Magic in NERO is lots of fun.

7. How do you decide what skills my character can have?

We don't - you do. You "buy" your own skills with the experience points that you earn for attending events. These skills allow you to improve your character's abilities. Because each player picks skills based on his or her own desires, no two characters are alike.

8. How do I earn experience for my PC?

This is a two fold question. First, you are automatically given a base number of Blankets, (i.e. XP) for each event you attend. This is a set pre-determined amount based on how much you pay for your events. Please see the eventbrite page for more details on blanket amounts.

Second, is In Game experience that you earn by doing things. This is something that enhances your personal PC flavor but is not awarded any statistical amount. This is how you make friends, enemies, gamble, become a merc, etc.

9. How good need my costume be?

For newbs attending your first event, all we ask is that you make an attempt at a costume. We have included directions on how to make wrap pants, tunic and cloak. Any beginning adventurer would be well decked out with those simple additions. Tennis shoes are frowned upon, but boots, hiking or otherwise are not an issue. Over time we hope that as your PC grows so will your costume. eBay is an excellent place to get items if you can not make them yourself, Renn Fairs are another good spot, most likely your best bet to get the best stuff for the best prices is your own chapter. There will be people who can do it all, just ask around.

10. How do I write a character history?

This is a mix bag thing. Some people come in and say they are the bastard son of a king and expect plot to bend over backwards for them. THIS WILL NOT HAPPEN EVER. Your back story is for you and for your roleplaying encounters with other PC's. If you submit your story to plot, they may find something in it they can use and tailor make something for you, this is a rarity rather than the norm. Feel free to write away, but remember it is for you and adding color and flair to your PC.

11. Do I have to play a Human?

HECK No, any of the racial packages are up for grabs. Just remember to try and keep things realistic. A 6'5", 250 lb, Hobling is not going to impress anyone. Same goes for the dark elf who does not wear the all black makeup. Playing another race is a risk reward system. The better you look, the more people will want to interact with you.

12. Can I be a monster?

Nope. There are certain types of monsters that can be played by a PC if certain requirements are met and storylines full filled. When you hear the stories about so and so with the green eyes, who was a Lich don't get drawn into the power gamer aspects of it. With great powers come great enemies who want you dead for your choices. Transforms to monsters attract young naïve players with their awesome powers, what they do not see is that these people often fear for their lives from some source bent on their destruction.

13. What about religion?

NERO is devoid of religion so as not to offend anyone. Does that mean you will not see crosses and Wiccan symbols, absolutely not. Players will add their own personal touches to their PC and some of these may have overt religious context, but that is not their goal. A good example is the knight who has a great templar costume, is this offensive to Catholics and Muslims; no...they are playing a role. If you want to find something to gripe about, do stand up and open for Lewis Black.

14. How do you do traps?

Mouse traps are the norm by far. Easy to use, set and when they go off people know it. Fishing line and bells work well too. Some people have used electronic traps with limited success. Reason being, they rely on batteries, which means you need to test them or else they will not go off. Traps are an integral part of the game and make for some awesome roleplay.

15. How do you pick a lock?

In the state of Colorado it is illegal to have a lock pick set and not be a locksmith. So we leave this rather open ended. Players can choose the assortment of tools they wish to physically represent lock pick tools with. Dentistry tools work very well in this capacity.

16. What's in the NERO Rulebook?

An old ruleset that is in need of updates, but guess what, it has everything you need to play the game in it. Do not get wrapped up in all the hype about new rules this and that, and how this is broken, etc. etc. NERO is about the spirit of the game and what feels right. Rules Lawyers ruin everyone's game and make it so no one wants to play. Think of the rulebook like a guideline. The rules have changed very little in 12 plus years, and they are not likely to change anytime soon, so enjoy what we have and learn them. They can be bought for \$10.00 at logistics.