

## **What is NERO?**

NERO EMPIRE is a chapter affiliate of the New England Role Playing Organization based in Rye, New York. NERO is currently one of the largest fantasy live action role-playing games in the United States and Canada with over 35 chapters. The game emphasizes player character interaction in a well-developed and consistent game world. NERO is committed to providing an enjoyable atmosphere for all members. The concept of NERO combines elements of classical fantasy fiction such as Lord of the Rings and the drama of Renaissance Fairs.

NERO is trying to recreate the Days of Legend as we would like them to be and not how they really were. In NERO, you will create a character with the support of a Plot team and rules that are provided for your guidance.

You will gain experience and skill during weekend long events at the Conifer Community Park aka Beaver Ranch, where we use as our fantasy medieval town located among the trees and cabins of the Front Range. It is a place for relaxation and fun which combines camping and friendship.

The world of NERO is mainly filled with humans, but there are other unusual and interesting races to play such as elves, dwarves, half-orcs, hoblings, barbarians, and gypsies, each with their own special abilities. Costuming is a fun and integral part of NERO.

Members of NERO play their character and solve mysteries throughout the event, from short plot lines lasting a few hours to long plot lines lasting multiple days, months or even years. Staff interacts with the players providing clues and hints to the differing plots. The players then interact with each other passing the clues and hints among themselves to solve the mystery and/or defeat the adversary.

In many game systems, only those with real out of game skills succeed. However, NERO is a fantasy game allowing people of all sorts of skill and athletic ability to "be all that you can't be". Players test their skills against mythical creatures such as Goblins, Trolls, and Ogres, using swords and sorcery. There is no stopping the game; not for dinner, sleeping, or anything short of an emergency. Adventuring goes on around you at all times, and sometimes something as simple as traveling from your cabin to the tavern may become a matter of life and death.

Combat is simulated using boffer weapons made out of graphite rods, pipe insulation, open cell foam, and duct tape. Each type of weapon is assigned an amount of damage that it does. In addition, each person will have a certain number of "hit points" based on their current skill level, the type of armor worn, and any magical spell protective. Just prior to an attack, a player will speak the amount of damage the swing inflicts (i.e., two normal; for a short sword) to their opponent. If you are struck, you subtract the amount by which you have been hit from your hit points as well as your armor points. When you reach zero, you fall unconscious and hope there is someone nearby with a healing spell.

Magical spells are represented by small cloth bags about the size of a film canister filled with birdseed or a small sponge golf ball. To cast a spell a player speaks the spell incantation (such as "I call forth a magic missile" or "I call upon the earth to cure light wounds"), and throws the packet at their target. If the phrase is stated correctly and the bean bag hits its target, the spell works. If you stutter the phrase too much or say an incorrect word, or miss with the spell packet, the spell fails.

Players buy skills with the experience points their character has earned while attending NERO sponsored events, thus improving their character over time. These skills allow players to improve their character's abilities. Since each player picks their characters skills based upon personal preferences, each character is unique. Skills include magical spells, weapon skills, magical potion, scroll, and alchemy creation, trap disarming, and various weapon skills.

Character Experience is earned by attending role-play oriented events, with a base number of XP automatically given for each event based on a character's skill level. Experience beyond that amount is represented by game money which can be earned through a variety of methods including the selling of scrolls, potions or alchemy made, entertaining at the tavern for tips, or perhaps hiring yourself out as a bodyguard.

NERO is unique in that if you travel to other chapters in the United States and Canada you can take your character along with you to experience the entire original fantasy world of Tyrra.

For more information on all of the NERO Chapters please go to <http://www.nerolarp.com>