



Nero Piedmont 2009-2010

NPC Point Rewards

So you want to be an NPC for us do you???

NPCs (non-playing characters) make up all the monsters, townsfolk and other characters that PCs (playing characters) interact with. Playing an NPC opens you up to a wide range of roles and skills to play and many opportunities to experience the game from all sides.

Here is what to expect when you NPC for us: From the start of game until the end of the game you are going to be expected to be available. This doesn't mean you won't be able to sleep or eat! It just means that we play a full game and try to make the most out of every minute. The monster shack close from 4am to 8am on Saturday morning and 4am on Sunday morning, so if someone comes in late at night you may be woken up to be a monster (this usually means we won't wake you up that early in the morning though). In the morning on Sunday there may be monsters that go out around 8-9am to wake up the PCs.

So in short plan for a LONG, fun game.

When you play an NPC, we expect you to play the card you are given. If you have any questions or concerns, then please ask a plot or staff member. We expect you to not add any additional skills, abilities, etc to the monster you are playing. We expect you to listen to the staff. We expect you to have fun.

Please read the [NERO LARP Staff and Volunteer Guidelines](#) prior to coming to an event.

With that said, what are the benefits of NPCing for us and why would you want to exhaust yourself like this if you aren't playing your character?

Well there are several rewards for NPCing.

NPC REWARDS!!

First, you receive experience for the character of your choice equal to that of the days NPC'd. This experience excludes max out.

Second, we have a grab bag which you can draw one item for every day NPCing. The items in this grab bag range from coin, production, formal scrolls, to even magic items. You also get an additional draw when you stay until cleanup is finished, for a total of 3 draws in a typical 2 day weekend event.



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Third, the event that you NPC for all the time is FREE.

Forth, you receive 200 Goblin Stamps for your time over the weekend.

Fifth, we have something called NPC points. As you NPC for us you earn 1 NPC point per day (thus in a normal weekend you earn 2 NPC points). You can use these points to buy a variety of different things. This includes, but is not limited to: free max out, formal scrolls, various forms of production, ½ price on your next game (PC or NPC), or even a free 2 day game.

NPC points purchase lists

32	Free magic item with your choice of castings on it. (As long as all castings are legal, up to 5 effects) This magic item will already have considered to be greater extended and rendered
28	A free 2 day event
22	Returning a big favor*. (this is the same as the lower one tier reward but yields much more production)
20	15 formal components of your choice. (only one of which can be a special component)
16	Free magic item with your choice of castings on it. (As long as all castings are legal, up to 2 effects) This magic item will already have considered to be extended and rendering
14	1/2 price game
12	Returning a favor*. While NPCing your character saved the life of a 1) smith, 2) alchemist, 3) potion master, 4) scroll merchant, or 5) trap maker. (You choose one) They will give you a random amount of production for free
10	1 unlimited/ times per day formal scroll (expiration depends on unlimited or per day)
8	1x ever magic item. (Your choice on the effect it casts)
6	Free max out for an event
4	1x ever formal scroll (lasts for 1 year)

*This is meant to give roleplay aspect ingame so you can show what your character has done while you were NPCing.