



## Nero Piedmont 2009-2010

### National Goblin Point Award for Donations

NERO Piedmont is a volunteer organization. We make things work using the energy and resources of our members. We accept donations from our members so that we can run the best game, with the best props that we can, at a low yet reasonable cost. We encourage all NERO Piedmont members to participate in some capacity at all of the NERO LARP chapters they patronize and you will be rewarded with Goblin Points.

Goblin Points can be used for many things. Including, but not limited to 1) the purchase back of deaths; 2) the purchase of up to 100 levels of production equipment per month; 3) the purchase of weekly goblin blanket of experience for your character.

NERO Piedmont may make 5 “HOT” items per month. This will allow us to give out 50% more goblin points for the item.

This is a list of items that members may donate, and a maximum\* amount of Goblin Points a member may receive for their donations. Items will be added to this list each month, as we receive more items to place on it.

**\* The maximum amount is dependant upon the item in question. These items may fluctuate, depending on what is being donated.**

Bringing In a New Member	100	Per New Member With Paid Membership
Working a Convention 8 hours or more	100	In One Day
Working a Convention 4 to 8 hours	50	In One Day
Working a Convention up to 4 hours	25	In One Day
Section I: Weapons		
<b>A. PVC Core</b>		
Single Handed Weapons	30	Each
Two Handed Weapons	60	Each
<b>Weapons Needed</b>		
1. Long Sword/Mace/Axe	30	Each
2. Short Sword/Mace/Axe	30	Each
3. Spear	30	Each
7. Bow/Crossbow	30	Each
5. Two-Handed Sword/Blunt	60	Each



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6. Polearm	60	Each
<b>B. Ultra-lite Core</b>		
Single Handed Weapons	50	Each
Two Handed Weapons	80	Each
<b>Weapons Needed</b>		
1. Long Sword/Mace/Axe	50	Each
2. Short Sword/Mace/Axe	50	Each
3. Spear	50	Each
4. Dagger	50	Each
5. Two-Handed Sword/Blunt	80	Each
6. Polearm	80	Each
7. Bow/Crossbow	50	Each
8. Other	50	Each
<b>C. Shield</b>		
1. Wood	40	Each
2. Ultra-lite	40	Each
<b>D. Spell/Alchemy Packets</b>		
Without NPC written on them	2	Per 3 Packets
<b>E. Other</b>		
TARPS	20	for 8' x 8'
TARPS	30	for 15' x 8'
TARPS	40	for 20' x 8'
Fog Machine	100	Each
Rope Lights 10'	25	for 10 foot
Rope Lights 20'	40	for 20 foot
Rope Lights 30'	60	for 30 foot
Make-up - squeeze Tube	10	Each
Make-up - Pancake	20	Each



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<b>Section II: Armor</b>		
<b>A. Full Suit</b>		
1. Platemail	1200	Per Suit
2. Chainmail	600	Per Suit
3. Leather	500	Per Suit
<b>B. Shirt Only</b>		
1. Platemail	400	Per Shirt
2. Chainmail	200	Per Shirt
3. Leather	200	Per Shirt
<b>C. Bracers/Greaves</b>		
1. Platemail	100	Per Pair
2. Leather	75	Per Pair
<b>Section III: Props</b>		
<b>A. Products purchased</b>		
Light Stick	5	Per Stick
Trap Phys-reps, Wood Box	25	Per Box
Metal Engraver (Battery or Plug In)	25	Each
Specific Plot Oriented Prop	50	Each
Jewelry, 1 piece	5	Each
BackDrop, 8x8 sheet w/ Trees	50	Each
Scroll Physreps	1	Per 3 Reprs. must be 8" x 4" w/ Large Words
<b>Section IV: Costuming</b>		
A. Latex Mask	30	Each
B. Shirts	50	Each
C. Pants	50	Each
D. Cloaks	100	Each
E. All Other	30	Each



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<b>Section V: Direct Labor:</b>		
Dedicated Staff	200	Per Event
Plot	500	Per Month of the Year
Tavern	500	Per Event
Tavern/NPC Help	20	Per Hour
Clean Up Marshall	400	Per Event
NPC Regular 2 day Weekend Event	200	Per Event
NPC Long 3 day Weekend Event	300	Per Event
NPC Long 7 Day Event	700	Per Event
Revel, Fair, Etc. - 1 Day	100	Plus 1 Event Blankets for Event
Revel, Fair, Etc. - 2 Day	200	Plus 2 Event Blankets for Event
Module Day	100	Plus 1 Event Blanket for Event
4 Hour NPC Shift at Events	50	Can be turned into a Weekend Max-Out
Set-up for an event	200	Minimum 2-hours help
Clean-up for an event	200	Minimum 2-hours help
Tavern Clean-up	200	Minimum 2-hours help