



Nero Piedmont

NPC Rewards Policy

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 full-time: 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 PC's.

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.

FULL-TIME NPC REWARDS

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

Second, we have a Full-Time NPC grab bag which you can draw two items for every day that you NPC. The items in this grab bag range from coin, production, a formal scroll, money off events, to even magic items. You also get an additional draw when you stay until the end of the event and help cleanup, for a total of 5 draws in a typical 2 day weekend event.

NOTE: If you are not present at the end of the event, you forfeit your draws for the weekend.



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Third, the event that you Full-Time NPC is FREE.

Forth, you receive 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 Point Purchase List

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.

** Transform scrolls are not able to be requested.



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NPC FOUR (4) HOUR SHIFT REWARDS

The following items are what a Player, who has paid for the event but would like to also NPC for the Piedmont Chapter to help keep the other players entertained during the game weekend, will receive for working a four (4) hour NPC shift.

FIRST, each NPC shift consists of the amount of Goblin Stamps that you would receive. Goblin Stamps are based on the historical need for an NPC during the event. If you work multiple NPC shifts you would receive multiple Goblin Stamps.

NPC Shifts & Goblin Schedule

11pm – 3am (200)

2am – 4-5am (100-200)

8-10am – 2pm (150-250)

2pm – 6pm (200)

6pm – 10pm (250)

10pm – 2-4am (300-350)

SECOND, you would receive NPC max out for your character you are playing. If you work multiple NPC shifts you will still only receive NPC max out for the character you are playing that event.

THIRD, you would receive a single entry in the Magic Item* draw at the end of the event. If you work multiple NPC shifts, you will receive an entry for each four (4) hour NPC shift. This is **NOT** the same as the Full-Time NPC Grab Bag.

*The Magic Item will be a four (4) effect (player's choice), one year, unrestricted item, based on the Nero Formal Magic Item casting rules and effects. The item will be tagged at the next Piedmont event.