

NorthCoast Nero

Equipment List for an Enjoyable Event

The following is a list of equipment that you should pack for a weekend of NERO. The text in bold is a necessity to play and the text found in normal lettering is a suggestion. Following this list will help you to make the most of your NERO experience.

GUIDELINES:

Pack early for an event. Make a checklist if you have to, and check off each thing as you pack it. I have done the "packing-on-Friday-just-before-leaving-for-the-event" dash and have ended up with no toothbrush, no brush for my hair, no boots, and no bowl to eat my food from. Packing early means less stress on Friday.

Pack conservatively; or rather pack the most amount of stuff while taking up the least amount of space. This is an important rule. It makes it easier to pack overall, and NERO is all about packing the car beforehand.

If you do not know, ASK. Don't be afraid to ask anyone anything, there are no stupid questions. Examples: "Where is the tavern?", "Where is Check In?", "Excuse me, what does that spell do?", or "Pardon me, which way to the Dungeon of Doom?" We are all just people, and we were all new players once. Just be polite and ask, you'll go far.

While at the event keep all of your things together. It will be easier and faster to clean up on Sunday if you keep all of your things confined to under your bed. Under your bed is **Out Of Game**, so keep your NERO bag and supplies under there. This also ensures that someone else does not go home with your favorite hoodie, or that you do not end up with someone's dirty socks mixed in with your clean clothes.

Do basic life sustaining things while at events: if you are tired... sleep, if you are hungry... eat, if you are thirsty... drink, if you are soaked... change clothes, if you take daily medications... take them. Your first events are exciting and new. You want to see all you can. Save yourself the hassle and pain and take care of yourself, there will always be stuff to do.

If you want to volunteer and help out with anything (like hanging posters, making spell packets for NPC shack, fixing props) don't be afraid to pipe up and say so. Don't be afraid; if you want to help out... do so. NERO isn't run by magical gremlins, but by the work of its members- which you now are.

AND NOW THE CHECK LIST:

Costume - Everyone must be in costume.

Armor, Weapons, Spell Packets, Spell Books

Makeup Supplies

Comfortable Shoes - Assume mud and rain.

SOCKS - Change these often.

Sleeping Bag and Pillow - most camps offer uncomfortable beds or cots. Be forewarned, they are cabins, not the Hilton.

Personal effects such as: toiletries (comb, razor, toothbrush, toothpaste, towel, soap, etc...)

White Headband - This signifies that you are out-of-character.

Medication - Prescription and First aid.

Flashlight with filter (cloth) - to be used out-of-character.

Money - For tavern, dues, gasoline, etc...

Food/Water - The tavern will have this, but it is always good to have snacks and extra water.

Duct tape - for making weapon and armor repairs.

Garbage Bag - Always good to throw stuff away.

Rulebook - You'll get one of these when you join.

Bugspray/Sunscreen

Change of "Mundane" Clothing for travel to and from game.

Armor repair kit

Other player character physical representations: Traps, rogue's tools, musical instruments, drinking horns, etc...

Adventure Gear: Scissors, rope, candles, matches, twine, etc...

Cabin Decorations: Banners, regalia, carpets, etc...

Pen/Pencil/Paper

Cold weather gear - Gloves, coats, scarves, hats, thermal underwear, an extra blanket etc...

Shoe insoles and moleskin for blisters

Lightsticks for in-game light spells

Sewing kits and safety pins - for costume malfunctions.

Candy - for Monster bribes...