

getting started with nero® live action role-playing

The first step in getting started with NERO® is to locate a game near you. The NERO® web site: www.nerolarp.com has listings of sanctioned chapters and clubs all over North America. Contact your local chapter or club and they will furnish you with a wealth of information. Chapters are large organized games with dedicated staff members where clubs are small informal but sanctioned groups.

If there is no NERO® chapter or club near you contact NERO® directly and we would be glad to help get you started in building a NERO® Adventure Club or even a full Chapter.

Once contact has been made you being the process of creating a character, or volunteering for your local game.

If you are creating a character you will need costume, make-up, accessories and weapons to fit your character. Almost everyone starts out with a very basic costume and weapons and works on improving it as time goes by. You do not need hundreds of dollars in costuming to start playing! Through online retailers, and even your local clothing or craft stores you can put a perfectly good costume together for very little money.

If you are volunteering for your local game much of your needs will be provided for you however most games do ask that you maintain your own costume basics (black cotton pants, black shirt, non-descript footwear). Weapons and make-up are almost always provided along with the other costume pieces to put you in the proper role. If you are going to make a 'career' out of volunteering or staffing for your local game you may want to make your own weapons, extra costuming, and have your own advanced makeup kit.

The NERO® web site lists many excellent vendors for all your LARP needs, and is a good starting point for new and experienced players alike. Two of these fine vendors are: www.epic-armory.com and www.merchantswares.com. Both of which are owned by NERO® players.



contacting nero®

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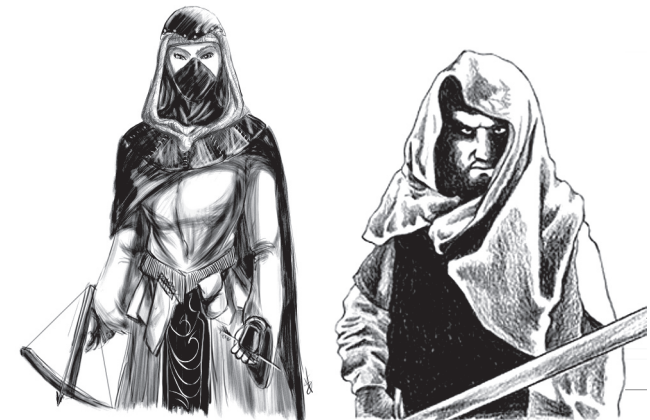


nero®

live action role-playing

My traveling companions and I lit our lamps to push back the darkness that seemed to creep up on us all at once. I gripped my sword very tightly in its scabbard, ready to draw it at a moments notice. Before we had left the town of Ashford we were warned that the Black Wolf and his band of brigands had been seen on the road that same day.

A great laugh brought us all out of our thoughts as six armed figures stepped out of the wood and into the road. "Good eve to you good people. Please drop your weapons and pass over your gold. My band and I will raise a pint to your generosity or to your memory... it all depends on you."



Just then, a group of shapes crashed out of the brush behind the Black Wolf and his men. "Undead" one of the brigands called with fear heavy in his voice, as he and his brethren were assailed by the twisted moaning shapes. The Black Wolf let out a curse and said "It seems we have other business this night... truce?" "Agreed" I said as I drew my sword and ran into battle.

As I engaged our new foe, I saw several of the Black Wolf's men already on the ground, and a few others hard pressed. I swung my sword at the nearest foe, almost cutting the creatures arm in two. It did not even flinch. I could smell the foul things rotting flesh as it tried to rend me with fingernails left to grow to claws in the grave. A wailing moan escaped its mouth as it pressed its attack. Again and again I cut at it, all the while avoiding its claw like hands. Suddenly, I stumbled and fell over the body of a fallen brigand.

The foul creature seem to be ready to fall upon me and finish me for sure, as an axe buried itself in the creatures chest, felling it. "Get up friend! It's not time for bed yet!" said Hamish with a laugh, as he bent to retrieve his axe from the fallen enemy.

As I got to my feet I saw that our combined forces had managed to destroy all but one of the creatures. The Black Wolf and I reached it just as it mauled the arm of Lars, one of my traveling companions. The man fell to the ground and let out an otherworldly scream. We looked in horror as the wounded man's arm seemed to age a thousand years before our eyes. The creature's hands seemed to burn with power.



Then the creature's eyes began to blaze with an ugly red fire and in a booming voice heavy with evil it said. "You may have lived this night, but soon you shall wish you had not." The thing fell to the ground as if it were a puppet and its strings had been cut. I heard Veltan, the Earth mage traveling with us utter words of power and turned to see him healing a fallen man. Ingret was tending the wounded as best she could, but it was clear she was better at making wounds than healing them. Within a few minutes the two groups separated again and faced off against each other across the road.

Veltan grabbed my arm and said "I can not heal this man's wound; his arm has been withered beyond my skill to heal. We must get him to town!" Suddenly the Black Wolf spoke. "Till dawn our truce shall hold. Do not follow us, and do not tarry on the road."

"You have my word." I said with my companions sounding their agreements as well.

The brigands and their leader then withdrew from the road and were gone. I helped Lars to his feet, his withered arm wrapped in his cloak, and we set out at a harried pace to Sterling. The town had to be no more than a few miles down the road, but the night was cold and the darkness deep... and as we had seen, there were worse things to meet upon the road than brigands.

welcome to nero®

live action role-playing

In today's world, with its stress and complexity, there is a need for quality recreation that gives you a chance to get away from everyday issues we all face. Take a vacation from the mundane and try your hand at a Live Action Role-playing game.

In a Live Action Role-playing Game (LARP) you create a character with a personality and back-story of your own design that can be very different from your own. There are different types of LARP games. Some games are reliant on judges and or dice rolls to decide the outcome of any conflict or actions that the players engage in. Others allow players to engage in safe combat using padded weapons to resolve combat and perform actions based on skills their character possesses in the game.

Many readers of popular fantasy fiction become lost in the exciting worlds created by the author and form a picture of the worlds in their mind. In a LARP the story unfolds organically with no predetermined outcome. LARP players enjoy all the elements that make a good fantasy novel great and have an actual impact on how things develop and move forward. The depth of interaction and immersion in a well run LARP game simply cannot be matched by any tabletop, computer, or console game.



Players use make-up, prosthetics and other types of special effects to look the part of the character they choose to play. An Elf looks like an Elf. An Orc looks like an Orc. As you put on your costume and make-up the feeling that you are assuming the role you have created for yourself is undeniable and is something that cannot be achieved in any other gaming medium.

NERO® games allows players freedom of action through an easy to learn and fun rules system that stresses the importance of the honor system and good sportsmanship. Combat is done using safe foam padded weapons, stuck with the lightest touch and small thrown bird seed filled packets to represent magical spells. The combat rules are intended to allow anyone to compete safely and enjoyably regardless of real life skills.



The NERO® International Game System is the largest and oldest established organized LARP in North America. The Tyrran campaign is a fully developed game world with myriad cultures and kingdoms that has been in use for over 15 years in the NERO® game system. Traveling from game to game in the Tyrran campaign you experience many different "flavors" of medieval fantasy life. The Tyrran campaign world is also filled with elves, orcs, trolls, goblins, vampires, liches and all manner of fantasy creatures both monstrous and wondrous.

There are two ways to play a NERO® game. As a player in full control of your character or as a "Non Player Character" (NPC). NPC's play the rolls of monsters and creatures and assist the game staff in running the game. Both styles of playing can be very fun and rewarding.

NERO® runs over 40 LARP games all over the US and Canada that provide an environment that encourages social interaction, team building and friendly competition.

NERO's® players range in age from 14 to adults even in their 80s and from all walks of life and professions. The helpful management, staff and players of NERO® will help you create a character that is right for you and answer any questions about the game rules and the game world. The NERO® Rule Book is available at book sellers and game stores all over the country, directly from NERO® or from Amazon.com.

*take a vacation from the mundane
and join us for the time of your life*