

NERO Vanguard

Policies

Updated April 13, 2009

Logistics:

Auto Memory – After a successful resurrection it is always assumed the player has pulled the memory bead and retains all memories up to the point they died.

Battle Boards – We will be using a Battle Board system for tracking skills and items, please keep your boards up to date.

Floating Reset – Players may choose to use the Logistical Reset at any time between 5 PM and 8 PM. This may not take place on a module or during an encounter without prior approval from a plot member at the beginning of the module/encounter.

IBGAs – IBGAs are due no later than midnight the Friday one week before the event in order to be guaranteed. Later requests may be addressed at the sole discretion of the responder.

Production – Goblin point production requests are due no later than midnight the Friday one week before the event in order to be guaranteed at check-in. Requests may be given later or on-site but tags will not be printed during check-in.

Physical Representations:

Arrow Representation – Players may use either green packets with streamers or yellow packets with no streamers as physical representation for their arrows.

Item Phys Rep'ing – 100% of all potion, scroll, alchemy, weapons, armor, etc tags carrier must be accompanied by a rep. There will be a small grace period for items found as treasure, but anyone abusing this will have any and all tags not properly represented confiscated

Weapon Construction – At this time we allow: weapons constructed by the rulebook, ultralight weapons that do not have a tapering core, and “flat bladed” weapons that do not have a tapering core. We do not allow latex melee weapons; shields and ranged weapons are fine. For traveling players that do not have any other reps we will try to accommodate, if we are unable to provide weapons we may allow latex weapon use on a case by case basis.

Gameplay:

Carrier Attacks - To help clarify carrier attacks we will be using Poison as a Damage Type. Anything delivered by Normal, Silver, Magic, etc will act as the spell for purposes of duration, removal, etc. Anything with Poison as a damage type counts as the alchemy for duration, removal, etc.

Eldritch Ice - While some specific undead are still immune to ice, undead in NERO Vanguard do take effect from Ice spells.

Weakness Spell - Many monsters under the effects of a weakness spell will be unable to escape some binding spells. Example Troll A can rip from Pin, Bind, and Web after being hit by a Weakness he may only rip from Pin and Bind.