

STAFF AND PLOT POLICY 2010

STAFF

Volunteer Staff

Responsibilities - These people are players who wish to help out on the spot. Possible volunteer staff positions include check-in, logistics, and plot assistance when necessary.

Benefits - Each volunteer staff position receives 30 Goblin Stamps per game day of the event. A person can fill multiple volunteer staff positions during the same event.

Event Staff

Responsibilities - These people are the event-runners. There will never be more than five recognized Event Staff members working at any given event, and players can only work as Event Staff at one in-game town's site. Event Staff members are appointed and removed according to the decision of the local Regional Director based on discussions of that player's peers. These five (or fewer) people are responsible for the set-up and teardown of the camp, and event logistic work. They are responsible for the running of check-in, and the cleanup of the camp. They are responsible for helping to get the basic event supplies to and from the local storage area, and checking these supplies for availability and maintenance. These people **MUST** NPC at their site. These people are responsible for awarding Goblin Stamps for both work performed at the event and the notation and validation of donations. **THE MOST IMPORTANT PART OF BEING EVENT STAFF ARE THE RUNNING OF CHECK-IN AND CHECK-OUT. PLAYERS WHO ARE UNABLE TO MAKE ONE OR THE OTHER OF THESE WILL NOT BE ABLE TO FUNCTION PROPERLY AS EVENT STAFF.** As part of Event Staff you will be required to be on site one hour before the start of check-in, and will be among the last people to leave site.

Benefits – Staff members will get NPC experience with a free max out, 200 Goblin Stamps per game day, an additional Staff Blanket as defined in the NERO International Policy Book, and they will attend the events that they staff for free. Module days will not require Event Staff, and they will typically use all Volunteer Staff.

PLOT

Responsibilities – Each member of a Plot Team must have their plotlines outlined in writing prior to the event. In order to receive credit for lines written in this way, the plot lines must be turned into the WAR office completed no later than 1 week prior to the scheduled event. Write-ups for dungeon crawl areas, random encounter charts, and other Automated Plot Resources must also be turned into the WAR Office so that they can be reviewed and filed. The author of each plot line/resource should be included with the submission, and Goblin Stamps will be awarded to the author for each written line. Only plot that is totally written out and will be run at the coming event will be awarded Goblin Stamps, and no plot line will be awarded twice. Repeated failure on the part of a Plot Team or one of its members to submit its plot in a timely manner will be viewed as a lack of enthusiasm, and may result in the replacement of one or more Plot Team members. The Goblin Stamp Awards for authoring plot lines will be as follows:

Storyline Plot – 50 Goblin Stamps per page filled more than 50% with text

Paper Modules – 10 Goblin Stamps each

Hooked Modules – 30 Goblin Stamps

Dungeon Crawl – 200 Goblin Stamps when approved. Awards for updates as needed.

Scout Packet – 100 Goblin Stamps when approved. Awards for updates as needed.

Wandering Monster Table – 50 Goblin Stamps when approved.

The Plot Team is also responsible for maintaining their town's plot book, supervision of plot run by non-team members, and maintenance of in-game plot related data such as scout guides or sage information. The

Plot Team will also be responsible for responding to in-game questions that happen between events. A person may only be part of a reoccurring Plot Team for one in-game location. A Plot Team will consist of four people who are in charge of a single site. They are responsible for making arrangements to get the event equipment transported from the local storage facility. Plot people MUST NPC at their own events. Plot people will also be expected to follow the spirit of the rules outlined in the WAR Plot Guidelines document that is made available to each of them.

Benefits – All Plot people will get into the events that they are running for free, they get NPC experience for the event, an additional Staff Blanket as defined in the NERO International Policy Book, and will also get 200 Goblin Stamps per game day of the event.