

2011

We Are Roleplayers

Mike Ennis

[NERO OH/NERO WV 2011 LOCAL POLICIES]

Contains local chapter policies. (last modified 4/24/2011)

Table of Contents

<i>Body Contact.....</i>	<i>3</i>
<i>Cantrips.....</i>	<i>3</i>
<i>Drugs And Alcohol.....</i>	<i>4</i>
<i>Event Pricing.....</i>	<i>4</i>
<i>In-Game Theft.....</i>	<i>4</i>
<i>Leaving Site.....</i>	<i>5</i>
<i>Medics And Medical Conditions.....</i>	<i>5</i>
<i>Player Age Policy.....</i>	<i>5</i>
<i>Returned Checks.....</i>	<i>5</i>
<i>Returning Players.....</i>	<i>6</i>
<i>Rules And Adjudications.....</i>	<i>6</i>

Body Contact

2/25/2010

Physical Roleplaying

WAR restricts “physical roleplaying” which includes, but is not limited to tackling, slapping, kicking, punching, carrying another player, dragging another player, tying up another player, or any other, similar action.

Inappropriate Touching

Players may not kiss or engage in any other types of inappropriate touching with other players. This includes players who may be involved with each other in a relationship, EVEN couples who are married. Players may NEVER sleep in the same bed together – staff people will perform regular bed checks at all hours. If you feel threatened by someone’s touching, please do not wait – let a WAR Owner know the first time you are uncomfortable so it can be handled right away.

Cantrips

2/26/2011

Cantrip Tome

A Cantrip Tome must be at least 6”x4” in dimensions, and should fit in-period. Notebooks with spiral binding or anachronistic phys reps will not be accepted as a legitimate Cantrip Tome.

Cantrips as Casting

For all intents and purposes, casting Cantrips will follow the same rules for casting spells, IN ADDITION to the rules included in the Cantrips package. This includes the mechanics of casting, interrupting, and removal of the Cantrip. Once a Cantrip incant is started, the Formal Magic Level and the components required are consumed even if it is interrupted, mis-canted, or otherwise ineffectively used.

For Cantrips with extended durations for casting until used (Healing/Defiling Pool, Element’s Fury, etc.), each individual use will count as an individual spell, and follow all rules for casting and can be interrupted as if casting a spell.

Cantrip Durations and Limited Reset

Cantrip casting ability is not restored at a limited reset.

Cantrip Marshaling

All characters must tear their components as part of the Cantrip, and hand them to a Game Marshal at the next available time. Failure to break components at the time of casting, or breaking the components in front of a Game Marshal will result in a failure of the Cantrip, and the components will still be consumed. Contingency and Armored to Magic are particularly powerful and MUST be cast in front of a Game Marshal. Any Game Marshal can effectively marshal the casting of a Cantrip.

Cantrip Errata

The *Bane/Boon the Dead* Cantrip will follow all the rules as for *Boltstorm* with regard to what can interrupt the casting, including Speech.

Change Log:

- 2/26/2011 – Clarified language dramatically

Drugs and Alcohol

2/25/2010

We Are Roleplayers (WAR) will not tolerate the possession or use of any illegal drugs or alcohol at the site of any WAR-sponsored event. This also includes the possession or use of tobacco by any persons under the age of 18 years old.

Any person or persons found possessing or using illegal drugs or alcohol on the site of any event will immediately be asked to leave the event by whatever safe means are available. In addition the offending person(s) will be banned from attending WAR-sponsored events indefinitely, and may be subject to further disciplinary action up to and including prosecution. Any individual under the age of 18 will also have their parents and/or guardian contacted to remove them from the site of the event immediately.

Illegal drugs are defined as any substance that is illegal to be possessed by law, any prescription drug for which a person does not have a prescription, and any tobacco product that is possessed or used by persons under the age of 18.

Any person(s) that have a legitimate prescription for medicine or prescription drugs should report their situation to a member of staff or ownership at the time that they arrive for a WAR-sponsored event.

Event Pricing

4/24/2011

**all prices subject to change*

Standard Rates

- PCing with a good NPC Ratio (33% and above) = \$15 per day
- PCing with a bad NPC Ratio (below 33%) = \$25 per day
- NPCing regardless of ratio = Free

Discounts

- *NPC NERO Events for Free!* As a NERO NPC you play for free.
- *New Players Play for FREE!* Any new player that has never played at a NERO Event gets into a WAR-sponsored NERO event for free.
- *Bring a Friend!* If you bring a new player to WAR (first event they've EVER played NERO), then the player who brings them receives a 2 Game Day credit to WAR and 500 Goblin Stamps! This counts for any new player, so bring a whole pack and get the same reward for each one. Game Day credits must be spent at the current event. Credits that carry beyond the current event must be spent at the next available event.
- *NPC Ratio!* Members of NERO Ohio and NERO West Virginia get discounts for maintaining a good NPC Ratio. In order to receive this discount, the player must NPC at least one-third of the time. Any player whose NPC Ratio is 33% or higher will receive a discount per game day when they PC as outlined above.
- *Promotions!* WAR will occasionally run promotions that will allow players to cash in on even more savings. Watch warweb.org for details.

In-Game Theft

2/25/2010

Any person that enters a cabin, tent, or other sleeping quarters that is NOT theirs and does not have a coherent resident of that sleeping area present MUST have a Game Marshal accompany them into that area. No matter whether the player's intent is to steal an in-game item or not, a player must NEVER enter an unsupervised sleeping area that is not theirs unless they are accompanied by an appropriate marshal. This rule is intended to prevent the theft or accidental taking of items or money that are not related to the game.

Leaving Site

2/25/2010

No players under the age of 18 may leave site at any time unless they are taken or accompanied by an adult family member. This is to insure the safety of younger players!

Any players ABOVE the age of 18 are asked to please check in with the local Plot team to let them know you are leaving, when you are coming back, and when you come back. This is to ensure that any plot that is related to your character will not be carried out in your absence as well as to help the Plot Team to accurately gauge the strength of the town.

Medics and Medical Conditions

2/25/2010

Medics

There are always medics on site at every WAR larp event. If anyone ever becomes injured, please call for medic immediately. Anyone needing medical attention or anyone that sees someone needing medical attention is strongly urged to hail a medic by simply yelling "MEDIC!" until appropriate help has arrived.

Medical Conditions

Any player that has a medical condition requiring prescription medication or any type of condition such as allergic reactions to bee stings should notify a staff member or owner as soon as they arrive on site for an event. Anyone who carries medicine, inhalers, Epi-pens, or similar treatments that are needed in an emergency situation should leave said items with a Medic so that they may use them in case of an emergency.

Player Age Policy

6/24/2010

- Children under the age of 14 are not permitted on site under any circumstances.
 - Young adults age 14 to 17 are permitted only with a Legal Release signed by a Parent or Legal Guardian and are not permitted to leave site during the event without parental accompaniment.
 - Adults age 18 and over can attend as normal after signing a Legal Release.
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Returned Checks

2/25/2010

Checks returned to us for any reason will require the check writer to pay a fifty dollar service fee in addition to the original amount of the check. Until this balance is paid in full, the player will not be allowed to attend any WAR-sponsored event.

A second incident of a returned check within a one-year time period will effectively revoke the player's ability to pay us by check.

Returning Players

2/26/2011

Who Is Eligible?

To be eligible, the player must have not played at a WAR event (PC or NPC) for at least one year. If WAR has made rules revisions that have allowed all chapter characters to rebuild in that time, then the player may rebuild at their first event back. There is no restriction with regard to how many times a player can take advantage of this policy.

Production Skill Bonuses

If the character being played at the returning event has production skills, these will not require any coins to be spent in order to use them. In addition, the amount that can be produced by that character is double his or her usual amount. Both of these benefits apply for the returning event only.

Items and Formal Effects

The Player will receive 5 credits per Experience Level of his or her highest level character on record. These credits can be spent to purchase goods from the table below. These points are temporary and cannot be saved up for later use, but must be used prior to check-in of the player's returning event.

All items/effects produced as part of this policy are LCO and last for 6 months. Character-specific effects gained via this policy can be assigned to any of the player's characters that the he or she sees fit. This policy cannot be used to acquire a Ward, Circle of Power, or any effect with the duration of Instantaneous (Obliterate, Race Change, etc.) that does not target one of the returning player's own characters.

Item Purchased	Cost
5 silver pieces	1 credits
Spell Book, Recipe Book	5 credits
Production Item	5 credits per 4 levels (16 pp)
Casting from a Limited Formal Scroll	10 credits per (Scroll Level x Charges)
Purchase Limited (times ever) Formal Scroll	20 credits per (Scroll Level x Charges)
Casting from Unlimited Formal Scroll	25 credits per Scroll Level
Purchase Unlimited (daily or unlimited) Formal Scroll	50 credits per Scroll Level
Formal Component (Common or Uncommon)	6 credits per component
Formal Component (Rare)	15 credits per component
Cantrip Tome, Un-enchanted (IE: 10 gold book)	10 credits
Cantrip Tome, Enchanted	50 credits (blank, enchanted) + 10 credits per Cantrip
Copy a Guild Cantrip	1 credit per Cantrip copied (caster supplies all

	materials)
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Rules and Adjudication

2/25/2010

Game Marshals

A Game Marshal is a player that will help to move the game forward by overseeing closed modules, checking stat cards at the request of other players, overseeing in-game thefts that he or she is not affiliated with, and in general refereeing any dispute. These folks are typically veteran players with the wherewithal to render fair, accurate, and unbiased rulings.

Game Marshals are announced at the PC Speech and posted at the NPC Shack.

Rulings in the Field

Any Marshal that makes a ruling in the field will have that ruling stand at the time. Please do not contest a ruling while in a hold or the action is still going on – give your opinion calmly and roll with the Marshal's call. Afterward, if you wish to contest (aka 'adjudicate') the call, follow the process outlined below.

Adjudication

The Head of Plot can adjudicate rulings at the event, but only after the players have left the field of play. In all cases the Head of Plot will determine when it is appropriate to adjudicate, and a player can never demand adjudication on the spot or otherwise stop the action in order to find the Head of Plot to resolve an issue. The Head of Plot's ruling will stand until the end of the current event.

Once the event is over a player may petition the Rules Committee for an over-riding ruling. This must always be after the event, in writing, and cannot be brought to Rules Committee members on site. In these rare cases, the Rules Committee will review the rulings made and will effort to provide clarifications and/or policies to be implemented going forward if these are deemed necessary.

Rules Committee

The WAR Rules Committee can hear adjudications and make long-standing policy with regards to the interpretation and/or implementation of rules and clarifications.

2011 WAR Rules Committee:

Jay Rhoades, Mike Ennis, Dave Binder, Jennifer Tobin, Bryan Mularcik

Change Log

- 4/24/2011 – *modified Event Pricing to include a current list of discounts*