

Goblin Points

NERO is a volunteer organization. We make things work using the energy and resources of our members. Our local chapters accept donations so that they can run the best possible game at a low, yet reasonable cost. We encourage all NERO members to participate in some capacity at all of the NERO LARP chapters they patronize, and we reward those members who do with goblin points.

Objective

The objective of this policy is to update the goblin point, staff reward and non-event experience point systems so that members have very strong incentives to donate or volunteer without fundamentally corrupting the game itself. Each change is designed to address an existing flaw within the current system. One of the basic flaws is that the system isn't rewarding enough in general, so one of the primary goals is to make goblin points more valuable overall by adding a variety of new rewards for purchase. Another flaw is that the current rate of purchase for XP and production items is actually too high, so we are aiming to scale those two things back while also adding brand new incentives for members to work towards. This policy will replace all local reward policies that exist outside of the official goblin point system which directly affect the game in any way. Any financial rewards such as discounted events or actual payment may be worked out individually with the local chapters, but they may only use this system to issue any game-related benefit. This is to prevent chapters from using their rewards as a means of competing for volunteers or players. Chapters cannot use goblin as a means to under-cut or one-up their neighbors' reward values, "poach" each others' NPCs by offering them superior rewards. It is strongly recommended that all players submit any goblin point purchases as part of their event pre-registration. Local chapters may refuse to produce any goblin point requests that are not preregistered, but if they do so they must publicly post this policy prominently on their web site. When donating or volunteering for goblin points, it is highly encouraged that the member contact the player representative of the local chapter to have a discussion about what that particular game really needs, as well as informing the staff of the member's areas of expertise. The goal is to make volunteering and donating much more of a two-way, interactive process between the chapter and the individual members. Players should not be reading the goblin point turn-in values like a menu and selecting the highest reward-to-effort ratio, but rather discussing what they can do for the chapter that fits the game's current needs. The turn-in list is meant only as a reference, and chapters retain the right to refuse any unannounced donations that they don't currently have a use for.

Basic Rules

The following rules apply to all goblin awards

- Chapter staff have discretion when awarding goblin ranges, however always awarding “outstanding” quality for donations is allowed.
- If a donation exceeds the outstanding category by quality or nature, a photo and/or description must be submitted to national when awarding the points.
- Any item tags generated by goblin points for an event are issued by the chapter running the event as part of their normal check-in logistics.
- Goblin point items do not count against an event's treasure distribution limit.
- If a player has multiple characters, goblin point items must be assigned to a single character when they are first issued.

Hot Items

Chapters can designate a few donations as hot items. When players donate these items they will get a higher than normal goblin reward. The chapter must post the list of their hot items on their web site.

There are 2 categories of hot items:

High demand: 1.5 x normal value (up to 8 items at a time)

Critical demand: 2 x normal value. (up to 5 items at a time)

Award Values

An item's value is based on the value it brings to the game. For most items there are three quality tiers. Players should generally assume their donations will be considered “good” quality. The “great” and “outstanding” tiers are for those who go above and beyond. These three tiers are meant to accommodate the most common donations. Something like a whole-head articulated monster mask, a custom cast latex mask, or an intricately designed and cast sword fall outside the scope of the values below. If such an item is donated, please include a short description or photo about the item when adding it to the database.

Extremely Valuable Items

The local chapter's character administrators are highly encouraged to submit a picture and/or brief description for any rewards of 500 or more goblin points. The national database department will be running monthly reports on 500+ point goblin rewards, so any additional information provided by the chapters will make that process easier for both parties.

Item Donations

Item	Base Award	High Quality Award	Outstanding Quality Award	Notes
Spell Packet	½ gob	NA	NA	1 gob per 2 packets
Weapon: One-Handed PVC	30gob	55gob	80gob	
Weapon: Two-Handed PVC	50gob	75gob	100gob	
Shield	75gob	100gob	150gob	
Weapon: One-Handed UL	150gob	200gob	250gob	(Ultra light)
Weapon: Two-Handed UL	250gob	300gob	350gob	(Ultra light)
Armor: Single Piece	75gob	150gob	300gob	
Armor: Full Suit	300gob	650gob	1000gob	
Mask	20gob	75gob	150gob	
Makeup	15gob	50gob	75gob	15 for a small tube of the cheapest "clown makeup," 75 for a large container of quality makeup.
Hand Prop	50gob	75gob	100gob	
Set Prop	50gob	75gob	100gob	
Theatrical Effect	100gob	200gob	300gob	
Costume Piece	50gob	75gob	100gob	
Full Costume	150gob	250gob	350gob	
Extremely Valuable items	1000gob+	NA	NA	Chapters may grant more than 1000 goblin points for extremely valuable donations such as vehicles, professional stage equipment, etc.

Staff Volunteering

Volunteer Item	Award	Notes
NPC single event	100 per game day, 50 per 4-hour shift	Double for "big" events**. May only be awarded for 1 shift per game day. Chapters may also give PCs free max-out for an NPC shift, at their option.
NPC full season	150 per game day	*, Double for "big" events**
Event Setup/ Event Breakdown	50gob each	For helping beyond the mandatory minimum camp cleanup.
Staff Member	200gob per month†	Rules marshals, formal magic marshals, local plot team members
Team Lead	250gob per month†	Plot team lead, head rules marshal, head formal magic marshal
Manager	400gob per month†	Head of plot, Head Marshal
Director	500gob per month†	Chapter GM

* Must sign up to NPC at least 4 events in the same season for a single chapter. Players are issued the base of 100 points per game day at first, then are given the extra 50 points per day after attending the fourth event and are given the full 150 per day beyond that. Staff members that use a policy forbidding them from PCing at their own chapter may receive the full amount up front.

** Each chapter may grant double points for NPCing at up to 3 events per year. (For "big events" or events that they anticipate a low NPC turnout.)

† To receive their monthly award, staff members must attend all scheduled meetings and perform all the standard monthly duties required by their individual position. Individual projects that fall outside of the standard operations of their position are rewarded by the "projects" entry below. Staff members receive this award in addition to NPCing or any other awards. Being an event director or lead writer for an event generally counts as the "regular duties" of a Team Lead for a plot team, while the other event writers generally count that as the regular duty of a Staff Member for the plot staff.

Non-Staff Volunteering

Volunteer item	Award	Notes
Projects	100- 500gob	Based on the complexity of the task and time required. A member should contact staff before beginning a project.
Weapon Repair	20gob per weapon	+10gob - 50gob per weapon if volunteer uses own materials
Convention Volunteer	50gob per hour	
Post event photos	5gob per image	Maximum of 50gob per month
Post event video	50- 200gob per video	Range based on length. Maximum of 400gob per month
Write an event journal or blog post on an approved website	50gob	
Fill out an event survey	50gob	
Submit a private character profile to local staff	50gob	May only be awarded once per character.
Publish a Tyrrapdeia article	25gob - 400pg	Range is based on length and quality.
New player referral	200gob	Issued at the referred player's first paid PC event
Contributing to the Nero Folding@home "team"	50gob per month	
Bringing a canned food donation	10gob per can	Up to 50gob per month (only at participating chapters)

Goblin Point Redemption

Item	Maximum	Cost
Cantrip Page	5 pages per player per event	15gob each
Coin/Evaluate item	100 silver pieces per character per month	1gob per silver
Death buy back	None. May not buy back the first 2 "free" deaths	100gob per death
Formal Scroll (1year, 1 charge, any standard formal magic scroll except obliterate, any transform, summon, create golem or create undead.)	1 per player per event	50 + 20gob per level (ex 1st level scroll costs 70gob)
Formal Components (Strength 1)	5 per player per event	25gob per component
Magic Item* (1 year , up to 3 effects, automatically indestructible)	1 per character per year	200gob per effect
Production Items	5 items per player per event	2gob per production level
XP Blankets	2 per character per month	50gob per blanket

* If the item is a weapon it may only have a single casting of *damage aura* (+1). Players must provide their own prop for the item or no tag is issued. *Arcane armor* counts as a single effect. Spells cast as a pyramid, such as *spell store*, count as 1 effect per pyramid level.