

## What do I bring to my first NERO event/LARP? - Compiled by Logan Horsford (AKA Brother Lumsie)

I want to give full credit to the following list of contributors: Marith Artrell, Brian Ball (<http://www.larp.com/neroetn/checklist.html>), Brooks, Karen Blodgett, Mike Clancy, Claudia, Cutter, DeAnna, Sirene Douzieme, FedermanD, Ben A.K.A. Gecken, Iblis, David W, Jennifer, Jeremy AKA Darkwing, Julie Jones, Justin, Josh McLain, **Kaiya**, Kune, Miki, Nathan (both of them), Nikky, Pac, Paula, Quin, Amy Rapinac, Swift, **Taviarc**, T.C., Tienna, Tusk, Uzuri, Walt W., Yarrick, Les Yeux.

### **Must bring:**

PC'ing: Costume: Your costume need not be elaborate, but you should at least make an attempt at one for your first event. Costuming can be as basic as a large rectangle of material with a head hole punched through it belted at the waist. A pouch, or pants with pockets. Good to hold tags/character sheets/gold.

NPC'ing: Wear something neutral, sweats are good. No labels (or glaringly obvious ones) are recommended. Turn them inside out if necessary. Darker colors are recommended.

Comfortable shoes: If you don't know the terrain, assume mud and water. Usually it is a choice between period and practical. I recommend starting with practical until you learn the lay of the land. Example: A buddy of mine (we'll call him Matt, just to pick a name out of the air) wore ninja boots to his first event. Very cool looking, went well with his costume. He swore to never do that again after both slogging through the mud and stubbing his toe very badly. For footwear, mountain boots are great - they look close enough to period-wear, and they're suitable for all different types of terrain, and they really aren't that hard to come by. Waterproof is your friend. Bring extra socks (twice as many as days of the event are good), new socks are preferable.

White headband: Just take a scrap piece of white cloth you have at home and cut out a strip to tie around your head. Whenever you go Out-of-Game you'll need to put this on.

Sleeping bag/bedding: The sites I've seen have an old mattress on a dubious metal frame. Or less. Bring stuff to sleep comfortably, especially in winter so you don't spend the night shaking. Don't rely on heated buildings – it may not be. Some sites don't have buildings or bed – it's camping out! A side tip about what not to do with your sleeping bag at Nero: I always watch everyone unroll their bags and blankets when they first get to the event. If it's not a nice, cushy, heated building, don't bother. It only makes your sleeping arrangements cold and damp for when you go to crawl in them. An old boy scout taught me that one and it's too true. (Logan: I'm gonna try that next event!) Take sleeping bags/blankets/pillow cases that can get good and dirty. The first time you were NPC'ing a Dark Elf and do a face plant into your pillow you'll know what I mean.

Toiletries: Toothbrush, toothpaste, floss and mouthwash, soap and washcloth, toilet paper, towels (recommend extra large, can be used for extra blankets if it is really cold), shower cap, bathrobe, shower sandals, shampoo, conditioner, hairspray, etc., brush, comb, hair ties., contact cases, solution, glasses, makeup, small mirror. Unscented products are most recommended as bugs can be drawn by scented products.

Flashlight: Don't ruin people's night vision. Have a filter for it (bit of white cloth) just in case. Others say: Don't use white cloth for a filter as it will still ruin night vision. If you're really concerned about that, use RED. Red will allow you to see without hindering vision.

Money:(for membership, PC fees, food (on/off site), etc...

Medication: prescription, aspirin, pepto (I recommend the chewable sort), etc.

Makeup supplies (application, removal, and a mirror). Most folks forget the mirror. Baby wipes are great for removing makeup and cleaning up. Character Makeup [racial, ears (bring extra elf ears), horns, spirit gum/remover].

Sports bra or jock strap. A cup.

Emergency contact phone numbers. (If the management doesn't have spaces for these on the forms, inquire as to who you can leave them with or perhaps even request they get added to your character sheet.)

Adventure Gear (scissors, rope, candles, matches, twine, chalk, etc)

Don't forget to equip yourself with a good attitude and a sense of humor.

### **Good to have but not a complete necessity:**

Food/drink: There is a lot of talk on what to bring. You can never count on the tavern 1) to be open 2) to have food you are able/willing to eat 3) give you food if you do not have the money to pay for it. Some food/drink highly prized by NERO players: Gatorade, pop, peanut butter, trail mix, ready serve can food with pop-tops, cup of soups, energy bar, energy drinks.

Rogue Gear (lockpicks if legal to own in your state, bag with 10 white beads and 10 black ones that are identical in every way but color, small mouse traps, black thread, fishing line, vascelene, broken down boxes, etc.

Duct Tape (this is so useful it deserves it's own mention)

Garbage bag: Put your trash in there. Everyone happy.

Rulebook

First aid kit (camping/hiking style)

Bug spray/sunscreen

Change of "mundane clothing" for travel to and from game

Armor repair supplies and tools, Extra Weapon/Weapon Repair Kit

PC props and phys-reps (spell book, potions, gas globes (orange spell packets), spell packets, traps, explosives, etc)

Cabin decorations (carpets, tapestries, curtains, banners, etc)

Chapstick

Sunscreen and Bug repellent

Thermal undergarments

Extra blankets, sleeping bag

Cloak, scarf, gloves

Cornstarch powder (available in the baby section) is good for prickly heat or duct tape incidences (you know who you are and what you did).

An Extra change of IG Clothes, so if your primary costume gets wet, muddy, ruined, you've got a Back-up set to change into. Or if your Main character Perms... Could add a 2nd costume/clothing to that list for those really rainy events that totally soak the first set. Even just more clothes to layer for those cold months.

Pen/pencil and paper/notepad are also useful.

Also, in the winter, hand and foot warmers are awesome too.

Candy: Monster Bribes, always handy

Sole inserts for the shoes and/or mole skin for blisters

Soap

Knee pads preferably able to go on underneath pants, a smash to the knee can really put a dampener on the weekend as I found out at my second event and was reminded of at the first event I attended this year.

Lightsticks are useful for in-game light spells and just seeing around w/o blinding everyone.

Fan for those hot months also.

Air freshener, just in case someone else didn't bring their toiletries.

Flee and tick collars – fasten around your ankles to keep chiggers off. (Editor: I don't know what a chigger is but it doesn't sound good). According to one player: chiggers are these nasty little insects that you can't see. They burrow into your skin (they especially like to get around the rim of your socks and in warm, dark places) and leave a bump, much like a mosquito bite, that itches like mad! It's not uncommon to leave a campsite, or just be out in your yard playing in the grass and end up with them all over your legs. They're harmless, but extremely irritating.

If you have a history of it, do not forget your braces. ankle, knee, wrist whatever usually breaks on you.

If you need corrective lenses to see, and you have contacts, wear them instead of glasses.

Extra mundane clothing on the last day of an event and you're all done backing up, a fresh outfit feels great.

Extra Everything. Chances are, you'll lose one.

Layers upon layers. Nobody needs to go freezing like I have several events in the past. In the winter months, there is no such thing as too many layers.

Also, extra pouches in the event that you A) lose one or break one and B) you can never really have enough space for stuff.

A cloak is handy to block the wind.

Also advice for the comfy shoe part is bring an extra pair incase their not waterproof.

Pie is a necessity to any NERO event.

Sports band for eye glasses

Water skin or period canteen

First aid kit (bandages, aspirin, pepto, allergies, etc)

Sewing kits and safety pins (costume upkeep & repair)

Basic car service before event (oil change, tire pressure, etc)

Credit Card, checkbook, cash (gas, emergencies, tavern, to/from site eating)

They now make "body warmers" for winter, chest sized oxygen activated warmers.

Lock picks are legal in NC just so long as you are not caught in the act of real stealing with them.

Cool-dana or some other "cooling" device for the summer months.

A can opener.

A spoon. (Don't be the poor guy or gal that has to say "There is no spoon.")

### **Don't bring:**

Alcohol (it is prohibited)

Recreational drugs (prohibited and possibly illegal)

Real weapons (dangerous)

Religious symbols (they don't have religion in NERO – they might in other LARP's – see yours for details). Note: This refers to ones worn with ones costume. I don't care what people wear OOG.

Electric blankets and space heaters – check with site to see if allowed.

If you must bring laptops, and other tech please keep it out of in game areas, and turn off your cell phone ringers, and watch/clock alarms.

Anything extremely valuable/sentimental that you couldn't afford to lose or have accidentally broken.

Check your local site's regulations, NC does not allow fireworks (unfortunately this includes the popping kind that make great traps).

Guns.

Anything inappropriate to a family organization.

the best advice i would have for a new player on what NOT to bring would to have to involve costuming. Your first event at NERO is your first impression with the NERO community for the first part. On your first day to school you wouldn't wear shoe boxes instead of shoes, the same "rule" applies to your first day in town. You don't want to be known for the rest of your NERO career as the guy who wore X-funny-object, and get stereotyped as that "guy."

Don't bring jeans to wear, don't bring running shoes. Don't bring anything that looks too modern (well, unless you spice it up A LOT) and don't bring anything that has logos on it.. unless its a tabard or something you have made with your characters symbol on it.

### **Additional notes**

I recommend packing for the next event well before the event. Have at least one large bag to stuff things into. Know that the bag may be brutalized in order to ram it into a small car with 4 other people and their gear.