

# WAR GOBLIN POINT POLICY

*The Wheeling Association of Roleplaying's Goblin Stamp reward policies are governed by the NERO International Goblin Stamp Redemption Policy© as outlined at the bottom of this page. Any questions regarding NERO International policies and/or practices should be directed to the appropriate NERO International Staff Representative by visiting the NERO Home Page.*

## GOBLIN AWARDS

Goblin Points (or Goblin Stamps) can be awarded for several different things. Following is a list of Goblin Stamp Awards, including the limitations of each type of award.

**Donation** – Donations will be received at events, at the WAR Office, or at another place specifically designated by the Announcements page of the WAR Web Site only. Other arrangements can be made with prior approval via the WAR Office. Either the Event Staff or the Office Staff will check the donation for its quality (i.e. weapon safety, condition of costuming, etc.), and Goblin Stamps will be awarded on a case-by-case basis. The exception to this is that all spell packets will receive an award of one stamp per three packets donated. Goblin Stamp donations will always be accepted unless an announcement is made to the contrary. For information on what things are needed for donation visit the Goblin Needs page or contact us directly.

**Plot Goals** – During the course of the game, plot teams will be able to award Goblin Stamps for the completion of quests, modules, and meeting certain goals during plot lines. This will always occur as part of a pre-planned goal and/or part of the plotline. Although there will be some flexibility as to the amount of award allowed, no single player's award should ever exceed 50 Goblin Stamps for any single encounter/module.

**Plot Team** – There are Goblin Points that are awarded for acting as a member of a Plot Team. The specific details of these awards are outlined in the current version of the WAR Staff Policy under the heading "Plot Team."

**Roleplaying Chits** – During the course of game play the Event Staff and Plot people will be able to award a certain amount of Goblin Stamps for incidents of exceptional role-play on the part of players. These "chits" are to be turned in at check out, and each will be worth 25 Goblin Stamps.

**Running a Booth** – Any PC that operates a booth at the Event Market will receive 25 Goblin Stamps per full hour spent there. For more information on this, please see the section below entitled "Event Marketplace."

**Staff** – There are specific amounts of Goblin Points Awarded for being involved in the organization as either a member of Volunteer and/or Event Staff. The specific details of these awards are outlined in the current version of the WAR Staff Policy under the headings "Volunteer Staff," and "Event Staff."

## GOBLIN REWARDS

Goblin Stamps can be used to purchase various types of rewards that will benefit the player who has accumulated them. Goblin Stamps can never be traded from one player to another once awarded, and there are limits for each way in which they can be spent. Following is a listing and brief outlines of the particulars of each type of reward.

**Death Buyback** – A player may spend Goblin Stamps in order to buyback a death from their character sheet. Each death costs 100 Goblin Stamps to buy back in this way. The first two deaths may never be bought back, and a character may never buy a death back during an event.

**Experience Points** – Goblin Points can be spent in order to add extra blankets to your character. At the first event attended each month, these can be added at a cost of 50 Goblin Stamps per blanket of experience. During months in which no event is attended, a player may still spend Goblin Stamps in order to receive blankets on his character. Experience earned in this way is considered to have been acquired outside of an event, and is limited to four Goblin Stamp Blankets per character per month.

**Items** – Non-Master Crafted production items can be purchased by means of Goblin Points at a rate of one Goblin Point per four Production Points that it would cost an artisan to create the item. Spending 15 Goblin Stamps each can create spell Books and recipe books. Copper costs associated with production and book creation do not need to be paid when buying items in this way, but extra

costs (such as extra coins for silvering a weapon) will need to be paid. No more than 100 Goblin Stamps (or 100 pp worth of goods) can be spent in this way each month.

### **EVENT MARKETPLACE**

The Event Marketplace is a location where characters with production point skills and the skill Craftsman (Type) can conduct business within the larger scope of the Market Day gathering. This will generally be a building in which tables will be placed so that any character with one of these skills can set up a shop in which to sell his goods. There are two types of activities that go on in the Event Marketplace, the Specialty Shop and the Food Vendor.

#### **Specialty Shop**

**Responsibilities** – A Specialty Shop can be as elaborate or as simple as the player wishes to make it. The type of shop that a character can have will be dictated by the skills that he has. For example, a character with the skill Craftsman (Farmer) could sell goods such as vegetables, butter, and candles, but not armor. Each Specialty Shop Proprietor will be responsible for the setup and cleanup of his own area within the Event Marketplace.

**Benefits** – There are several benefits of both an in-game and out-of-game nature to a craftsman who operates a Specialty Shop in the Event Market.

From an in-game perspective, this is a controlled environment. Each Event Marketplace will have a single guard stationed there at all times during market hours (12:00 noon to 4:00 pm each day). This guard will be a soldier in the Army of Stonegate, and will be played by an NPC. This guard will not be permitted to leave his post under any circumstances (except when relieved by another guardsman), and his entire focus will be the protection of the customers and merchants that utilize the market. The building in which the market is housed will have a special Greater Ward upon it. There will be no key to this Greater Ward, and only the guard and local nobility will be invested in it. This special Greater Ward will only be active during the times of the Event Marketplace. Except in times of great need (as dictated by the local Baron), all persons entering the market area while the guard is present will have their weapons sheathed and their hands free of magic.

From an out-of-game perspective, each player that spends time running a shop in the marketplace will receive 25 Goblin Points per full hour that they spend there. In addition, the shop that receives the most votes as the best setup will have its proprietor receive an additional 50 Goblin Points.

#### **Food Vendor**

**Responsibilities** – The Food Vendor's primary responsibility is to provide food and drink at a reasonable price during set hours. The hours are from 10:00 am to 2:00 pm, 4:00 pm to 8:00 pm, and 10:00 pm to 2:00 am each day. Each Food Vendor will be responsible for the setup and cleanup of his or her own area within the Event Marketplace. Multiple vendors at the same event are encouraged, as the financial and physical burdens of providing food for an entire event are extraordinary. In special circumstances, a single Food Vendor will be allowed to operate during the entire event, in which case that player will attend the event for free and will receive credit as having NPC'd.

**Benefits** – The Food Vendor will receive 25 Goblin Stamps for each hour that he or she spends selling food at the event. The Food Vendor can charge players real-world money for the food as he sees fit, but no in-game currency will be required for eating at a Food Vendor's shop. Tips in the way of in-game coin are perfectly acceptable and are encouraged if a vendor has provided quality food and service. A Food Vendor can designate up to two helpers that will earn 15 Goblin Stamps per hour spent helping out. Hours spent helping must be logged on the character sheet before the character checks out.

The Goblin Stamp Redemption Policy is not in force to decrease any particular volunteer's time or effort in helping NERO, it concentrates on maintaining game balance an even playing field for all NERO ® players at all NERO ® chapters.

Goblin Stamps can be used at some chapters for out-of-game benefits, but most of the time players convert their hard-earned Goblin Stamps into in-game benefits of some sort.

All out-of-game efforts made by non-staff members should be rewarded with Goblin Stamps. Later, the Goblin Stamps can be converted to blankets of experience or other approved reward.

While the conversion rate is varied from chapter to chapter, the rewards gained are now becoming standardized for reasons of game balance. The idea is that if someone turns in weapons, tabards, or packets, they get Goblin Stamps. If someone turns in a character history, they get Goblin Stamps.

#### **Transferability of Goblin Stamps:**

Goblin Stamps are not transferable in any way except when first received. For Example, an entire group of people may be volunteering their time and effort for NERO. In this case, it is quite acceptable to allow the Goblin Stamps to be distributed evenly among more than one person, as long as it is done at the time they are awarded. For instance, 5 people might make a total of 600 spell packets for NPC camp. When the packets are turned in to monster camp, the Goblin Stamps may be distributed evenly amongst all five of the volunteers. Now imagine that one person made all the packets, and received all the Goblin Stamps. To allow that person to transfer several hundred of his/her Goblin Stamps to one or more friends who are at an event next month so they can spend 100 Goblin Stamps, and possibly burden the game, would be inappropriate.

#### **Redemption of Goblin Stamps:**

Remember these production items are always marked Unrestricted. Any more that are given out should be marked LCO, and be directly associated with a plot line.

1. Goblin Stamps may be redeemed for Production Point treasure or actual Silver Pieces, or any combination thereof. The Goblin Stamp to level of production in exchange rate is 1 goblin point to 1 level of a production item. The maximum amount of production treasure received is equal to 100 levels of production items, per character, per calendar month. The maximum amount of Goblin Stamps redeemed at any one chapter, in one month, is one hundred (100). This means

that if there are two events in the same month, a player may NOT redeem 100 Goblin Stamps twice in the same month from the same chapter. They could redeem 50 levels of production from two or more chapters if they accrued Goblin Stamps at both chapters. The goblin point to silver piece exchange rate is 1 for 1. So a player with 100 Goblin Stamps could request 100 silver pieces (10 gold pieces).

2. A “Blanket” of experience may be earned by redeeming Goblin Stamps. Called the Goblin Blanket or Plug-In Blanket, the maximum number of blankets earned in this manner is equal to 1 blanket per weekend, per character. This blanket is above and beyond any blankets earned for events actually attended. This maximum is applied to the character, regardless of how many different chapters the player has earned Goblin Stamps at.

3. Goblin Stamps may be redeemed to “buy back” the 3<sup>rd</sup> death or higher of any character. You can never buy back your first two deaths. Buying back deaths can never be done in the middle of an event. The cost for each death that is “bought back” is 100 Goblin Stamps.