



RULES FOR PARTICIPANTS UNDER 18 YEARS OF AGE



VERSION 1.0 – MARCH 2012



Nero Canada strives to allow families to participate in the Nero Canada experience. To support this, we support a family friendly environment at the game during the day. In the evening, after 10pm, the content of the game may be more mature to support an audience over 16 years of age.

Children under 8 years old

- May have a character to role-play but may not have skills
- May not carry tagged items or coin
- Must stay at least 10m from combat
- Cannot be killed
- Must be supervised at all times if outside after 9pm or if outside of the immediate tavern/cabin area.
- Nero Canada reserves the right to insist that player is under direct supervision at all times
- Players who cannot participate safely or follow the rules will be restricted to the same criteria as a child under 8

Players 8-11 years old

- May have a character to role-play
- Starts as a first level Earth Caster
- Healing/Protective/Restorative Spells Only (Please see next page for allowable spells)
- May purchase non-combat skills
- May carry tagged items and coin
- May use Healing/Protective/Restorative tagged effects
- Must stay at least 10m from combat
- Killed by an NPC/PC getting within 2m of player and saying "Page you're dead"
- A killed player bleeds out and goes through their death count
- At the end of their death count the character goes to resurrect but cannot finally die
- Must be supervised at all times if outside after 10pm – this means that they must be within line of sight of parent or guardian
- Nero Canada reserves the right to insist that player is under direct supervision at all times

Players 12-15 years old

- Can play a standard character
- Existing players may respend their build at the first event after their 12th birthday
- Minimum build total of 75
- May NPC (under 13 must have an adult NPCing with them)
- Must have a parent or guardian present on site
- Players who cannot participate safely or follow the rules will not be allowed to participate in combat

Players 16-17 years old

- Can play a standard character
- Must provide a waiver signed by a parent or guardian

Allowable Spells for Participants 8-11 Years Old

Level 1	5pt <Earth >	I call upon the Earth to heal 5 Wounds.
	Light	I grant you the power of a Light.
Level 2	Lesser Shield	I grant you the power of a <Physical Shield or Elemental Shield>
	10pt <Earth >	I call upon the Earth to heal 10 Wounds.
Level 3	Remove Weakness	I rid you of Weakness.
	15pt <Earth >	I call upon the Earth to heal 15 Wounds.
Level 4	Awaken	I command you to Awaken
	20pt <Earth >	I call upon the Earth to heal 20 Wounds.
Level 5	Greater Shield	I grant you the power of a <Magic Shield or Poison Shield>.
	Release	With mystic force I Release you.
	25pt <Earth >	I call upon the Earth to heal 25 Wounds.
	Purify	I call upon the earth to Purify you.
Level 6	Destroy	I summon a force to Destroy <item name>.
	Earth Blade	I grant you the power of an <Earth > Blade.
	30pt <Earth >	I call upon the Earth to heal 30 Wounds.
Level 7	35pt <Earth >	I call upon the Earth to heal 35 Wounds.
	Bestow Healing	I call upon the earth to Bestow Healing.
	Restore Limb	I call upon the earth to Restore Limb.
	Remove Destruction	I rid you of Destruction.
Level 8	Reflect	I grant you the power of a <prefix> Reflect.
	Dispel	I call forth mystic power to Dispel you.
	40pt <Earth >	I call upon the Earth to heal 40 Wounds.
	Remove Paralysis	I rid you of Paralysis.
Level 9	45pt <Earth >	I call upon the Earth to heal 45 Wounds.
	Life	I grant you the gift of <Life >.
	Remove Curse	I rid you of your Curse.