

NERO Vanguard

The Estates System v1

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In NERO, your character can manage an Estate or purchase, lease or manage parts of an Estate. Since NERO is a medieval fantasy world, owning lands is something that only the highest ruling nobility have the ability to do. However, this does not mean that they can manage all of those lands themselves. The Feudal society permits Liege-lords to assign an administrator of an estate within their lands. Lieges often assign the management of their lands to oath-sworn vassals, most notably those who follow the code of chivalry. However, that is not always the case. Companies, Guilds and Nobles have been known to sell off their land to adventurers to keep order in the lands.

In general, titles and lands are considered as rewards for honorable, courageous, and selfless acts, as well as loyalty to a noble of a particular land. Estates and other titles and honors may be given out to those who are not nobility, though giving the rights to full Estates is very rare in these cases.

Each estate needs at least one administrator. This administrator oversees the construction and running of businesses along with taking the responsibility for the welfare of all citizenry in any given estate. An administrator must be appointed by the ruling nobility or guild. From there administrators may pass along their responsibilities to another who would become the new administrator. But don't forget to ask any nobility for further information about estate administrators. I have found in my travels that different lands in Tyrra may have different rules of land ownership.

For example, King Mykel of Evendarr rules all of Evendarr. Within his kingdom, there are many duchies. A duke or duchess rules each duchy. A duchy is approximately 409,000 acres. Each duchy is divided into several parts. The first is the ducal barony, which is often the largest barony in terms of land area. The duke or duchess lives and maintains troops in the capital city of his duchy in the ducal barony. The smaller aspects of managing this barony are often left to an appointed baron who has shown outstanding loyalty to the duke or duchess.

In many instances, the rest of the duchy is divided into two counties, which are further divided into two baronies each for a total of five baronies including the ducal. Some larger duchies may have more counties and barons, but this example shows numbers for an average size duchy. Not all baronies are of equal size, but they are often very close so that rivalries do not occur.

However, there are more to estates than just boundaries and administrators. The key aspect to ensuring an estate will thrive is the buildings and businesses being created and maintained within it. There are two costs involved with each structure and business. The first of these costs is to create the actual structure which will house business, tenants, or whatever else it will be used for. For the instance of running a business, the second cost is that of starting any given business. An example of this is a tavern, and seeing as many years as I have I can tell you that

every good estate needs a good tavern!

My apologies for diverging from the topic at hand please allow me to continue. To build a tavern it will cost you 25 gold. That cost is only for the building there will be no furniture, drinks, or staff. However, the secondary cost of 75 gold constitutes any and all costs involved with starting up a business. The second fee would pay for furniture such as tables, chairs, a bar, etc; a staff such as waitresses/waiters, chefs, and bartenders; and supplies like food and drink. It is important to remember that a business can't start making you money until you pay both of these costs.

That brings me to the next subject, what you were really waiting for, making money. Now before you get too excited about all of the money you'll be making think first about the citizenry of your estate and their well being! Too many times has a corrupt noble stolen the treasury from his or her estate putting their own prosperity over that of their subjects. Now that that's out of the way, allow me to explain how an estate makes money. Many buildings have a monthly yield or income. Some of these buildings include farms, guilds, mining operations, and many others. All of these typically have a yield of 5% of the cost of building and starting a business.

Let us again take the example of the tavern. A tavern costs 25 gold to build with an additional 75 gold to start up the business totaling 100 gold. From here the administrator could expect to receive 5 gold each month on average. This amount would of course depend on how many patrons the tavern keeper served on any given month or any other factors which take place. This money goes into a treasury for each estate. The money can then be used in a variety of ways to better any given estate such as creating new businesses and buildings, increasing the military defense presence, or saving it for a rainy day.

However, not all that is built offers any income. Barracks, schools, and military outposts are only a few of this type of building. However, these buildings each offer something more important than gold. By having barracks you can house soldiers who will increase your estate's defensive ability. Schools help to educate your people and by doing so you can increase your estate's quality of life.

A strong defense is necessary for survival. How are you going to keep your well earned treasury or protect your citizens from a horde of goblin raiders? Simply put, you must raise a military and train them to protect your estate. One must request troops from the military to be stationed in their estate in order to have troops. However, as the administrator you must accept responsibility for their pay of 1 gold piece monthly for each soldier. This may seem costly however in my mind there is no price too high for the safety of civilians. More experienced soldiers can cost more, but that is dealt with on a case by case basis.

To continue with the defense of an estate, it is not entirely necessary to have regular soldiers to protect your borders. Each estate should have a militia as well. An estate's militia is formed of able bodied civilians who will answer the call of duty during times of need; such as war, invasion, or raiders. A militia usually consist of about 10% of the total population. Although a strong and able bodied militia is an important part of any estate, the effect of a militia is limited. This is mainly due to any given militia soldier's poor training. While an administrator may train their militia there power will only be one quarter of that of a regular soldier. In other words, a regular trained soldier from the military is worth four soldiers from the militia.

There are other simple ways to increase your defense. One good way is to convince other adventurers to stay in your estate. Their knowledge for combat and survival strengthens not only your defense, but also the moral of your troops. Each adventurer can make your troops into a formidable force. Another path to increase your defense is to build a wall around your town, city, or if you are wealthy enough, your entire estate. Walls come in several varieties based on height and construction material. But, if you want to make a wall be sure to add on a gate or you won't have a way to get out of your walled in fortress!

Now that the defensive issue is taken care of, there is the quality of life on your estate. The best thing for any administrator to do is to make sure that his or her citizenry are happy and well cared for. They will appreciate your actions and efforts and will act accordingly. I have even heard of instances where statues have been erected of administrators who have shown such exemplary talents and leadership. But one does not just walk into a town and suddenly it is the best place to live! It takes time, money, patience, and know-how to have a high quality of life.

First, you need to know what your people want and what they need. People need three things in order to survive. They need sustenance, in terms of both food and drink; they need shelter, and they need jobs. Let's start with food and drink; this can easily be taken care of. As far as the necessity of food the construction of farms and making sure they are prosperous is both necessary and proper. Other possible ways to retrieve food is to hunt for it by setting up either a hunting or fishing operation in your estate. As well, people may trade for or purchase foods at a mercantile inn. There are also a plethora of choices for your people in terms of drinks. Water sources, such as a protected well, offer a safe and efficient option to solve this problem. However, for those who find water a little weak there are other options. Both breweries and wineries are viable options to an administrator who wants his or her citizens to have a variety of choices on how to quench their thirst.

The next need that all people share is shelter. Whether it be a small hut, an extravagant manor house, or anything in between all people need a place to live. Mostly the people of your estate will be able to fend for themselves by building their own homes or purchasing their construction. However, there will be instances when your citizenry will not be able to afford for their own welfare. Or, there are also the instances in which war, invasion, or raids may leave their homes destroyed. It is on these tragic occasions that you, as the administrator, must take action. It is your responsibility to care for the citizens of your estate. Occurrences such as these are good reasons as to why you should leave some amount of gold in your estate treasury at all times. Almost as a, "rainy day," fund.

Finally, you must ensure that the people of your estate have jobs. There are a variety of reasons for this; however, one is more important than the others. I'd rather not turn this into a classroom; yet if I must then I must, jobs help the economy. Let's use the example of Farmer A. Farmer A has a farm. He plants seeds every year and harvests his crop during the season. He keeps some food for himself and his family, and then sells the rest of his crop at the market. He makes a profit. He takes his profit and can do anything with it. Maybe his family needs some new clothes, his child wants a new toy, or it is possible that he will save the money he made for when the crop doesn't come in as well, or he may use it to better his business by hiring more people or purchasing more land. Regardless, with a job he creates more jobs as seen, clothes need tailors, toys need toy makers, saving money needs a bank, and hiring more people gets farm hands. If more people have jobs

then they can afford to live and survive. That being the most important reason to make sure that there are sufficient jobs for all your citizens.

There are many who say that there is a direct link between an estate's defense and their quality of life. I, however, firmly disagree with this. Making sure that there are enough jobs and food for your citizens is costly. This reduces funds which could be used for military purposes. Soldiers are expensive; they need food, shelter, and pay. Many find themselves in a quandary when they must ask themselves whether to feed their people or protect them from possible invasion. Another well kept secret which furthers my views is information about militia training. As previously stated, four militia equals one soldier. However, training can make all of the difference. If, as an administrator, you take the time to train your militia their military skills will rise as well, plus your militia consist of about 10% of your total population. The bigger your estate, the better it is defended just off of population alone.

Another important part of running a successful estate is trading. You have many estates surrounding you all of which have something in common with you. They all need something and they all have something. If your farms produce grain and dairy you may want some fruit or livestock. It just so happens that your neighbor has the opposite problem. She wants to get her hands on some grain and dairy and is willing to trade some of her fruit and livestock for them. But what happens when you need potions from an apothecary? You find that someone has some for trade, but wants wooden planks for them. Do you have a wood mill? Well if you don't try to find someone who does, find what they want and trade for it! This is a dastardly cycle that can continue on for many, many trades, but that is half the fun now isn't it?

Another one of your duties as an administrator, and one of the more unfortunate ones, of an administrator can sometimes be dismantling. Dismantling is a process by which a building is utterly destroyed in the name of progress. It is a shame, in my mind, to have to destroy. This holds especially true when people invest their lives into these businesses and buildings. However, dismantling can be a key technique in preserving an estate or making new what is best for an estate. You see, although you destroy a building by dismantling you also receive half of what was paid for it to begin the business or activate a building's function. For example, if suddenly you need money for an emergency for your estate one course of action could be dismantling. You should carefully decide which building is the most expendable and will get you the most return. For example if you feel that the mercantile inn isn't worth keeping around in your estate considering the impending doom then you can dismantle it to get 37.50 gold back into the treasury. As I mentioned, this is a rather disdainful task, yet it can be a necessary one.

There are a few more things that are important to keep in mind as an administrator. I am sorry to be the one to inform you of this but the higher nobles and guilds don't entirely trust you. And who can blame them? Too many times in the past have your predecessors stolen from their estates for their own ventures. To prevent such occurrences the high nobles have taken the liberty of devaluing the coinage produced by the estates. They are made of lesser stuff I guess, I don't really know nor do I want to get caught up in that whole mess. All I know is that if anyone tries to take the money from their estate they will only get 1 gold piece per 10. That's right; to prevent dishonest administrators from stealing from what is rightfully the person's of an estate the value of coinage in all estates is devalued. Conversely, a particularly generous administrator will be able to put his or her own coinage into his or her estate; however, it will only double in value. In essence you can have 100

gold in your estate's treasury, take it all out, get 10 real gold, decide you made a mistake, and only get 20 back into your estate's treasury. This may seem as a harsh system of business but please don't blame the high nobles but your predecessors who ruined this system of trust and honesty we once had.

Another key factor which should be a part of your planning process when creating businesses and buildings in your estate is timing. It takes about one week to make any simple buildings such as farms, apothecaries, or guild houses. It takes at least two weeks for moderately complicated structures consisting of wooden bridges or walls, docks, and a small gathering hall. The most complicated structures include manor houses, the large gathering hall, and stone worked structures. These all take at least one month to construct. Additionally, all buildings, structures, and businesses take approximately one week to start running. Finally, these buildings take approximately the same amount of time to dismantle as they do to construct. So even if you're in a bind you had better plan ahead if you expect dismantling a building will save your skin! You can only construct a single building at a time using your own carpenters. However, if you are willing to pay double the cost of a structure you can either cut building time in half or construct more than one at a time. What can I say? Your carpenters can only do so much at a time and hiring outside work is costly.

I hope that you can put this information to good use. There are plenty of years of experience behind each and every one of them, and if you don't take my advice then you are a fool. I have seen many estates rise and fall. I have seen empires built on the backs of slaves and their eventual demise. I have seen a new age of peace and love usher in hope and prosperity to all the peoples of Tyrra. I wish to keep such a world in place. I will do all within my power to help the peoples of Tyrra in any ways I may. These are good people who deserve a chance, so please, heed my words and give them that very chance.

Random Notes:

- Kyle Kent is the Head Marshal for the Estate System. Please contact Kyle Kent with any questions, withdrawal request, building requests or any other requests.
- Lyle Pratt is a Back Up Marshal for the Estate System for emergency purposes only.
- The estate system is meant to be a system that is 90% in between game actions and 10% at event effect. It will affect your status, prestige and even your titles IG; however, a PC will not be permitted to visit his estate during events without proper time lapse. (Example: A PC may be asked to NPC for a certain amount of time based on their request during an event that concerns their estate.)
- There will be other circumstances that may or may not happen during an event that will allow quicker travel to an estate such as module hooks or other events based on plot discretion.
- This is NOT the National Estate System.

Money/Treasury

- Any deposits into an estate treasury must be done via check out folders at the end of events unless other circumstances are made available.
- Any withdrawal requests must be turned in by the Wednesday before any event.
- Evaluatable Items can be turned into an estate treasury by Administrators with the "Evaluate Item" ability. Any evaluatable items will automatically be liquidated and used as assets for the estate so their values will not double when entered into the

treasury.

- Any deposit's, coin or otherwise, put into a check out folder must be labeled on the character sheet by the PC so as to not confuse the coin with possible max out money.
- Estate's monthly yields will be updated on the first of every month and no sooner.
- NO Administrator will be allowed to go into negative money in their estates. Actions will be taken to remedy this problem if the issue comes up.
- NO Administrator may add money to their treasury in between events. Physical coin and evaluatables may only be added into a treasury using the check out folder at the end of events.

Production

- If you own a production based building you can put the monthly yield towards production instead of having it put money into your treasury. Production will be given at a price of 4 silver per level of production and will have a one year expiration date. This request MUST be made before the monthly yield date which is the first day of every month. (Example: Administrator "A" owns a Weapons Forge that yields 3.75 gold per month. He/She chooses to throw all of that into weapon production instead of putting the profit into the treasury. A total of 3.75 gold will be turned into 37.5 silver pieces. A total of 36 silver will be turned into 9 levels or 36 production points of weapons production that must be used THAT month to be given to the Administrator at the next event. The remaining 1.5 silver will be put into the treasury.)
- Non-basic production buildings such as wineries, breweries and mills will NOT produce tagged items under any circumstances.
- Specialty Production buildings will be taken care of on a case by case basis between the Administrator and the Marshal.

Buildings

- An Administrator must own 1 acre of land for each building on the estate. All Land cost 20 gold per acre and yields a -1.00 gold per month for upkeep reasons.
- Land can be purchased IG at anytime based on availability and funding.
- An acre of land takes 1 week of landscaping before it is ready for construction.
- All building requests will begin construction on the day the Administrator receives a verification email from the Marshal.
- Administrators must find out what each building will cost IG.
- There is a base set of buildings available. However, the sky is the limit. Any building CAN be built for the right price.
- There will be some buildings that will produce special abilities or production, but these must be found out IG by the PC.
- An Administrator may own multiples of a single building in order to create a bigger yield. Another option is to upgrade the building you already own for the same cost as building and starting up another of the same type. This will save you money when it comes to the purchase of more land; however, if a natural disaster or other issue were to affect the building...it affects the WHOLE building.

Updates

- Status updates for your estate will be given on the first of every month. These updates will be emailed to the Administrator and will have status updates from the previous month.

- An Administrator may request a status update at anytime during a month with specific requests. These requests will be handled with a first come, first serve rule.

This system is meant to be almost 100% flexible so do not let any sort of limitations restrict you. I want you to be creative and ask weird questions. Please feel free to ask questions on this forum post or personally to my email at corndogbetta@yahoo.com. The estate system will officially be introduced IG at the NERO Vanguard 2010 opener. This estate system is completely NERO Vanguard Chapter Only and is available to all players in any NERO LARP database that attend NERO Vanguard events.

Any attempts to abuse this system will be taken care of on a case by case basis and will be dealt with between the Marshal and Administrator.

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Nero Vanguard Plot
Estate System Head Marshal