



# NERO West Policy Handbook

Version: August 20, 2006

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## About NERO Rules

NERO rules are designed to enable live-action, live-combat gaming in a cooperative environment that's fun, exciting, and easy on the imagination. It is important that our players know the rules, but we like to remind our players that NERO isn't about the rules of the game. Play with a spirit of cooperation and understanding, and let the rules fulfill their role as facilitator and guide into a realm of fantasy and adventure.

### Interpreting the Rules, Adjudication

All of the rules in the game are subject to the interpretation of our local plot committee and any marshals that they appoint. Plot and marshal rulings are absolute during the game and may be questioned or commented on quietly and politely, but once decided on, may not be challenged. Harassing a Marshal or Plot member over a ruling and disrupting the flow of the game may be considered cause for disciplinary action. In general, going to a different plot member to get a favorable ruling will not be permitted. After the game is over, a player may request adjudication to reverse a ruling that was made during a game, and to reverse any adverse affects of that ruling.

### Staff and Organization at NERO West

The staff members at NERO West can have many different roles. In general, plot members can handle most anything that is brought before them, while the various marshals have more specific responsibilities.

### Rules Sources

The rules we use are pretty well documented, and are available from the following sources which are all available online in one form or another, though the complete 8<sup>th</sup> edition rulebook can be purchased from NERO West. In general the errata supercede the core rule sets, and the Policy and Playtest Handbooks supercede the errata.

- 8<sup>th</sup> Edition NERO International Rule Book
- NERO International Formal Magic Rules, August 1999 Version
- NERO 8<sup>th</sup> Edition and Formal Magic System Errata
- NERO West Policy Handbook (This Document)
- NERO International Formal Cantrips v4.1 Playtest
- NERO West Nature Magic Playtest (Phasing out)

### Recent Updates

- Removed: Local Playtest: Armor Piercing – New Carrier
- Removed: Local Playtest: Bless is Body
- Removed: Local Playtest: Commodity-Based Production
- Removed: Local Playtest: Magic Items with More than 5 Effects
- Removed: Local Playtest: Modified Trap Damage and Size
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- Removed: Policy: Reclaiming Weapons and Armor for Commodities
- Removed: Policy: Spirit Forge Retraining
- Removed: Policy: Un-marshaled Stealing

Since the last playtest and policy document release, NERO West has opted to use only official NERO International playtests. Consequently many playtests we were using are now being phased out.

### Build spent on playtests:

If a playtest was eliminated, and your character had invested build into that playtest or substantially because of that playtest, we will let you turn that build into free build and re-spend it on currently available skills.

### Non-compliant Items:

Items that depend on eliminated playtests can no longer produced as of the release of this document. If you have an item that is not compliant with the current rules, you may either turn it in for an item of equivalent power (plot's discretion) or keep it until it expires. No non-compliant items will be accepted more than two years after the publication of this document. Additionally, all commodities may be turned in at logistics for their value in copper.

### Nature Magic:

Our largest playtest was Nature Magic, and it has quite an impact on our game. Consequently, we are not immediately halting the use of Nature Magic. Instead, we will be telling a story over several events wherein Nature Magic evolves into something that fits with the National Tyrran setting. We think you'll like what we do with it. During this transition period, no one who does not already have Nature Magic will be allowed to learn it.

**Transforms:**

NERO West had adopted a transform system which could create always-on transforms. This is not in keeping with National guidelines for transform use. Characters with these transforms will immediately be converted to plot-activated, in keeping with National guidelines.

***Not in this Document***

The following playtests are so large that they have been put into separate documents.

**NERO West Nature Magic Playtest**

## Rules Clarifications & Local Errata

Here we attempt to collect clarify the rules in the various published (and unpublished) NERO International rules. Some of these are spell-out things that are implied in the published rules, some are just clarifications.

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### Errata: Shun Duration: 1 hour

Version	Last Revised
1	August 29, 2003

The duration of Shun is 1 hour. The table in the book and the online rules PDF incorrectly lists it as line-of-sight.

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### Clarification: Artifact and Other Extended-Expiration Items

Version	Last Revised
1	February 26, 2005 – Initial Conception

Some LCO or regional items might be noted as artifacts under flaws. These items may have their expiration extended at plot's discretion. So before you tear up that expired artifact tag, bring it to plot.

Non-production items (gems, jewels, houses, horses), may be renewed at or near their expiration dates at plot's discretion.

---

### Clarification: Auras and Waylay

Version	Last Revised
1	February 26, 2005 – Finally put in writing

Damage aura, silvering, magic aura, and elemental aura do not cover the waylay end of the blade and consequently are not counted when doing a waylay. For example, if I have a sword with a +1 damage aura I might swing "3 magic" with the blade, and "1 normal waylay" when using waylay.

There are some in-game abilities that imbue an "innate aura" which is on a wielder rather than a weapon, in which case the aura would be used for the waylay.

---

### Clarification: Breaking Line of Sight

Version	Last Revised
1	August 29, 2003

Line of sight can be broken by actions initiated by the target, as well as by those of the caster. The text in the rulebook is a little confusing, and might incorrectly suggest that only the caster can interpose an object and break the line of sight.

---

### Clarification: Carrier Immunity

Version	Last Revised
1	February 26, 2005 – The International Errata made this confusing, so we're clearing it up here.

The International errata regarding effect immunities does not apply to the cantrip "Carrier Immunity". The Errata carrier immunity description is about monster abilities, not this cantrip.

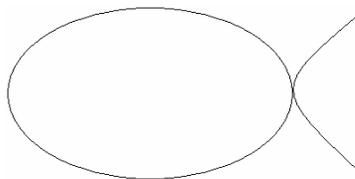
If one invokes Carrier Immunity against Drain, and a monster swings "10 Normal Drain", you'd still take "10 Normal".

---

### Clarification: Circle of Power – Fish Tail

Version	Last Revised
1	August 4, 2003

By using the 9<sup>th</sup> level spell Circle of Power, one may create a circle that can be used to cast a formal magic ritual. To do so, one must clearly indicate that the circle is to be used for formal magic castings at the time of the incant, and must design the circle's physical representation so that it appears to have a "fish tail" (see figure). The circle provides no protection, as the usual circle of power does.



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### Clarification: Count Volume

Version	Last Revised
1	February 26, 2005 – Initial Conception

The NERO rules do not specify how loud non-attack out-loud counts (such as rifting or spirit walking) should be. They should be loud enough that someone ten feet away can clearly hear you.

---

### Clarification: Death Immunity and Obliterate

Version	Last Revised
1	February 26, 2005

Immunity to death confers immunity to obliteration, since the death effect required to make the obliterate take full effect cannot occur. Obliterate is also considered a spirit formal, so that someone with a spirit bottle can only be obliterated by having it cast on their bottle.

---

### Clarification: Identification in a Celestial Circle

Version	Last Revised
1	February 26, 2005 – Initial Conception

Identifying items or people in a celestial circle or with the lore cantrip takes as long as it takes to learn or be told the relevant information. If you need to go to see a plot or a marshal, then it takes as long as it takes to find plot or a marshal.

Please note that some effects, such as monster abilities including dragons, fae, witches, and elementals might not be easily identified and there may be side effects if identification is attempted.

---

### Clarification: Identifying Formal Components

Version	Last Revised
2	April 15, 2002

To identify a formal component, one must have at least a level of Formal Magic equal to the level of the component or one must use a Celestial Identify or similar effect. This is primarily for role-playing purposes, as tags will typically be marked.

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### Clarification: Necromancy Immunity

Version	Last Revised
1	February 26, 2005 – Initial Conception

Some monsters have “Necromancy Immunity”. This means they are immune to “Cause” spells, “Wither”, and “Taint Blood” not everything with “Chaos” in the call.

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### Clarification: Reversible Cantrips

Version	Last Revised
1	February 26, 2005 – Initial Conception

Reversible cantrips count as 1, not 2 cantrips in a book.

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### Clarification: Searching Characters

Version	Last Revised
2	July 11, 2002 February 26, 2005 – Added the way it’s described in the book.

The player of the character being searched has three options, when told by another player that they are being searched:

**They may accept a simple declaration:** "I search you" and then hand over all items they are carrying. The search takes as long as it takes for the person to hand over the tags and physreps. The person searched may not hold anything back.

**They may ask the searcher to describe the search.** The searcher must then specify how the search is being conducted, with a two second pause between specified areas: "I search through your hair. (Pause 2 sec.) I search your shirt pockets. (Pause 2 sec.) I remove your pants and check all pockets and hems. (Pause 2 sec.) I cut open your belly and check in your stomach. Etc." They must hand over items as the area which they are concealed in is described.

**They may ask the searcher to perform an actual physical search.** This gives the searcher permission to touch and remove articles of clothing. We don't want full-nude body cavity searches going on, so be reasonable about where items are hidden. Once exterior garments are removed, a searcher can describe the search of intimate areas. "I search your underwear, nooks, and crannies." Both parties must be 18 or older to request a physical search.

It is entirely up to the person being searched which option they prefer.

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### Clarification: Shattering or Destroying Items

Version	Last Revised
1	February 26, 2005 – Initial Conception

If the item is “in game” and visible to the caster, and otherwise conforming to the restrictions for size of objects that can be shattered or destroyed, you can shatter or destroy it. It doesn't have to be tagged.

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### Clarification: Slow Loss of Body

Version	Last Revised
1	February 26, 2005 – This inconsistency was pointed out by a player, and we thought it merited a clarification.

If your maximum body is at -1, you are “Dying”, despite any additions due to Bless, Greater Bless or other spells which add temporary body points. The central example of where this matters is with Taint Blood. When taint blood takes your maximum body to -1, but your Body is still at 6 due to Bless and Greater Bless, you’re still dying.

**Clarification: Trap Effect Order**

Version	Last Revised
1	October 22, 2001

The effect order for traps is damage, then any shatter or destroy effects.

All damage goes to armor then body, as per a normal weapon blow. Thus, armor does protect against explosive trap damage, for example, even though the armor is destroyed in the process.

**Clarification: Waylay Clarification**

Version	Last Revised
1	August 4, 2003 February 26, 2005 – Minor text change to indicate that there are other abilities aside from a helmet that allow resistance to Waylay because, well, there are.

If you’re hit with a waylay, but have a helmet or other game ability that prevents you from going unconscious, the correct responses are “wounded” or “no effect” if you would not take the damage for some reason.

**Clarification: Weapon Damage Types**

Version	Last Revised
3	August 4, 2003 September 14, 2003 – Forgot about Light and Darkness, modified Dire- description for clarity. February 26, 2005 – Moved from play-tests to policies. We consider this a policy, because it is in answer to an International Errata representation that local chapters will specify damage types. Also modified to indicate that, at plot’s discretion, massive level damage may partially go through protectives such as Imprison. June 9, 2006 – Modified to get in-line with International standards. Waylay is now considered a damage type. Removed Tyrran, Crushing, Dire, Explosive, and Vengeance.

The Errata from International states that all weapon damage calls are now of the form:

<amount> <type> [<effect>]

where ‘effect’ is optional but amount and type are not. Damage types are left up to local plot. In the table below, we define the damage types in use at NERO West:

<u>Type</u>	<u>Description</u>	<u>Valid Defenses</u>
<b>Normal</b>	A standard weapon attack.	Magic Armor, Dodge, Phase, Parry, Weapon-Block
<b>Silver</b>	A standard weapon attack where the striking surface has been silvered.	Magic Armor, Dodge, Phase, Parry, Weapon-Block
<b>Magic</b>	A weapon attack enhanced by a magical damage aura	Magic Armor, Dodge, Phase, Parry, Weapon-Block
<b>Poison</b>	A venomous attack.	Magic Armor, Dodge, Phase, Parry, Weapon-Block, Poison Shield, Resist Poison
<b>Waylay</b>	This is damage that goes straight to body, if the blow is struck according to the waylay rules. For purposes of immunities, it is considered Normal damage.	Magic Armor, Phase
<b>Acid</b>	An acid-enhanced attack designed to do more damage to those susceptible to acid. Also a possible indicator that the creature’s body contains acid that can damage weapons.	Magic Armor, Dodge, Phase, Parry, Weapon-Block
<b>Massive</b>	An attack by something so large and forceful that a weapon cannot be used to block it. At plot’s discretion, this may go through protective effects such as imprison. This represents being buried, suffocated, or subjected to such “massive” forces that your internals are jumbled.	Magic Armor, Dodge, Phase, Parry
<b>Elemental-</b>	An attack using primal and powerful elemental forces. Damage goes to body, bypassing armor. May be paired with some of the elemental types below.	Magic Armor, Dodge, Phase, Parry, Weapon-Block, Elemental Shield
<b>Flame, Lightning, Stone, Ice, Chaos, Order, Reason, Madness,</b>	These are attacks that are enhanced by a particular element. Creatures susceptible to the particular element may take more or less damage from such an attack.  Note that most living creatures (including all Player Character races), take Chaos damage straight to body (meaning it bypasses armor points and subtracts from body points).	Magic Armor, Dodge, Phase, Parry, Weapon-Block (Some of these may be cloaked, baned, or resisted.)

<u>Type</u>	<u>Description</u>	<u>Valid Defenses</u>
<b>Dream, Nightmare, Bright, Darkness, Vigor, Mortis, Time</b>	Note 2: That the calls Vigor and Mortis correspond to the elemental planes of Life and Death respectively but had to be differentiated to distinguish them from the effects of the Life spell and Death spell. Bright corresponds with the elemental plane of light.	

Please note that while we have defined what “damage types” we are using, the list of “effects” is very large and not specifically enumerated anywhere. As a rule of thumb, most spells can be considered ‘effects’, as can monster abilities and alchemical substances. NERO West occasionally allows formal magic effects as well, in specific LCO situations.

In some situations, particularly long damage calls may be abbreviated by NPCs. “10 normal paralyze”, for example, will be called the first few times, but the NPC may then shorten the call to “10 paralyze” if the marshal or encounter leader agrees to it. Also note that we are in the process of updating the monster database to comply with this ruling. It will take some time for us to modify each of the 500+ monsters therein, so bear with us and our NPCs as we transition.

## NERO West Policies and Logistical Conventions

There are a number of procedures and policies that we have that help us run the game smoothly. We try to keep these documented, and here's where we put them. Some of these are different from how they are explained in the rulebook, but we thought it better to have a complete documented system that made sense for us.

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### Logistics: PC Production Expiration Extended to 2 Years

Version	Last Revised
1	February 26, 2005 – Response to new International policy

International has released a new policy that allows PC-produced items to have 2-year expirations. We are adopting this policy. Note we do not do goblin point or NPC production items at 2 years. This is to encourage PC producers.

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### Logistics: Spell Sheets

Version	Last Revised
3	June 27, 2003

To avoid having to make the stacks and stacks of spell tags that other chapters worry about, we use a single sheet that has all of a caster's spells on it.

Magic Missile    


  
Endow            


Memorized spells must be marked on the sheet:

Magic Missile    

/	/	/		
/	/	/		

  
Endow            

/	/	/		
/	/	/		

*Here, 3 magic missiles and 2 endows have been memorized.*

As spells are cast, they are crossed off:

Magic Missile    

X	X	X		
X	X	X		

  
Endow            

X	X	X		
X	X	X		

*Now, the 3 magic missiles have been cast, and 1 of the endows has been cast.*

At any time plot or a marshal may ask to inspect a spell sheet. If it is not marked correctly, they may take punitive action. Note however, that the X's and lines used above are merely suggestions. As long as it is clear to anyone who views your sheet which spells are memorized, cast, and uncast, the sheet is valid.

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### Logistics: Tag Management

Type	Version	Last Revised
Policy	1	October 22, 2001

These are our requirements for handling tags and character possessions in our game.

- All tags, physreps, and coin a character owns must be brought to every game session.
- Possessions cannot be transferred to another character who doesn't come to a game just to avoid this rule.
- If possessions are stored in a 'safe place' they should be given to plot at the start of event and the safe place should be explained.
- Plot may ask to inspect all of a character's possessions at the start and end of events (or, really, at any time). If they are not in order, or do not match with what was held the previous time they were checked, the player must satisfactorily explain, or forfeit their possessions.
- If a tag or physrep is lost or left at home, it is permanently lost in-game.
- Tags should be attached to their physrep. If not attached, then a thief may steal either the physrep or the tag, though it is up to plot to decide if they really got the item in that case.

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### Logistics: Tracking Body Points

Version	Last Revised
1	July 11, 2002

NERO West relies on players to keep track of their body and armor totals. This is done by referring to the character sheet or armor tag. We do not exchange cure tags with point totals on them.

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### Policy: Armorsmith Refit

Version	Last Revised
1	July 11, 2001

We use the optional rule that says only a character with the Armorsmith skill may "adjust armor" that's been damaged. This takes one minute, and brings the armor back up to its full value.

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### Policy: Harvesting Formal Components

Version	Last Revised
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1	August 4, 2003
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Some creatures, when they die, may leave parts of themselves behind that can be harvested and used as formal components. The rules for doing this are described under “Formal Magic Components” in the NERO rulebook. This policy clarifies how this is handled at NERO West. It is always plot’s discretion whether a creature yields a formal magic component or not, and it is plot’s discretion as to whether it yields an essence or not. We distinguish between “parts” like teeth, and essences, which are the vaporous representation of a creature.

- Essences may be harvestable from creatures that do not permanently die.
- Parts (teeth, bones, hands) typically only come from critters that permanently die.
- Certain creatures have essences that appear to be parts (death knight bones, perhaps).
- A harvestable essence is around for 60 seconds after the critter otherwise dissipates/crumbles/etc. It must be collected during that 60 second window by someone who has a sealed vial and follows the rules for collecting essences per the normal rulebook.
- Essences can conceivably be a conduit for the creature’s actual being, if that creature survives, meaning that plot reserves the right to use the essence as a plot device.
- Harvestable bits may or may not be formal components, again at plot’s discretion, so you may find yourself harvesting something only to find that the result is a mundane, worthless item.

### Policy: Machine-gunning

Version	Last Revised
1	August 29, 2003

Quickly swinging (less than 2 seconds per swing) at the same location on a target multiple times in a row is considered “machine-gunning”. You need to switch aim-points between strikes or slow down strikes. A target should only take the first hit in these situations.

### Policy: Meta-Gaming Rule

Version	Last Revised
2	August 1, 2002

This policy is instituted to help make "meta-gaming" less of a contentious issue. The rule is this: If you, as a player, hear something about in-game events or situations from another player or character, you are free to say that your character has heard it also.

The ramifications of this are important. If my character has stolen from another character, and I brag about it over a Big Mac at McDonald's after the game, then everyone in the McDonald's is free to assume their characters heard it too! So, keep secrets secret! Even if the player tells you it is okay and out of game, we won't consider them cheats if they're lying to you and bring the information into the game.

The exceptions are these:

- Plot and NPCs can tell a 'player' something and inform them that their character wouldn't know the information.
- In-game amnesia powers (forget-it, deaths, etc.) cause in-game memory loss.
- Things that Plot and NPCs learn while in the course of their duties cannot be brought 'in-game'.

So, stay in-character and watch out for a wagging tongue!

**Guideline:** This rule is not instituted to encourage players to meta-game. Meta-gaming is still frowned upon by just about every gamer you're likely to come across. The “law of the sandbox” applies, after all, and people won't role-play with someone they think is a meta-gamer. This rule simply limits marshal involvement in adjudicating meta-gaming situations.

### Policy: Non-combatant Rules

Version	Last Revised
1	July 30, 2002

These rules deal with people at the event site who are not willing or able to participate in NERO combat. This is an extremely important safety rule and will be strictly enforced.

- Non-combatants must wear a yellow headband at all times.
- There can be no physical contact or abrupt actions at all within 5 feet of a non-combatant. A non-combatant cannot approach within 5 feet of a combat (treat this effect like a shun).
- A non-combatant cannot use any skills near a combat or other threatening situation.
- Non combatants cannot run near a combat or other threatening situation. They can only walk. This does mean a non-combatant can walk away from a fight and hide.
- Anyone (who can still use in-game skills) within 5 feet can of the non-combatant can be kill the non-combatant by saying “Killing-blow one, killing-blow two, killing-blow three.” This can be interrupted by anyone who could touch the attacker with a declaration of “interrupt”.
- For the purposes of this rule, “near” means within line of sight or 50 feet, whichever is greater.

### Policy: Orange Headbands: Spirits

Version	Last Revised
1	October 22, 2001

Orange headbands will be used to represent invisible spirits. These spirits may have limited interaction with the world. Treat them as white headbands unless and until they announce a tangible effect.

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## Policy: Out of Game Policy

Version	Last Revised
3	August 1, 2003 – Added out-of-game pouch and running away policy
4	February 26, 2005 – Moved “Running Away” to its own section.

NERO is at its best when everyone stays in-game and in-character, doing so creates a greater sense of realism and allows greater role-playing opportunities. We ask that you attempt to always adhere to the following rules.

### General

You may never go out-of-game but say that your character is still present while you go off. You are the physical representation of your character(s) --he goes where you go. If you need to go to the bathroom, so does your character; if you are going to sleep out in the woods, you must go sleep out in the woods. Also, please try to keep your conversations in-game. Others around you will be doing their best to remain in-game, and your out-of-game conversation may be a deterrent. Other aspects of the game have specific policies on how they are handled out-of-game; please read and follow those policies as closely as possible.

### Bathrooms

Going to the bathroom is an actual out-of-game event. You may not be attacked while in the bathroom, and if you plan on attacking someone in the wilderness who is answering the call of the wild, please wait until he or she is finished. Getting to and from the bathroom is in-game; you may not say your character is hiding in his circle and go to the bathroom out-of-game. If a person is exiting a bathroom at night, please remember that their night vision has been impaired, and they may need a moment to regain a safe level of vision. You may not ambush someone who is leaving the bathroom, give them a good distance before you jump them. If you are caught hiding from a threat in the bathroom, Plot may penalize you by having you turn over your life tag.

### Downtime

At overnight events, part of the excitement and fun is that the game itself never stops (apart from short holds). At any time, day or night, adventure can strike. This deepens the immersion of the game, and adds to the feel of really being someone you can't be. Consequently, NERO West does not have a "downtime". Chances are, at any hour of the day or night, something could threaten. (That said, plot and NPCs tend to want to get some sleep as well, so things certainly do slow down in the wee hours.)

This can mean that a good-night's sleep might be hard to find. If, for some reason, you the player really need to get to sleep, but your character has no means of assuring their own security, you may sleep out of game and provide a physrep per our out-of-game rules. (See below.)

If you are sleeping in-game, and get woken up by an encounter you don't want to participate in and which you have no in-game means for avoiding, you may opt to take a death, lose your gear and go resurrect in the morning. This may sound harsh, but please be assured it's the only fair way to handle such situations.

### Sleeping

Sleeping is in game, unless Plot has approved your reason to sleep out-of-game (viable reasons include medical needs, character in another area, etc.). If for some reason you want to sleep in an out-of-game area (like your car) Plot will provide a dummy which will then be your character's physical representation, and you must leave all your character's items, including phys-reps, tags and coins, with Plot. This dummy may be killed or searched, just as if it were you. If you are found sleeping in an out-of-game area without prior approval by Plot, you may be subject to a penalty.

### Eating

Eating is another in-game action. There is a possibility that you may be attacked while you are eating; the world of NERO is not a safe place and mealtimes are not held sacred by monsters. If a combat takes place in an area that may present a hazard, such as in the kitchen or next to a camp fire, the battle must move away from that area. NPCs, in most cases, will initiate a conflict, but "retreat" out of the area for the actual battle. (The goal is to reduce the number of holds called, and increase realism.) If the PCs remain in the area, just to avoid the attack, the NPCs may simply move the combat away by calling a hold and having everyone move to a more appropriate area in which to fight. All PCs will also have the option of becoming a non-combatant while they eat. If this is the chosen option, the PC will follow the normal non-combatant rules for battles: if the PCs win then the Player is fine, if not, the Player will have to turn over their life tags with the other PCs.

### Holds

Holds should only be called when absolutely necessary. If someone calls a hold for you and you do not find the hold necessary, simply call "Keep Going". An example would be seeing someone roll down a hill or fall down; the person who is doing so may be fine with it, or doing it on purpose. If it appears someone is hurt or in a precarious position and is not aware of it (like backing towards a ledge) call a hold. During a hold, please refrain from any needless conversation and look down to the ground. On-the-fly rules clarification requests are not 'holds' and should not stop the action unless they would significantly alter the landscape of the encounter. It is each player's responsibility to know the rules.

### Phys-reps and Items

You must have a phys-rep for any item which is in-game; if you do not have a phys-rep for the item, you may not use it in-game. For example: if you have a ring which has one cure wounds a day and you only have the tag, but not the ring, you may not use it. If you

plan on burying items in the forest, please do not bury the real item. See Plot and they will provide a substitute of equal size to bury. This ensures that phys-reps do not get lost or damaged. Tags should be attached to phys-reps where possible. If either the item's tag or its phys-rep is lost or stolen, the item is gone in-game. You must have both.

### **Out of Game Pouch**

Players must have a separate pouch that holds the character card and other out of game paperwork and physreps. It should be clearly marked "OOG" or "Out of Game". If it's a separate section of another bag/pouch, the section must be clearly labeled. (ie. A zipper pocket could have a little note on it saying "OOG – Zippered pocket".)

### **Adjudications**

All plot and marshal decisions are final, but sometimes a marshal or plot member will make a call you do not consider to be fair. If this happens, please do not argue with the Marshal during the event. After an event you can request adjudication on the decision. If the decision was inappropriate or a mistake was made, the Plot Committee will make appropriate restorations. As an example, you are hit by an Elemental Death, and you call Elemental Shield. The Marshal playing the creature tells you that it does not work and you take the death. You may remind the Marshal that Elemental Shield blocks any Elemental attack, but if the Marshal still insists you are dead, please head to the earth circle. After the event see the Plot Committee for adjudication. Then the mistake would be rectified and the death you took would not be counted. In cases where the event completely hinders you from continuing, adjudication can happen at the event; this is the only exception from the rule, however.

### **Cleanliness**

Please try to keep the camp site clean. During an event, do not litter and make sure all trash is appropriately disposed of. After a combat or while wandering the camp site, if you see anything on the ground (spell packets, tags, Plot cards, trash, etc.), please pick them up. Everyone is responsible for helping clean the camp after an event. Please clean your cabin or camp site before you leave, and everyone is expected to pitch in with cleaning community areas, like the Inn. Except under special pre-approved circumstances, we will not have final logistics and check out until after the entire site is clean. This means you can't buy your loose or use teaching tags if you leave early without cleaning!

### **Smoking**

Smoking will be limited to designated areas. You may never smoke indoors or in an area which is a high fire hazard (trails, or in the woods). We would prefer you to smoke something that is in period, such as a pipe or rolled cigarette, if at all possible. You may not put out your cigarettes on buildings, railings, etc. Please dispose of any cigarette butts; do not throw them on the ground.

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## **Policy: Picking Up Trash**

Version	Last Revised
2	November 13, 2002

We want to leave every site we use in better condition than when we arrived. To encourage this we will let players turn in trash that they find on the trails to plot, and plot may reward them with in-game rewards (commodities or, rarely, components).

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## **Policy: Plot Member Arbitration**

Version	Last Revised
1	August 4, 2003

Plot reserves the right to alter the game world as appropriate for story and good game play. Consequently, whatever a plot member says is correct and right will hold, even if a rule is directly contradicted. Players may remind a plot member of a rule, if they believe a plot member is making an honest mistake, but if the plot member makes a ruling, they must abide by it.

Plot may modify rules and effects for its own purposes (for example, modifying the duration of an effect such as Drain) This will typically only be used for special purposes that make story sense, rather than just to buff up monsters or cover ruling errors by marshals. Players may not be notified before the effect occurs, but plot will always clearly explain any changes or effects as they occur. Our game world has mysteries and depths to delve that sometimes show up as modified rules. (Explosions with radiuses greater than 5 feet, for example.)

Please trust that our plot members have the best storytelling in mind, and will do their best to adhere to the rules and the spirit thereof. However, such calls can be adjudicated after the game. If it results in a character permanently dying, it can be adjudicated on the spot.

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## **Policy: Running Away**

Version	Last Revised
1	February 26, 2005 – Moved from Out-of-Game policy and revised

If you are being chased or otherwise hunted at a NERO West event and you wish to run away, typically you must actually run away if the available game space allows you to do so. This can include running out of the park and into city streets and so forth. Obviously, one must exercise basic common sense in order to avoid personal injury or other dangerous situations.

In some circumstances, such as limited terrain or module areas, you may be allowed to run away on a ten-count. You must be out of sight of your pursuers, at or near an obvious border, and you must then stand up and announce the ten count both loudly and slowly. The count is, "I run away one, I run away two..." and so on. After the ten count, you must ask loudly, "Is anyone contesting my

escape?” If anyone contests you by actively attempting to catch you, the count is broken and you must continue trying to actually run away.

If a physical barrier that is not “in game” prevents you from escaping, you may call a hold and resume the pursuit from a location both parties agree is safe and appropriate. Note that in most situations, real physical barriers in the out-of-game world are considered real physical barriers in the in-game world.

Once you have run away and gone out of game, you must wait until plot tells you to go back into game... you can't just return at your leisure.

### Policy: Spirit Bottle Rules

Version	Last Revised
2	November 12, 2002 August 1, 2003: Adapted to new carrier/damage type errata. February 9, 2006: Removed non-monster spirit bottles. No PC can have a spirit bottle.

Spirit bottles are vessels which, by the use of powerful LCO formal magics, can house a creature's spirit. These are not necessarily bottles—for example, a vampire's crypt could be its “bottle” or a lich could have a soul-gem. The rules for how these work were not written down by International, so we've documented them here. It might be possible for a player character to end up with a spirit bottle, but the exact techniques must be found out in game.

- Life, death, and spirit effects do not work on the bottled person but they do work on the bottle itself.
- Any non-spirit magic can be cast either on the bottle or on the person and the character takes the effect.
- The holder of another person's bottle can speak commands to the bottled person. The bottled person must obey the commands completely. They must be able to hear the commands as they are spoken.
- Bottle commands override all other commands/enslavements.
- The holder of the bottle can torture the bottled person by shaking the bottle. This causes the bottled person pain, but no actual in-game damage.
- A bottled person does die in the same way as a normal person (1 minute to first aid, 5 minutes until dissipation), but their spirit returns at walking speed to their bottle and it resurrects automatically (taking 15 minutes) within 5 feet of the bottle. They can be given a Life, but it has to be cast on the bottle. (This means that plot must be told where there bottle is being kept, so they can direct the spirit if necessary.)
- A bottled person remembers up to their death as if they drew the memory bead.
- A bottle can support a maximum number of deaths determined by plot.
- Each time the bottled person dies, a crack appears on the bottle. After the maximum number of deaths, the bottle crumbles. The bottled soul must then go to an Earth Circle and draw each of those deaths from the bag, as if resurrecting in an Earth Circle many times in sequence. Any previous deaths count in this draw.
- If a bottle is destroyed, the bottled spirit dies and goes to the Earth Circle to resurrect, drawing any deaths incurred on the bottle while it existed. Bottles can be Destroyed, Shattered, or physically destroyed.
- Transferring your spirit to another bottle does not reset the death count... any new bottles will always have the same number of cracks. Transferring bottles is a plot-only effect.
- The bottle may be Rendered Indestructible at plot's discretion.
- When the bottle is destroyed, or maximum deaths reached, the bottle and bottled spirit are permanently destroyed.
- Some monsters are not dominated by the holder of the bottle and do not have to obey commands. This will be noted on the monster cards. These monsters may be vulnerable to particular uses of the bottle... freezing a fire elemental's bottle will likely cause the elemental trouble, for example.

### Policy: Spirits Can Pass Through Wards and Wizard Locks

Type	Version	Last Revised
Policy	2	February 26, 2005 – Finally put in writing June 9, 2006 – Removed ability to spirit walk through a ward. August 20, 2006 – Removed ability to walk into or out of a ward

We allow spirits (those going to resurrect) to pass through wards and wizard locks. Monsters may incidentally be called “spirit” in the name, but their monster card must explicitly list the ability to pass through wards, if that ability is present. Characters which are spirit-walking cannot pass through a ward.

### Policy: Threshold

Type	Version	Last Revised
International Ruling	1	July 11, 2001

In newer revisions of the game, the 'threshold' monster ability to reduce damage reduces damage to 1 point. Thus, “threshold 4” means that any hit that deals 4 or less damage normally only deals 1. The monster will call out “reduce” when this ability is in effect. The formal magic 'Protection Aura' functions similarly.

We do have some creatures that have a different sort of threshold, where damage is effectively reduced to zero. In those cases, the monster call will be 'no effect'.

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## Policy: Tying People Up

Version	Last Revised
1	August 28, 2001

When you want to tie someone up, or shackle them, you must always have a physical representation of the material used to form the restraints (rope, shackles, or otherwise). This physrep must be left with the character being restrained. The person being restrained has two options:

**They may be actually tied up.** In this case they may try to escape the bonds, if they can physically do so. Please note that it can be very uncomfortable to be really tied up. This is the price of the chance to escape. If it is too uncomfortable then the next option must be chosen:

**They may pretend to be tied up.** In this case they cannot escape, without outside intervention, from the restraints.

It is generally up to the person being restrained which option they prefer, as staff may override their choice and require the pretend method.

For safety reasons, if someone is really tied up they cannot be left alone and a means to cut ropes and quickly release the person in case of emergency must be present. They must be at least 18 years old. If you decide to leave someone who is physically restrained, you must first release them, leaving them with the physrep for the bonds. At this point they must wait 5 minutes before they can escape. Endow/Strength do not shorten this period.

Staff may rule that bonds can be broken with monstrous strength on a case-by-case basis.

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## Policy: Ultra-lights and Latex Weapons

Version	Last Revised
4	May 6, 2003 August 1, 2003: No thrusting with latex weapons. February 26, 2005 – REMOVED and REPLACED with Latex Weapon Policy

Here at NERO West we allow limited use of weapons that do not exactly meet the weapon construction guidelines in the NERO rulebook. This includes European-style latex weapons and so-called "ultra-lights."

Each non-standard weapon must pass a safety marshal's inspection, and each player who wants to use such a weapon must prove they can fight safely with it. Finally, if there are any complaints about the weapon being used unsafely, we may disallow further use.

Players who wish to use latex weapons must pass a training class. Training classes are available from time to time when requested by players and as safety marshals are available to run them. Marshals will test whether players can abide by the following fighting style constraints:

- Latex weapons (and some ultra-lights) do not have adequate thrusting tips (that we've seen) and consequently one cannot thrust with them in a fight.
- Weapon strikes should be touches rather than blows, lighter than with a standard-construction weapon.
- While all legal targets are still legal, more care should be taken to avoid head and face-shots. Styles which make significant use of strikes above the chest are discouraged.

## International Playtests

Playtests, or "variants" as they used to be known, are rules that aren't covered in the official NERO Rules. We've adopted the playtests listed below for a variety of reasons, but the primary goals are to make the game more fun, interesting, and balanced for our players.

Many of the rules are simply "tests" or experiments. We don't know exactly how they'll play out, or how our members will receive them. So we need your feedback. Don't hesitate to let us know what you think, and please help us make these rules as clear as they can be.

Playtests are not necessarily permanent changes to the NERO West rules. In general, it is a bad idea to base major character choices on the use of a particular playtest, because Plot may elect to end or change the playtest. Should a playtest be ended, Plot will provide instructions for conversion.

Our game rests on the honor system. We abide by the spirit of the rules above the letter, and we do not want rules to get in the way of a good game.

This section summarizes the current National Playtests that we are using at NERO West.

Playtests In Use
<a href="#">Additional Spells (Volume 1) v1</a>
<a href="#">Alternative Lock-picking System V01 - 7/25/2006</a>
<a href="#">Alternative Slay and Assassinate Effects V01 - 7/25/2006</a>
<a href="#">Archery Aura v1.0 (10/7/2002)</a>
<a href="#">Armor Suite (3/19/2004)</a>

Playtests Not In Use
<a href="#">Blade Fury v1.0 (10/7/2002)</a>
<a href="#">Formal Magic Logistics v1.1 (10/7/2002)</a>
<a href="#">Magic Item Slots v2.0 (1/6/03)</a>
<a href="#">Magic Skills Playtest (3/19/2004)</a>
<a href="#">Magic Spells Volume 2 (3/19/2004)</a>



## Rule

Lock tags and pick tags will have numbers associated with them which will determine how challenging the lock picking puzzle will be.

For example, we may provide a physical challenge in the form of buzzer and wire system. Essentially, one will have to thread a lock pick physical representation from one end of a wire to the other without triggering a buzzer.

- The skill Pick Locks allows a character to set off the buzzer twice without having to start over. Each additional purchase of Craftsman: Locksmith allows the character to set off the buzzer one additional time without having to start over.
- Further, the greater in the Craftsman: Locksmith skill of the character, the greater the size of the hole in the “pick” phys-rep provided or approved by the chapter.
- The level of difficulty of the lock is represented by the length of the wire and the complexity of the bends in the wire.

Note: There may be locks represented by other mechanisms which will be explained by staff if need be.

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## NERO® Archery Aura Play-test

*Version 1.0 092602*

*For NERO Rules: Mike Ennis, Original Concept by NERO Rules Council*

### Objective:

The objective of this play-test is to increase the usefulness of magical auras with Archery.

### Details:

All weapons that fall under the skill Archery will have the damage type of each missile altered if the weapon itself is targeted by a magical aura of any type. This includes a Damage Aura, Elemental Aura, and/or Magic Aura, and means that each individual missile does not need to be targeted by the formal magic spell in order to create the desired effect.

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## NERO® Armor Play-test Suite 2004

*Version 2.5 031504*

*For NERO Rules: Matt Sims, original concept by Joseph Valenti and Matt Sims*

### Objective:

To increase the value and usability of wearing actual armor. As well as simplify the rating of armor and the bonuses involved.

### Armor:

There are three ways a player may possess armor points: Physical Armor, Dexterity Armor, and Arcane Armor. The three types may be used together and add to one total of armor points. Each class has a maximum total armor which they may wear and they may use more armor than their maximum as follows: Maximum Armor Usable: Fighter - 50, Templar - 30, Rogue - 20, Scholar - 15. The skill Wear Extra Armor now allows an additional five points of armor to be worn per time purchased up to a maximum of 50 points. This limit is for all forms of armor added together and all bonuses to the armor.

**Physical Armor** – The Physical Armor Types are Leather, Chain Mail, and Plate Mail. There is a chart below that shows the value of each Armor Type for each Body Location. Each location is worth one point for leather, two points for chain, and three points for plate except the chest and back which are worth three times as much since they cover a larger area.

A suit of armor it may be rejected at any point on grounds of safety for such things including, but not limited to; protrusions, sharp edges, and unsafe materials.

- Any player will be awarded five bonus points of armor simply for being fully in costume with their entire visible costume being fully fitting with the in game atmosphere. This bonus costume award is over and above the total for wearing physical armor but does count against the limit for maximal armor worn. The bonus does not receive a tag because it is separate from the actual armor rep. It is reset with or in place of physical armor.
- Characters may select the armor type to use at each separate body location, making it easier for players to create their own personalized armor. Each location is considered covered in armor if at least three quarters of the entire area is covered. Locations with overlapping armor types count as the higher type.
- A Suit of Armor is evaluated by adding the armor point value for each body location covered.
- The values listed below are for armor that is real or looks real. High quality plastic armor can be counted as plate for example armor where a plastic barrel has been cut into small pieces and stitched together to form a representation of samurai armor, armor where plastic plates are completely incased in pockets to form a coat of plates, or armor where the plastic of a barrel is heat molded to form reasonable representations of armor pieces are all considered real armor for the ratings here. However simply cutting up a garbage can and making no attempt to disguise its true nature and gluing it to a shirt does not. Similarly tab armor or chain mail made of plastic rings are counted as real but a sweater or mesh t-shirt painted silver does not.
- The tag for armor allows a character to gain protection from a phys rep rated up to the value on the tag. To claim the entire value of an armor tag the player must wear a phys rep which has been evaluated by a marshal to be worth at least the value of the tag, you cannot wear 20 points of coverage, have a 30 point tag and claim 30 points of armor in game.
- In game older armor tags are worth the same value as before, you cannot turn in old tags and receive higher value armor, the new higher valued armor must be acquired in game.

- If part of a suit of armor is stolen the tag must be reduced by the amount of points the sections that were stolen covered. In order for a player to receive the tag for the armor they must take the entire suit of armor not just pieces.
- A player may use multiple tags of armor to add together to form a higher point total suit. However a chapter may release specific armor tags specifying exactly what part that specific suit covers. If a player is using a specific they may not use another specific tag that covers the same area. For example a player may use a two suits that just say Platemail 15 points of armor and be able to wear a rep for 30 points, but they cannot wear two suits that say breastplate simultaneously.

Item #	Body Location	IG Name of Armor Piece	Plate Mail	Chain Mail	Leather
1	Head*	Helm	3	2	1
2	Chest	Breastplate	9	6	3
3	Back	Backplate	9	6	3
4	Left Arm	Left Brassart	3	2	1
5	Right Arm	Right Brassart	3	2	1
6	Left Forearm	Left Bracer	3	2	1
7	Right Forearm	Right Bracer	3	2	1
8	Left Thigh	Left Cuissart	3	2	1
9	Right Thigh	Right Cuissart	3	2	1
10	Left Leg	Left Greaves	3	2	1
11	Right Leg	Right Greaves	3	2	1
	TOTAL**		45	30	15

\* Leather headgear will offer protection against a “4 Waylay” or lower. Chain headgear will offer protection against a “5 Waylay” or lower. Plate headgear will offer protection against a “6 Waylay” or lower.

\*\* A suit of armor, such as a chain shirt, may combine multiple pieces which must be identified on the armor tag.

### Refitting Physical Armor

When a suit of armor takes damage it can be refitted to its full value, unless it is reduced to zero (see below). Refitting in this way can be done by anyone, and requires that the person spend an uninterrupted minute during which he can use no other game skills and cannot walk around. During the refitting the character will adjust (i.e. tighten straps, reposition plates) his armor so that it offers the best protection possible. If the character receives damage, loses the use of his arms, or is rendered unconscious at any point during the process, the refit is interrupted for no effect and must be begun again. A player can even refit the armor of his companion. In this case, one character is the refitting the armor while the other is the target and the same rules apply to them as to a single character. Refitting a suit of armor which is being worn will refit all pieces of the armor not just an individual area of armor.

Reducing a suit to zero is known as “breaching.” Breached armor can also be refit as normal, but the value of the tag will be reduced by two points. If a player is using multiple tags for armor and one or more tags are rendered and one or more are not rendered the player must choose the non-rendered part to be damaged in the breach, a single piece of rendered armor will not protect non-rendered armor. A destroy spell with armor as the target will affect all non-rendered pieces. A player may still wear a rep that is above the value of the tag(s) used, it simply represents damaged armor. If a player is using a tag for more armor than are actually wearing but only claiming the amount they are actually wearing and the armor is breached they must reduce the value of the tag to the value they were actually wearing and then remove the points for breaching.

### Arcane Armor and Formal Effects on Armor

Arcane armor is a formal magic that creates an invisible field that surrounds a character wearing a piece of armor bearing that bears the formal magic. For each casting of arcane armor on an item the wearer of the item adds two points of armor to their total. Points of arcane armor are lost first when a player takes damage. To refit their arcane armor the player must meditate for 60 seconds. The refit of arcane armor is done separately from the refit of physical or dexterity armor. Arcane armor is never breached. If an arcane armor item is removed the armor it conveys will reset but when an arcane armor item is placed on it takes 60 seconds before it will convey the armor points to the wearer. Arcane armor cast under the original system acts as arcane armor under the playtest except it is on the spirit and if the value is greater than 10 it only adds 10 points of armor. Any formal magic which targets a suit of armor represented by one or more tags, including Arcane Armor, will target the entire suit and a single tag for the total value of the suit with any magical effects placed on it will be issued for the item and all old tags collected. The suit will be a single magic item and to steal it the entire suit must be taken. Arcane Armor of any value counts as a single effect toward the five effect limit.

The formal magic arcane armor is replaced with the following:

#### Name: Arcane Armor

**Target:** Item that must be a piece of armor

**Duration:** 5 days

**School:** Celestial or Earth (scroll must be marked as one or the other)

**Components:** P2, C1, E1

This formal magic provides 2 points of armor to the wearer of the item per casting of the formal to a maximum of five castings. These points of armor will be lost first when a player takes damage. It requires a minute of concentration to refit back to full value. Multiple arcane armor items may be worn and their bonuses add together but never to more than 10 points of armor total. Arcane Armor in no way provides protection against a waylay.

**Summer Armor Rules**

Each chapter has the option to declare summer armor rules at any time the weather warrants it. This can only be declared by the appropriate chapter staff when conditions are such that wearing armor constitutes a safety hazard, such as in 90+ degree weather where there is an increased risk of heatstroke if armor is worn. If summer armor rules are declared (and this does not simply apply in the summer but any time a significant safety risk exists) then any player who has their phys rep with them may consider themselves to be wearing it IG when they are not actually wearing it. They must still wear full costume in order to gain any armor rating at all and must wear a clearly visible swatch of cloth with the letter "A" on it hanging from a belt to symbolize they are wearing it. For waylay protection a mesh cloth which covers the back of the head and is visible to a player approaching from the back must be worn. Two people cannot use the same phys rep of armor to gain advantage from summer armor rules. In addition no one may claim to have a suit higher than the value they are using. At any time any player may ask a marshal to confirm a player's suit during summer armor rules.

**NERO® Base 5 Alchemy/Harmonics Play-test**

*Version 1.2 092602*

*For NERO Rules: Matthew Pearson, Original Concept by NERO Massachusetts*

**Objective:**

The objective of this play-test is to bring alchemical and harmonic effects of similar type and name in line with the Base 5 healing/damage play-test. This play-test is not to be used without also using the Base 5 Healing/Damage play-test. This play-test is designed to be used in conjunction with the Base 5 Damage/Healing play-test and should not be used separately.

**Details:**

**Base 5 Alchemy:**

With this play-test, the following core elixirs/gasses damage/healing effects are adjusted to the values listed below:

Alchemy	Value
Cause Light Damage	5
Cause Damage	10
Cause Serious Damage	20
Cure Light Damage	5

**Base 5 Harmonics:**

For any chapter using both this play-test and the Harmonics Magic Play-test, the following harmonic spell effects are adjusted to the values listed below:

Spell	Level	Healing Value
Cure Light Wounds	1	5
Cure Wounds	2	10
Cure Serious Wounds	4	20
Cure Critical Wounds	6	30
Cure Mortal Wounds	8	40

**NERO® Base 5 Damage/Healing Spell Effect Play-Test**

*Version 1.2 6/70700*

*For NERO Rules: Matthew Pearson, Joseph Valenti*

This official play-test is designed with the following objectives:

1. Simplify calculation of spell damage by making it uniform by level of spell.
2. Modestly increase spell damage and healing effects to reflect trends in character and monster development. Note:Some damage reductions also have occurred to fit spells into the algorithm.

In an effort to keep the NERO Rules System clear, consistent, and easy to understand the International Rules Committee has approved for play-test this system which we feel will address most of the objectives listed above. This play-test may be modified or removed at any time by the NERO Rules Committee.

This play-test equates a spell's level with a base 5 system of damage/healing. Simply stated a spell either harms or heals a target at 5 points per level of spell. This means a Magic Missile (Level 1 Celestial) does 5 points of damage to a target, and Cure Light Wounds will heal the target 5 points.

A note of caution to chapters running low-level campaigns is that even low-level spells can be deadly against low-level characters who have relatively few body points and this play-test should be thought over completely in terms of monster/event scaling before it is used in a low-level campaign.

Other spell effects such as protectives, blade-spells, curses, etc. are not to be modified to this system at this point due to the potentially unbalancing effects they could have on play. These spells may be addressed in a wider spell-revision play-test in the future.

**Example Table:**

Any additional play-test spells that cause damage or healing effect should have their effect scaled per level of the spell to fit the algorithm. The number in [ ] is the number of points of differential from the 8th edition spell descriptions and this playtest.

Level	Celestial	Damage/Healing	Level	Earth	Damage/Healing
1	Magic Missile	5 [+1]	1	Cure/Cause Light Wounds	5* [+3]
2	Lightning Bolt	10 [+2]	2	Cure/Cause Wounds	10* [+2]
3	Ice Bolt	15 [+3]	3	Harm/Help Undead	30* [+12]
4	Flame Bolt	20 [+4]	4	Cure/Cause Serious Wounds	20* [+12]
6	Lightning Storm	30 [+6]	6	Cure/Cause Critical Wounds	30* [+6]
7	Ice Storm	35 [+7]	7	Destroy Undead	70* (Or destroy) [+28]
8	Dragon's Breath	40 [+8]	8	Cure/Cause Mortal Wounds	40* [+16]
9	Eldritch Blast	45 [+9]			

\* Note: Healing does not follow NERO 8<sup>th</sup> Edition Rules and **does not** do double damage versus undead. With the dramatic increase in healing doing double damage to undead it could potentially unbalance monsters. Harm Undead has been moved to 30 points of damage and Destroy Undead's damage has been moved to 70 to reflect the fact these spells are designed to do damage to a very specific class of monster and is not a mistake.

**NERO® Binding Rip-Free Play test**

*Version 1.0 2006-06-18  
For NERO Rules: Graham Hine*

**Objective**

To enable player races and monsters to rip free of binding magic not including Imprison.

**Rule**

Anyone without the 'rip free' monster ability can still tear their way out of Pin, Bind, Web, and Confine spells, but not imprison. This takes a ten-count ("I rip free one, I rip free two, ... I rip free ten."). At the end of the word ten of the ten count, the character takes damage which goes straight to body, bypassing all armor points, per the following chart:

Pin or Entangle	4 damage to body
Bind	8 damage to body
Web	16 damage to body
Confine	32 damage to body
Imprison	Cannot rip free

An 'endow', 'delayed endow', or other strength effect can be used to reduce the damage by half.

**NERO® Carrier Attack Play-test**

*Version 1.1 092602  
For NERO Rules: Mike Ennis, Original Concept by NERO Ohio/West Virginia*

**Objective:**

The objective of this play-test is to allow creatures to deliver regular damage instead of their Carrier Attack.

Monsters can now choose to swing their Carrier Attack or their base damage (normal, silver, magic as per card). The damage number will be unchanged regardless of which type of attack they are swinging. Carrier Attacks that are not clarified on the Monster Card as another type will be considered Arcane.

**NERO® Craftsmen: Teaching Max-out**

*Version 1.1 2006-06-18  
For NERO Rules: Graham Hine*

**Objective**

Maxing People out with the Craftsmen: Teaching Skill. To help encourage in-game teaching and advancement.

## Rule

Players can purchase Craftsmen: Teaching and max people out with the skill depending on the number of times you've purchased Craftsman: Teaching. This skill lets Teachers train people and help cover the silver they'd normally have to pay for training (called Max-Out). Effectively, your skill can provide the training that the silver coins that you turn in to the Chapter represents. Additionally, as you teach others and buy 5 Craftsmen: Teacher skills, you learn something yourself and your training is, in turn, covered.

You may teach as many people equal to your level in Craftsman: Teaching + 1 at the same time, so a person with Craftsman: Teaching 3 can teach 4 people at the same time (assuming they have enough build to do so.)

1. Find a teacher who is at least 5 levels higher than you are, preferably the same class, and who is willing to spend time instructing you. (Note: NPCs can teach!)
2. Together, notify a plot member that you're getting generalized training from this person. The plot member will note the time on both player cards.
3. Required: Spend 30 minutes with the role-play, and have fun with it!
4. Together, notify the plot member that you're done and they'll confirm it on your player cards.

Following is the table to determine how much loose you can teach others and how much you get in return. All percentages are based on the teacher's build.

Craftsman: Teaching Level	% of your build you can teach others	Loose you get back for yourself
0	20%	Half of what you teach
1	40%	Half of what you teach
2	60%	Half of what you teach
3	80%	Half of what you teach
4	100%	Half of what you teach
5	100%	All of what you teach

**Example 1:** I have 200 build and Teaching: 2. Big Jim, who has 100 build, comes to me and asks to be taught. He's 5 levels lower than I am, so I can teach him. I look at the chart above and figure out that I can teach out 40% of my total build, or 80 build points worth of loose for the event. In return, I get 40 of my own loose covered. To get full loose, Big Jim needs another 20 build covered, and I still need 160.

**Example 2:** I have 200 build and Teaching 5. I can teach out a total of 200 build worth of training, and if I do, I get all of my own loose covered! I find 4 students, each with 50 build, and I spend 30 minutes with the group of them. They each get their 50 build covered (4 x 50 = 200) and I get all my build covered!

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## NERO® Critical Parry Modification Play-test

*Version 1.0 070700*

*For NERO Rules: Matthew Pearson, Joseph Valenti*

### Objective:

The Objective of this play-test is to increase the versatility of the Critical Slay/Parry skill.

### Critical Parry Modification:

Anyone with multiple Critical Slays/Parries can use a parry while they have an active slay without expending the active slay.

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## NERO® Critical Slay/Assassinate Modification Play-test

*Version 1.0 070700*

*For NERO Rules: Matthew Pearson, Joseph Valenti*

### Objective:

The Objective of this play-test is to increase the potency of the Critical Slay and Assassinate skills against monsters with the threshold and damage cap abilities.

### Critical Slay and Assassinate Modification:

Critical Slays and Assassinate will always do full damage to a creature with a threshold or a damage cap if the creature is affected by the damage call type (Normal, Magic, Silver, etc)

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## NERO® Critical Slay/Parry Playtest

*Version 1.0 2006-06-18*

*For NERO Rules: Graham Hine*

### Objective

To Make Fighters More Powerful against High Level Magic Users with Cantrip Spells and each other.

## Rule

With this play-test it is no longer necessary to make the statement "Prepare to Die" for critical Slay. Instead, when using a Critical Slay, one appends "Slay" to the end of the call to denote the Slay effect. remember that you must complete the complete damage statement before swinging the sword forward as is stated in the NERO Rule Book.

### Example 1:

Geof is fighting Derik. He swings at Derik, "5 Normal," but takes "4 Normal" twice in return. Geof is on his last leg, so he decides that it is now or never. With his next swing, he calls out "37 Normal Slay" and drops Derik.

Since multiple slays might be used on one target, the victim must call "hit" or otherwise indicate that the slay was successful. When this happens, the attacker can activate another slay if they have the skills for it.

### Example 2:

Bill The Cool is fighting Bob the Sturdy, Bill starts swinging "6 normal, 6 normal, 42 normal slay, 42 normal slay," and then Bob is hit by the weapon, taking 42 points of damage. Bob says, "Hit!", but he doesn't fall down! Bill decides to strike again at Bob and calls, "42 normal slay, 42 normal slay," until once again Bob is hit, crying out "Hit!", taking another 42 points, and finally falling down.

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## NERO® Damage Types Play-test

*Version 1.1 092602*

*For NERO Rules: Mike Ennis, Original Concept by NERO Ohio/West Virginia*

### Objective:

The objective of this play-test is to standardize the following damage types.

### Details:

In addition to the standard damage types of flame, ice, lightning, magic, normal, silver, and stone, the new damage types of acid and massive have been added. These can be delivered by either weapon or packet, and act as separate damage types.

Acid - Acid damage acts as a standard damage type, and is not destructive to the carried items of the target in any way. Acid traps are an exception and follow the rules listed in the 8th Edition rulebook.

Massive - Massive damage cannot be blocked by weapons or shields. If a blow delivering this type of damage strikes a weapon or shield, the bearer of the item struck takes the damage delivered, as well as any carrier effects (when appropriate). The skills Critical Parry and Dodge will work as normal against this type of damage, as will all types of protective spells.

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## NERO® Dexterity Armor Play-test

*Version 2.5 031504*

*For NERO Rules: Joseph Valenti and Matt Sims, Concept by All Chapters*

### Objective

To introduce a reasonable version of the dexterity armor skill.

### Dexterity Armor

The skill dexterity armor represents a characters ability to absorb damage by learning to roll with blows. It may be bought a maximum of five times and each time purchased will add two points of armor to the characters total. A character must be in full costume to use this skill. Points of dexterity armor are lost after the physical armor is breached. To refit dexterity armor a character must take 60 seconds to stretch and role-play shaking out their tightened muscles, they must be in a state where they are capable of moving and using skills in order to refit dexterity armor. The refit of dexterity armor is done separately from the refit of physical or arcane armor. Dexterity armor never breeches. To use dexterity armor you must be able to move if you cannot move you drop to no protection from it until you refit.

The skill dexterity armor costs 3 build per time purchased no matter which class.

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## NERO® Interrupting an Incant

*Version 1.0 2006-06-18*

*For NERO Rules: Graham Hine*

### Objective

To make it easier to interrupt a spell caster.

### Rule

Hitting a spell-caster's body or armor (whether real or from the Bless or Shield spells) while they are speaking the incant to any Spell be it Earth, Celestial, a Cantrip or Formal Magic will interrupt the spell and cause it to be lost. The caster should announce "interrupt" as a courtesy.

If the amount of damage done by the hit is zero (i.e. "Zero Normal"), or if the spell-caster is immune to the damage, then the caster will not be interrupted.

Certain monsters that can "cast in body" will not be interrupted in this manner.

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## **NERO® Limited Reset Play-test**

*Version 1.0 122702*

*For NERO Rules: Matthew Pearson*

### **Objective:**

The objective of this play-test is to allow chapters to reset times-per-day skills more frequently.

### **Details:**

A chapter may opt to offer a limited reset of times-per-day skills other than craft/production and Formal Magic skills. This reset must be offered at no less than twelve hours from the normal 6pm Saturday reset on Event Weekends. This means 6am on Saturday Morning, or 6am on Sunday morning would be valid times to perform this limited reset. This reset is in no way to be used to allow extra production, extra money for craftsmen skills, or extra Formal Magic skill usage, this included Formal Magic Cantrips. This reset also in no way resets magic-item usage in any way.

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## **NERO® Mentoring**

*Version 1.0 2006-06-18*

*For NERO Rules: Graham Hine*

### **Objective**

To encourage role play by allowing high level players to grant abilities and skills to lower level characters.

### **Rule**

The points below set out the details of how Mentoring works:

- Both parties must agree on the relationship.
- Abilities gained by mentoring only work against NPCs, never against PCs.
- Mentoring takes 15 of "calm time" to take effect. (No insta-mentors, and no middle-of-the-fight mentors.) Plot may waive this time or allow it to happen in storyline. Teaching for loose or skills may occur during this time.
- The student gains levels equal to the difference between them and their Mentor. So if the student is level 5 and the mentor level 15, then 10 levels are gained.
- Duration:
  - Mentoring lasts for the duration of one mission or scene as defined by plot (or common sense). It may be renewed for other modules. If renewed, spent pool points are carried over. (Example: Ug mentors under Priznak and gains a 400 point healing pool. He uses 200 of these before the scene ends. Later that day, Ug mentors under Duncan and gains an 800 point pool, but he must consider 200 of the 800 spent.)
  - A Mentor cannot abandon a Student in the middle of a dangerous situation, but as soon as the Student's clear of the danger, the mentoring effect ends.
  - If a Mentor or Student dies, the abilities last until any immediate threat is ended. If the dead party has resurrected and can quickly return to the side of the other, then the relationship may continue.
- You can only be in one Mentor/Student relationship at a time. No chain-mentoring.
- Plot may provide mechanisms for mentoring that violate these rules to help let people enjoy the game. (Example, if one poor lowbie is left without a Mentor, plot may let the local Lord mentor him in absentia.)
- Courtesy: Don't delay a module to set up Mentoring.
- Roleplay: The Mentor should be actively advising and helping the Student, and the Student should be actively seeking help and acknowledging the Mentor's assistance.
- Plot Discretion: If the person in charge of a module thinks that the Mentor/Student relationship is inappropriate in any way, they may void it.
- Some modules may, at the GM's discretion, not permit Mentoring. This might be used to prevent the whole town from becoming 60th level and bum-rushing the King, for example. Confirm with plot before relying on being able to mentor.
- Casters gain pools. They vary depending on the primary school of the caster. Incants follow normal casting rules, including interrupts. These effects act as if they were spells as far as spell defenses are concerned (meaning they are stopped by Shield Magic, can be cloaked if the cloak is of the appropriate type, and so on.)
  - Celestial: "I call forth eldritch damage, 10."
  - Earth/Harmonics: "I call upon the earth to cure damage 10."
  - Chaos: "I call upon chaos to cause damage. 10."
- Fighters and Templars gain proficiencies. The proficiencies can be allocated as the student sees fit, though they are not master proficiencies.
- Rogues gain back attacks.
- Everyone gains temporary body points. These temporary body points are lost before normal body points, after bless and greater bless.
- The maximum number of mentoring levels is 16.

Abilities are granted as follows:

Levels Gained	Fighters	Rogues	Scholars	Templars
1	2 body	1 body	1 body, 20 point pool	1 body, 10 point pool
2	2 body	1 body	20 point pool	1 body, 10 point pool
3	2 body	1 body	1 body, 20 point pool	1 body, 10 point pool
4	2 body, +1 Proficiency	1 body, +2 Back	20 point pool	1 body, 10 point pool
5	2 body	1 body	1 body, 20 point pool	1 body, 10 point pool
6	2 body	1 body	20 point pool	1 body, 10 point pool
7	2 body	1 body	1 body, 20 point pool	1 body, 10 point pool
8	2 body, +1 Proficiency	1 body, +2 Back	20 point pool	1 body, 10 point pool
	Repeat...	Repeat...	Repeat...	Repeat...

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## NERO® Modified Detect Magic Spell Play-test

Version 1.0 092602

For NERO Rules: Matthew Pearson, Original Concept by NERO Massachusetts

### Objective:

The Objective of this play-test is to improve the usability of the Detect Magic spell.

### Details:

A Detect Magic spell, along with its abilities conferred in the 8th edition rulebook, will reveal whether a Circle of Power is One Hour, One Year, or Two Year. The Detect Magic spell will also reveal whether items targeted by it are of Earth, Celestial, Harmonics (if play-test is in use), or Other.

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## NERO® New Character Rebuild Play-test

Version 1.1 092602

For NERO Rules: Mike Ennis, Original Concept by NERO Ohio/West Virginia

### Objective:

The objective of this play-test is to allow all players the ability to correct early mistakes in character creation.

### Details:

Any character can be rebuilt once at any time before it reaches 56 build points. This rebuild does not require the use of any in-game resources and/or skills, but it will count against the character as a Spirit Forge. This rebuild will allow the character to also simultaneously have a Race Change if they see fit, but this is not required. This rebuild will otherwise follow all of the rules for Spirit Forge and/or Race Change, and required notations will be marked upon the player's character sheet as appropriate.

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## NERO® New Player Deaths Play-test

Version 1.0 092602

For NERO Rules: Mike Ennis, Original Concept by NERO Ohio/West Virginia

### Objective:

The objective of this play-test is to allow brand new players the opportunity to learn the game without suffering the penalty for any deaths during their first event.

### Details:

Any first-time NERO player will not have any of the deaths taken during his first event count toward his character. This means that any newbie will essentially get unlimited deaths during his first event. This policy is done as a service to new players so that they can get used to the game before being penalized for their deaths, not as a way to abuse the system and be immortal. All deaths taken by a newbie should still be role-played appropriately. Any player that is deemed to be abusing this policy for intentional gain or detriment to the game or other players will be dealt with accordingly, at the discretion of the local chapter affected. This benefit only given during a player's first game, and experienced players that start a new character will not be allowed these unlimited deaths.

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## NERO® Physical Attacks Play-test

Version 1.0 092602

For NERO Rules: Matt Sims, Original Concept by NERO Neridia

### Objective:

The objective of this play-test is to help eliminate confusion by clarifying attacks delivered as "Physical."

### Details:

Physical attacks represent an actual physical force such as a glob of ooze to form a Physical Web, a big rock to form a Physical Stone Bolt, or a burst of wind to cause a Physical Repel. These can now be delivered by either weapon or packet, and are stopped by the standard spell defense Magic Armor.

When delivering a physical attack via packet the player calls out “Physical <spell name or effect>.”

When delivering a Physical attack via weapon the player calls out “Physical Strike <spell name or effect>.”

All standard game effects (including Pin/Bind/Web/Confine) delivered in this way are now treated exactly as the spells, and will follow the rules for these with regards to their duration, effects, and removal.

Entangle <target> is now recognized as a new game effect, and is intended to replace the old uses of Physical Pin/Bind/Web/Confine. It is outlined in the following passage.

**Entangle <target>:** Some monsters can shoot a substance as a means to trap victims (such as giant, sticky strands of silk). This effect is most often delivered as a Physical attack, but can also be delivered as Magic, Elemental, or Arcane depending upon the delivery method listed on the creature card. The effect lasts for 10 minutes and is Binding in nature. An Oil of Slipperiness applied to the target’s body less than an hour before being struck by an Entangle will protect against one such attack. Formal protectives (i.e. Cloak, Bane) against Binding will also work. A Release spell or an Alchemical Solvent will free the victim. The victim can be cut out by someone using an edged weapon with a three count (“One I cut you out, two I cut you out, three I cut you out.”). If you have an Endow or Delayed Endow spell, you may break free, expending the spell in the process. Someone else with an Endow type spell can likewise break you free. When using an Endow to break free of an Entangle, the character calls “Endow – I rip free one, I rip free two, I rip free three”, role-plays that he is ripping free of the binding, and is then free of the effect. An Endow may be used to break another character out of an Entangle, with the same call and similar role-play. Ripping free in this way is in no way harmful to the character, and beings with Superhuman Strength can rip free of effects that Entangle them without need of an Endow of any type. There are three possible targets for an Entangle – foot, arms, body. Each of these will prevent movement of the Entangled part such that an Entangle foot will root the target’s right foot to the ground in a way similar to Pin, an Entangle arms will bind the target’s arms to his sides in a way similar to Bind, and an Entangle body will prohibit the movements of the target in a way similar to Web.

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## NERO® Removed Armor Breaches

*Version 1.0 2006-06-18*

*For NERO Rules: Graham Hine*

### Objective

To decrease the need to track armor values, decrease item tag turnover, and decrease the need for players to buy Armor making production skills.

### Rule

Armor breaches do not reduce the maximum value of the suit. Armor is no longer decreased in total value by being breached-it retains its full potential value. Armor that is damaged must still be refit to regain its full protective value.

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## NERO® Scaled Protectives

*Version 1.0 2006-06-18*

*For NERO Rules: Graham Hine*

### Objective

To grant more Armor and Body protections to high level players.

### Rule

Body is based on PC card and armor is based on armor tag (monsters should use these values). This means monsters without a PC card can't use Bless or Greater Bless.

Bless and Greater Bless give more body points depending on a character's normal maximum body.

- Bless provides 10% of your base body, plus 1, round up.
- Greater Bless provides 30% of your base body, plus 3, round up.

Shield and Greater Shield give more armor depending on the armor a character is wearing: (If a chapter is using the Armor Suite playtest, decrease these values by half and follow the less/G. Bless table.)

- Shield provides 20% of your base armor value, plus 1, round up.
- Greater Shield provides 60% of your base armor value, plus 3, round up.

Note: If you are using the Armor Suite Playtest, then the Shield and Greater Shield values are 10% and 20%, respectively and follow the charts for Bless and Greater Bless.

Base Armor	Shield	G. Shield
0	1	3
1	2	4
2	2	5
3	2	5
4	2	6
5	2	6

Max Body/Armor Suite	Bless	G. Bless
0	1	3
1	2	4
2	2	4
3	2	4
4	2	5
5	2	5

6	3	7
7	3	8
8	3	8
9	3	9
10	3	9
11	4	10
12	4	11
13	4	11
14	4	12
15	4	12
16	5	13
17	5	14
18	5	14
19	5	15
20	5	15
21	6	16
22	6	17

6	2	5
7	2	6
8	2	6
9	2	6
10	2	6
11	3	7
12	3	7
13	3	7
14	3	8
15	3	8
16	3	8
17	3	9
18	3	9
19	3	9
20	3	9
21	4	10
22	4	10
23	4	10
24	4	11
25	4	11
26	4	11
27	4	12
28	4	12
29	4	12
30	4	12
31	5	13
32	5	13
33	5	13
34	5	14
35	5	14
36	5	14
37	5	15
38	5	15
39	5	15
40	5	15
41	6	16
42	6	16
43	6	16
44	6	17
45	6	17
46	6	17
47	6	18
48	6	18
49	6	18
50	6	18
51	7	19
52	7	19
53	7	19
54	7	20
55	7	20
56	7	20
57	7	21
58	7	21
59	7	21
60	7	21
61	8	22
62	8	22
63	8	22
64	8	23

Finally, these spells are exempted from the requirement that the number of points of the effect be in the incant.

A character that changes armor after having a Shield/Greater Shield cast upon him uses either the current or previous value, whichever is lower. Example: Jim is wearing armor worth 10 points on the base tag when Tim casts a Greater Shield spell on him.

Jim's armor value is increased by 9. Later, Jim takes off his armor to sleep. The protection of the Greater Shield spell drops to 5 (equivalent of just costume). The next morning, Jim changes back into his chain mail. The protection remains at 5.)

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## **NERO® Slay and Assassinate Effects**

*Version 1.0 2006-06-18*

*For NERO Rules: Graham Hine*

### **Objective**

To Make Fighters More Powerful, especially fighters with one or two slays, and especially against other players.

### **Rule**

The carrier effect types "Slay", "Assassinate" will immediately bring the target to -1 body. If the target does not receive healing within 1 minute, they will be dead.

Some monsters may have limited or complete immunity to Slay or Assassinate. Limited immunity means they will take some amount of damage from the Slay or Assassinate but they will not be unconscious and at -1 body. Complete immunity means they are not affected by the Slay or Assassinate at all.

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## **NERO® Smithing Play-test**

*Version 2.5 031504*

*For NERO Rules: Matt Sims*

### **Objective**

To increase the value of the weapon smith and armor smith skills.

### **Smithing**

The skill Smithing replaces both Armorsmith and Weaponsmith, current levels of Armorsmith and weaponsmith add together to form total levels of Smithing in chapters who use this playtest. The cost of a level of smithing is equal to the old cost for either weaponsmith or armorsmith for a character and would gain the -1 BP cost for being a dwarf. Any character with the skill Smithing is referred to as a smith. Any character with ten levels of Smithing is considered a master smith. With a single level of Smithing a player can make 2 small weapons, 1 one handed weapon, a shield, a quiver of 20 arrows, half of a two handed weapon, or ten points worth of armor. A player could not make half a weapon so to make a full two handed weapon would take 2 levels of Smithing. There is no cost associated with creating the above items using the skill Smithing.

In addition to making weapons and armor a smith may make modifications to items which are detailed below. All items made with the skill Smithing last for two years from the date of creation. Items with modifications must be acquired in game, they cannot be bought with goblin stamps.

### **Special abilities of Smithing:**

In order to use any special ability the smith must be able to do so without a forge though the total level are still doubled if they use a forge.

**Silvering a weapon** – Silvering a weapon uses up 1 level of production ability for small weapons, 2 levels of production ability for one handed weapons, and 3 levels of production ability for two handed weapons. In addition the smith must spend 1 silver piece per linear inch of the striking surface to silver a weapon. The silvering of a weapon lasts for the duration of the weapon being silvered. A smith may break down a silvered weapon for one level of production and receive one half the silver used to silver the weapon which can only be used to silver another weapon.

**Making an item shatter resistant** – A smith can make an item shatter resistant, doing so uses up 1 level of production for small weapons, 2 levels of production for one handed weapons, a shield, or a quiver of arrows, and 3 levels of production for two handed weapons. A non-weapon item can also be made shatter resistant and the number of levels of production required should be estimated based on the size as compared to a weapon. Thus a small statuette twelve inches high might cost 1 level of production, a pedestal might cost 2 levels of production, and a door might cost 3 levels of production. Anything larger must be carefully estimated. In addition to the cost in production levels an SR1 component must be spent in order to make an item shatter resistant. Each time this is done to a single item it will be able to resist shatter twice. It may be done a maximum of 3 times to a single item.

**Sharpening a weapon** – A smith may sharpen a weapon which adds damage to the call of anyone swinging the weapon the bonus is not magical. This bonus is not additive with damage aura weapons and the higher bonus only will count. The bonus will last only till the next full reset period where production skills would reset. The smith must use 3 levels of production to add a plus one bonus to a weapon. The smith must spend 9 levels of production to add a plus two bonus to a weapon. The smith must spend 21 levels of production to add a plus three bonus to a weapon. No smith can add a bonus greater than plus three to a weapon. A weapon cannot be sharpened multiple times.

**Rapid refit** – A smith may spend one level of production, which was not already used for another purpose, in order to refit a suit of armor on a three count rather than sixty seconds.

**Flawless refit** – A smith may spend one level of production, which was not already used for another purpose, in order to refit a breeched suit of armor to full rather than losing one area of protection. This must be done within five minutes of it being breeched.

**Master Crafted Armor** – A master smith can make master crafted armor detailed below.

**Master Crafted Weapon** – A master smith can make a master crafted weapon detailed below.

**Master Crafted Armor** – A Master Smith can create exceptional suits of armor as governed by these rules. Currently the only type of master crafted armor is enhanced armor though others may be added in the future via playtest or rules changes. A Master Crafted suit of armor will cost a minimum of double the normal levels of production but could be more if defined in the particular type of master crafted armor. A master crafted suit of armor will cost a minimum of 1 SR1 per location but could be more as defined in the particular type of master crafted armor.

Existing suits of armor cannot be turned into Master Crafted suits they must be made from scratch. Master Crafted Armor lasts for two years from the time that it is created. A single suit of armor can never have more Master Crafted abilities than the total number of locations that it covers and may have less based on the particular type of master crafted armor.

**Enhanced Armor** – A suit of Enhanced Armor will have a value that is higher than a normal suit of its type. To make a suit of armor Enhanced Armor the number of levels of production required will be double the normal to make it. An SR1 per armor location must be used in the creation of the suit. The extra points of armor gained from this technique count toward the class maximums of Physical Armor. Enhanced Armor has an additional one point of armor per location.

**Master Crafted Weapons** – A master smith can create exceptional weapons as governed by these rules. Currently the only type of master crafted weapon is non-magical enhanced damage though others may be added in the future via playtest or rules changes. A Master Crafted weapon will cost a minimum of double the normal levels of production but could be more if defined in the particular type of master crafted armor. A master crafted weapon will cost a minimum of 1 SR1 but could be more as defined in the particular type of master crafted weapon.

Existing weapons cannot be turned into Master Crafted Weapons they must be made from scratch. Master Crafted Weapons last for two years from the time that it is created. A single weapon can never have more than three Master Crafted abilities based on its size, a small weapon may have one master crafted ability, a one handed weapon may have two master crafted abilities, and a two handed weapon can have three master crafted abilities. A given weapon may have less master crafted abilities based on the particular type of master crafted weapon.

**Mighty Slayer** – A Mighty Slayer weapon adds damage to the call for slays of anyone using the weapon. The bonus is not magical. The weapon will last two years from the point of creation. A master smith can create a weapon that adds 5, 10, or 20 points of damage to a slay between one and five times a day total. The cost for each use of a 5 point bonus is 2 levels of production and 1 SR1. The cost for each use of a 10 point bonus is 3 levels of production and 2 SR1 components. The cost for each use of a 20 point bonus is 7 levels of production and 4 SR1 components.

**Deceitful Blade** – A Deceitful Blade weapon adds damage to the call for assassinations of anyone using the weapon. The bonus is not magical. The weapon will last two years from the point of creation. A master smith can create a weapon that adds 5, 10, or 20 points of damage to an assassination between one and five times a day total. The cost for each use of a 5 point bonus is 2 levels of production and 1 SR1. The cost for each use of a 10 point bonus is 3 levels of production and 2 SR1 components. The cost for each use of a 20 point bonus is 7 levels of production and 4 SR1 components.

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## **NERO® Spell Crossover Play-test**

*Version 1.0 092602*

*For NERO Rules: Matthew Pearson, Original Concept by NERO Massachusetts*

### **Objective:**

The Objective of this play-test is to allow some utility spells to crossover between Celestial and Earth that did not previously.

### **Details:**

With this play-test, the following spells are available at the same spell level in either Earth or Celestial magic:

Light  
Elemental Shield  
Banish

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## **NERO® Staff Thrust Play-test**

*Version 1.0 092602*

*For NERO Rules: Mike Ennis, Original Concept by NERO Metro/Valor*

**Objective:**

The objective of this play-test is to allow a more realistic fighting style with the staff.

**Details:**

Thrusting with a staff is allowed, but both hands must remain in the appropriate gripping area.

**NERO® Storage Locker Play-test**

*Version 1.0 092602*

*For NERO Rules: Matt Sims*

**Objective:**

The objective of this play-test is to add a fair way to deal with the acquisition of tagged treasure with no phys reps during the course of game play.

**Details:**

Each cabin on site may have a chest or closet designated as a storage locker. This area and only this area can be used to hold tags without phys reps. The area must be clearly marked as a storage locker by an OOG notice, and it must also be defined on the marshal notes.

A portable storage area can be used as well to carry items from module sites (not to module site if additional equipment is to be brought on a module to be used then actual phys reps must be brought) or from cabin raids in which the contents of a storage locker were taken. The portable storage area must be a container (chest, sack, etc.) that can reasonably hold the items carried within if a phys rep were actually attached. In addition the container must be stuffed to appear full if being used to carry tags without phys reps to give the impression that things are actually being carried. A tag may be removed from a storage container and attached to an actual phys rep to be used. The actual tag must be found and taken out of the container and attached to the phys rep or held by the person wielding the phys rep. You cannot remove a tag and call a hold to get an appropriate phys rep. If an item could not reasonably be expected to fit in a storage locker the tag for it may not be placed within the storage locker (for example you could not place a polearm in a 3' long storage locker). Only production items may be placed in a storage locker without a phys rep. Magic items and other game items must always have a phys rep attached.

**NERO® Unified Teaching Play-test**

*Version 1.0 2006-06-18*

*For NERO Rules: Graham Hine*

**Objective**

Codify a system for finding a teacher to learn new skills.

**Rule**

This is a slot (tag) system for learning new skills and dealing with logistics. Most players receive one teaching slot per production day, though Craftsman: Teaching optionally gives an additional teaching slot per production day instead of the two (2) silver normally received for other craftsman skills.

**Teaching Others:**

**Procedure:**

1. Get the build for the skill.
2. Find a teacher who has the skill and a teaching slot they're willing to use.
3. We encourage you to roleplay learning the skill for around 10 minutes per slot. Have fun with it!
4. On the teacher's character sheet, note the **name of the student**, and the **name of the skill**.
5. On the student's character sheet, note the **name of the teacher**, and the **name of the skill**, and the **free build spent**.
6. Teacher, sign the student's sheet, making sure it's correct.
7. Turn in sheets to logistics when you check out. If things aren't filled out correctly, or if there are errors, the teaching will be void.

**Notes:**

- Teaching slots do not carry over from one logistics day to another.
- You will have teaching slots equal to your level in *Craftsman: Teaching* plus one.

\*\*It is helpful if you have the teaching tag already completed before you come to a Plot Member. Also, both the teacher and the student must be there to confirm the exchange.

**Example 1: Zog learns from Mord**

*Back of Zog the Fighter's Sheet. Zog doesn't have Craftsman teaching.*

Teaching Slots:

Slot 1: \_\_\_\_\_

*(Everyone gets one slot. Zog isn't using his.)*

Skills Learned:

Learned Evaluate Item from Mord - 6 build spent - 0 free build left - *MORD's Signature*

*Back of Mord's Sheet. Mord has Craftsman Teaching level 2.*

Teaching Slots:

Slot 1: Taught Zog the Fighter Evaluate Item

Slot 2: Taught Morbo the Caster Waylay

Slot 3: Taught Morbo the Caster Armorsmith 1

Slot 4: \_\_\_\_\_

Skills Learned:

### *Teaching Yourself*

You can teach yourself any skill.

- Most skills take two slots per build point cost of the skill.
- Teaching yourself can span several events.
- Except: these skills only take one slot per skill. Racial abilities, Craftsman skills, Wear Extra Armor, Critical Attack, and Back Attack.
- Spell slots may be purchased at one teaching slot per spell slot if you already have a spell slot of that level.

Procedure:

1. Get the build for the skill.
2. We encourage you to roleplay learning the skill for around 10 minutes per slot. Have fun with it!
3. Mark your character sheet with the **name of the skill** you are teaching yourself, **how many teaching slots** you are spending on it, how much **free build spent**, and how much **free build you have left**.
4. Turn in sheets to logistics when you check out. If things aren't filled out correctly, or if there are errors, the teaching will be void.

### **Example 2: Mord teaches himself**

*Back of Mord's Sheet. Mord has Craftsman Teaching level 3.*

Teaching Slots:

Slot 1: Taught Self Small Weapon

Slot 2: Same

Slot 3: Same

Slot 4: Small Weapon - complete!

Skills Learned:

Learned Small Weapon from Self. 2 build spent. 3 free build remaining.

### *Imbued Knowledge*

There have been rumors of mystical temples, statues, books, and creatures that can imbue knowledge into a person.

## Removed Since Last Update

### Removed: Local Playtest: Armor Piercing – New Carrier

Version	Last Revised
2	July 30, 2002 – Original August 1, 2003 – Changed from a damage type to a carrier effect September 14, 2003 – Noted that it doesn't behave like other carriers. June 9, 2006 - Removed

This denotes that the damage being delivered bypasses all armor points, going straight to body. It doesn't have the normal requirement of carriers, in that it must do body damage to deliver the effect.

The call is like, "Four Normal Armor Piercing" or "Ten Magic Armor Piercing".

### Removed: Local Playtest: Bless is Body

Version	Last Revised
1	July 11, 2002 June 9, 2006 - Removed

Bless and Greater Bless count as body for the purposes of carrier attacks. Shield and Greater Shield do not. So if the damage with a carrier affects the body points granted by Bless and/or Greater Bless, the carrier effect is to be taken.

**Example:** If I have 31 points of body, a bless spell granting me 5 more, and 3 points of armor and I am hit by "5 normal wither", I must take the wither effect because it took away 2 points of "body" even though it was body granted by the bless.

### Removed: Local Playtest: Commodity-Based Production

Version	Last Revised
4	May 5, 2003: Added ink for Runic Tattoos and Scrolls August 1, 2003: Updated Trap Production Requirements June 9, 2006 – Removed – Rules for conversion: Any commodity tags may be converted to coin at a rate of 1 copper per point of material. All production items now cost 1 copper per point of production

#### Commodities

NERO West is working hard to bring a live economy to the game, where occurrences in-game will affect item and production costs. In order to achieve this, we are handling production differently from other chapters. Instead of paying coinage per production point, production skills will use commodity tags, which must be acquired in-game. There are six (6) basic commodities: Metal, Wood, Hides, Minerals, Herbs, and Paper. For each production point spent you must have a point of commodity of the required type, instead of money. For example, if Arthur was going to make a long sword, he would need 24 metal commodities and 24 production points in weaponsmith available. Certain production skills are based off of certain commodities:

Production Item	Commodity
Alchemy	Minerals or Herbs
Leather Armor (base < 11)	Hides
Studded Leather Armor (base < 13)	60% Hides, 40% Metal
Chain or Plate Armor	Metal
Potions	Herbs
Scrolls	Paper or Ink
Weapon Traps	Wood
Fire and Acid Traps	50% Wood, 50% Minerals
Explosive Traps	50% Metal, 50% Minerals
Weapons: Swords and all-metal items	Metal
Weapons: Wood-hafted, metal tips	50% Wood, 50% Metal
Weapons: Bows, Clubs, Wooden	Wood
Runic Tattoos	Ink
Spell Book	Ink (10 inks per spell level)
Alchemy Book	Ink (1 ink per level of recipe, 1 level=4 production points)

Occasionally, more than one type of commodity will be required for the production of an item. Some Craftsman skills may reduce the cost of commodities or make it possible to create commodities.

*Note on ink: We'll be using ink for runic tattoos, scrolls, and spellbooks and phasing out paper. It's one ink per production point of scrolls and runic tattoos, and ten inks per spell level in a spellbook.*

#### Production carryover

All production skills can be used to create items that the producer could not make in a single day, but the efficiency of these extended efforts is 3/4th of what it is normally.

This means that even unskilled people can undertake large projects, but it will take multiple days and they'll be less efficient at it than someone skilled enough to do a proper job. This also applies to repairs, so an less-skilled person can repair a high-production-cost item, but at 3/4th efficiency.

**Example:** I have 8 production points per day, and I want to make a 12 point cost item, it will take me 2 days, cost me 16 resources, and use up all 16 of my production capacity for those 2 days. (3/4 of 8 is 6 production. 12/6 is 2 days. 8 \* 2 is 16 resources.)

### Removed: Local Playtest: Magic Items with More than 5 Effects

Version	Last Revised
1	February 26, 2005 – Initial Conception June 9, 2006 – No new items with more than 5 effects will be issued, and all existing items will be gone upon their expiration.

With plot approval, you can put more than 5 effects on an item or a spirit at NERO West, but the item or effects respectively become LCO (local chapter only).

### Removed: Local Playtest: Modified Trap Damage and Size

Version	Last Revised
1	February 26, 2005 – Initial Conception June 9, 2006 - Removed

In order to encourage traps, we are doubling trap damage and halving the physrep size requirement. For example, a trap tag that says “40 point explosive” will actually do 80 points and can be represented by a physrep that is (2656/2) or 1328 cubic inches.

For the purposes of making certain modules possible, plot may declare that a trap volume physrep is within a wall or underground. The center of the volume will be indicated for the purposes of marking radius.

### Removed: Local Playtest: New Cantrips

#### Nullify Magic (Celestial):

Version	Last Revised
1	August 4, 2003 February 26, 2005, Can now target cantrip-affected areas June 9, 2006 – Removed – Rules for conversion: None. These cantrips cease to function immediately.

**Preparation Incant:** *“I grant myself nullify magic.”*

**Casting Incant:** *“I call forth mystic power to nullify magic.”*

**Duration:** 1 Hour

For every Suppress Magic you have memorized, you may prepare one Nullify Magic cantrip during that logistics day. It does not use up the Suppress Magic spell slot.

You may have only one Nullify Magic cantrip prepared at a time.

To prepare Nullify Magic, break 2 components, have your cantrip book on you, and incant “*I grant myself Nullify Magic*”. Speak to a plot member and have the cantrip noted on your character card.

To cast Nullify Magic, you must have your cantrip book on you and have the cantrip prepared. The incant is “*I call forth mystic power to Nullify Magic*” and it must be said correctly and without interruption, per the spell casting rules. A packet is thrown at the target.

Nullify Magic negates and bypasses all normal spell defenses on a target (Shield Magic, Racial Resist, Reflect Magic, Ricochet), and nullifies all active magics on the target for one hour. While the nullify is active, no items may be activated, potions or scrolls used, cantrips cast or used, etc. The target may cast spells from memory and may use any innate abilities. Note that items that are rendered indestructible remain indestructible while nullified.

Nullify Magic cannot target an object, it must target a creature or construct, but it can be used to nullify another cantrip-affected area.

If a Nullify Magic is cast on a magical or ritual based creature, they are turned for 1 hour but not nullified, causing them to leave the area of the combat immediately by attempting to break line of sight. They may defend themselves if attacked or harassed while leaving, but must continue to retreat no slower than a fast walk.

### Removed: Local Playtest: New Effect Delivery Calls

Version	Last Revised
2	July 11, 2002 – Initial Conception August 4, 2003 – Racial resists do not work against Elder and Dragon February 26, 2005 – Rewritten, clarified, and corrected. Please read carefully. June 9, 2006 – Removed. Any items or abilities that permit non-standard calls no longer function.

The modifier calls "Arcane", "Elder", "Dragon", "Fae", and "Witch" can modify any NERO spell, monster, alchemical, or formal magic effect and essentially set the power level of that effect.

See the table below to see what defenses are bypassed by a given effect delivery call.

Delivery Type	Bypasses These Defenses
Battle Magic (Incanted spells)	None.
Arcane	Battle Magic Protectives (Shield Magic, Reflect Magic...)
Elemental	Battle Magic Protectives except Elemental Shield, Arcane Protectives
Fae and Witch	Battle Magic Protectives, Arcane Protectives
Elder	Battle Magic, Arcane, Fae, Witch, and Elemental Protectives, Formal Cloaks and Banes, Racial Resists
Dragon	Battle Magic, Arcane, Fae, Witch, Elemental, and Elder Protectives, Formal Cloaks and Banes, Racial Resists, Immunities (everything except Dragon defenses)

**Example:**

If a monster called "Witch Charm" and hit a player with a packet, that player would be affected even if he/she had a Shield Magic spell active, and even if he had "Cloak vs. Charm" active. However if the character was an Elf who had Resist Charm, the character could opt to use that skill to resist the effect. If the call was "Elder Charm" then the racial resist could not be used.

**Removed: Local Playtest: New Formals**

**Spirit Recall**

Version	Last Revised
1	July 30, 2002 June 6, 2006 – Removed. This formal ceases to function.

**Duration:** Until Used  
**School:** Both  
**Casting Time:** 15 minutes  
**Target:** Spirit  
**Components:** P7, C1, S3, T1, V2

This will allow one person, if that person has a spirit, to willfully travel from any place to the Circle of Power where the ritual was cast, in spirit form without suffering a death. The person can be either the ritual caster or someone of the ritual caster's choice who is present in the Circle of Power during the entire ritual casting. All possessions on the person who is the target of the ritual do not travel with the spirit unless they are spirit linked or locked. The bearer of this ritual chooses when to activate it, activation requires a three count: "I recall one, I recall two, I recall three", following all normal three count rules. This ritual remains active until used and a spirit may only have one active Spirit Recall on it at any time. If the circle to which a Spirit has an active Recall to is destroyed or expires, the spirit is automatically aware of the loss of this ritual as it disappears upon the destruction or expiration of the circle.

The time required to travel is the same as it would take a spirit to walk and the spirit is unable to observe or affect the world in any manner during that time as if it were a spirit traveling for resurrection.

The Circle of Power used for the casting of this ritual can be of the Permanent or Limited type of either school (Earth or Celestial). The spirit does not need to be invested in the Circle of Power.

The ritual caster must spend at least 15 minutes in casting this ritual.

This ritual requires components totaling: P7 (at least 2 points of which must come from a P2 or P4), C1, S3, T1, and V2; which are consumed in the casting.

**Removed: Local Playtest: New Spells**

**Doom (9th level celestial spell):**

Version	Last Revised
3	July 11, 2002 August 1, 2003: Updated to note that some creatures take 100 points of damage from Doom. June 9, 2006 – Removed. This spell ceases to function.

**Incant:** *I set your doom upon you.*  
**Duration:** Instant

This spell is from an earlier edition of the NERO rulebook. The spell blasts through all armor and body, breaching the armor so it requires a refit and taking the victim to -1 body points, no matter how much armor or body they had been wearing and regardless of whether they had Shields or Blesses in place. It is blocked by spell protectives like Shield Magic and Reflect Magic. It cannot be cloaked or baned. Some monsters may take a certain amount of damage from Doom (typically 100 points), rather than being reduced to -1 body.

**Suppress Magic (9th level celestial spell)**

Version	Last Revised
2	October 30, 2001: Initial version August 4, 2003: Duration now 1 hour, cannot be used to destroy rendered items, obeys battle magic defenses June 9, 2006 – Removed. This spell ceases to function.

Incant: *I call forth mystic power to suppress magic.*  
Duration: 1 hour

Suppress magic suppresses any active magics of the following type on their body/spirit/items: any defensive magics, any potions, scrolls, activated magic items or called magic items. This includes magic weapons, cloaks and banes. This does not mean that rendered indestructible items can be shattered or destroyed while suppressed. While the suppress is active, no items may be activated, potions or scrolls used, cantrips cast or used, etc. The target may cast spells from memory and may use any innate abilities.

If a Suppress Magic spell is cast on a magical or ritual based creature, they are turned for 1 hour but not suppressed, causing them to leave the area of the combat immediately by attempting to break line of sight. They may defend themselves if attacked while leaving, but must continue to retreat no slower than a fast walk.

This spell follows battle magic casting rules, meaning Shield Magic and Reflect Magic block it normally, and monster card Resist Magic can be used to defend against it.

If Dispelled, only the Suppress Magic is destroyed and no other spells are affected by the Dispell. When the spell is deactivated by whatever means, all magical effects that were Suppressed return.

See also: Cantrip: Nullify Magic

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## Removed: Local Playtest: Racial Skills

Version	Last Revised
1	May 8, 2004 – Initial Conception June 6, 2006 – Removed. These abilities are converted to free build which may be spent as normal.

The following racial skills will be introduced to the game over time, and initially may not be purchased by a character without plot approval. We intend these tests to strongly encourage roleplay. Failure to meet roleplay requirements will quickly result in the skill being taken away from the player in question.

Please note that all of the racial skills listed below cannot be self-taught. Each involves a specific plot line.

### Barbarian Racial Skills

*Rage:*

Cost: 15 build. May only buy 1 every 10 levels, starting at level 10.

Description: 1/day may activate Barbarian Rage by making the call, “Activate Rage”. At that point, the barbarian must attack their enemies to best of their ability in an all-out offensive barrage. The rage will last for one battle or 5 minutes, whichever is longer. The definition of a battle is up to the encounter marshal’s discretion, and typically lasts while active enemies remain within reach of the barbarian. Please note that effects that stop the barbarian from reaching active enemies will cause the rage to end. For example if a barbarian is slept, the rage ends. Bindomancy the barbarian can rip from would not end it, but if they can’t rip free then the rage ends. And if the barbarian’s only enemy is imprisoned or within a circle or ward that the barbarian cannot breach then the barbarian’s rage would end.

While enraged, the barbarian calls double damage with all weapon strikes or damaging battle magic spells, they will have 3 resist magics, 3 resist poisons, 3 resist elements, and a damage cap of 1 (note that slays and assassins are not subject to the cap). When the rage ends, the barbarian loses all body points, and dies, needing a life spell. Five minutes later, they will dissipate as normal. If they do receive a life spell, then for the next 30 minutes they cannot use in-game skills and cannot run. If the barbarian resurrects, they can use their skills as soon as they reform. Note that in addition to the effects normally lost when dead, all cantrips are lost as well. This means contingencies, in particular, are lost and contingency “life” won’t help a barbarian who has raged.

This skill must be role-played with screaming and running (careful about out-of-game charging). Plot may rule that if you fail the roleplay requirement, the rage ends.

Note: The damage cap associated with this skill does not count for armor points, just body.

*Extra body:*

Barbarians may buy 2 extra body for 2 build once per level. Note that this is more expensive for Barbarians than it is for Half-orcs or Half-ogres

### Half-orc Racial Skills

*Stabilize:*

Cost: 6 build. May be bought multiple times.

One time per day per time you have this skill, when you are at -1 and about to go from Dying to Dead, you call “Stabilize” and you instantly wake up with 1 body.

Example: I’m hit for 10 points, which takes me to -1 and dying. I fall down. 60 seconds later, I’d normally be dead, but I instead call out, “Stabilize” and I stand up with 1 body point. Note that any effects normally lost when you die are still on you, so that wither I took before falling is still present.

We see this as a good opportunity for roleplay, so we ask people choosing to use this playtest to roleplay the hell out of it.

*Extra body:*

May buy 3 extra body for 2 build once per level.

### Half-ogre Racial Skills

#### *Monstrous Strength:*

For 10 points they can buy a monstrous strength of +1, up to a maximum of +2. A +2 monstrous strength allows rip free from pin on a 3 count taking 2 points of damage.

#### *Extra body:*

May buy 3 extra body for 2 build once per level.

### Sarr Racial Skills

#### *Claws:*

All sarr may use claws. Base damage is "2 Normal". Claws are represented with red minimum length sword/dagger physreps between 12 and 26 inches long. The sarr may optionally swing base "1 Normal Stun," per unarmed combat playtest. Claws are considered sharp weapons.

A sarr can buy proficiencies, back attacks, assassinates, and slays for claws. Claws are not considered part of one-handed edge or other weapon skill group.

If the sarr has the Unarmed Combat skill, they can use master proficiencies, slays, backstabs, and assassinates with their claws. Otherwise they cannot.

In order to block weapons with claws without taking damage, the Sarr must have the Small Weapon (or better) skill.

#### *Pounce:*

This skill costs 10 points to buy, and may only be bought once every 10 levels. A 1st level sarr may buy one, an 11<sup>th</sup> can buy 2, and so on.

This skill allows the sarr to do a single "Crushing Stun" attack with its claws (whether it hits or misses entirely) once per day. The attack does 20 points base plus 20 points per backstab or weapon proficiency. For example, a sarr with 2 proficiencies and the pounce skill could swing "60 Crushing Stun" once. Nothing can add to the amount of damage (proficiencies, backstabs, slays, damage aura, and so on). The attack cannot be modified by auras such as magic, ice, or fire.

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## Removed: Local Playtest: Unarmed Combat

Version	Last Revised
2	July 11, 2002 June 9, 2006 – Removed. These skills convert to free build.

We wanted to allow our players the ability to simulate a fight without weapons. This playtest describes an unarmed combat system that we will try.

### Fighting unarmed:

Everyone can fight unarmed, as described in this subsection.

- You need two NERO safe weapon physreps that are the size of a minimum-length dagger (12"), but with a 4" thrusting tip so it looks fist-like.
- Your damage call is "1-stun".
- You cannot increase this with proficiencies (without the weapon skill: unarmed, see below).
- Endow/Delayed Endow will work to increase damage on 1 swing.
- Gauntlets or gloves don't affect damage, and you can't put vorpal coatings on.
- You can't waylay.
- You can't block weapons while unarmed. If any attack other than another unarmed 'stun' attack hits your physrep or hand, you must take the damage.
- You can fight with both fists.
- You can use a fist and a weapon at the same time if you have the appropriate weapon skill and Florentine. (I.e. a sword in one hand, and a fist physrep in the other.)

### The Weapon Skill: Unarmed

This is a new weapon skill that can be bought with build points. It allows one to become a better unarmed fighter.

The skill cost is:

Fighter:	5
Templar:	7
Rogue:	10
Scholar:	15

- A PC can buy critical attacks and proficiencies in unarmed, if they have this skill. A critical slay or parry can also be used.
- Master critical attacks and proficiencies can be applied towards unarmed fighting. A master critical slay or parry can also be used.
- Parries do not require the fist physreps be in-hand, but both hands must be empty.

- Unarmed combat can only be learned from a teacher or tome of knowledge. New characters cannot be created with this skill without explicit permission from the chapter owners.
- **Combat Parry:** An unarmed fighter with Critical Slays applicable to Unarmed fighting can use up a slay/parry to perform a combat parry. The combat parry allows the unarmed fighter to block with the fist physreps for the duration of one combat without taking damage. To start using this ability, the fighter must declare: "Activate Unarmed Combat Parry".

**"Stun" damage:**

This is a carrier attack call specifically for Unarmed fighting.

- Stun damage applies normally (against armor, then body) and is added to other damage taken.
- After 10 minutes of rest or 1 minute of someone else using First Aid on you, all the stun damage goes away except 1 point, which becomes real damage.
- Stunned: When reduced to '0' by stun damage, or a combination of stun and other damage, the character will become stunned (unaware and immobile) for 10 minutes and then will wake up.
- Upon waking, the character will only have lost 1 point of 'real' damage in place of all the stun damage taken.
- Armor breached by stun damage can be refit with no -2 penalty to its max value by use of the armorsmith skill for 1 minute.
- First aid for 1 minute will wake a stunned character.

**Playtest notes:**

We won't supply physreps. They must be made to the construction guidelines in the NERO book, with 1/2" CPVC and a 2in open cell waylay tip (though you can't waylay), and a 4in diameter and 2in long 'fist-like' thrusting tip. If you can, use tan tape or cloth to improve the effect.

**Removed: Policy: Item Use Expiration**

Version	Last Revised
1	February 26, 2005 June 9, 2006 – Removed. Any such items should be submitted to plot, where they will be re-issued with a duration of 1-month per use, to a maximum of 12 months.

Some items may be marked with a number of uses on the "expiration" line. These items must be checked in at the beginning of a logistics day in order to be used during an event. The date of the use will be stamped on the card at Logistics. Please note that if a tag was not checked in at logistics and date-stamped, it may **not** be used at that event, but it may still be transferred between players or stolen.

At staff's discretion, they may check in a tag during a logistics day that has already started, but this is generally discouraged.

All items marked in this way are restricted transfer.

**Removed: Policy: Last Words**

Version	Last Revised
1	July 30, 2002 June 9, 2006 – Removed.

When taken down to -1 body by weapon damage, one is "bleeding out" for 60 seconds. Unless explicitly made unconscious by a waylay or other effect, or if they are explicitly silenced by someone (e.g. "I cut your tongue out one... three"), the character may groan or speak in a low voice.

**Removed: Policy: Player vs. Player**

Version	Last Revised
1	February 26, 2005 June 9, 2006 – Removed.

In order to support different game style preferences we are making player vs. player conflict optional, though it is still the default condition.

Terms:

- PvP – Player vs. Player (Normally players may come into conflict with each other as well as anyone in the world at large.)
- PvE – Player vs. Everything Else (People who opt out of PvP can fight anything but another player.)

- Player vs. Player – Everyone is PvP by default. Players who wish to opt out can do so by wearing a PvE flag. They should mark their equipment PvE as well.
- PvE players may not be attacked or robbed by other players.
- Some adventures will be PvP, others will be PvE. This does not affect how players interact with each other (A PvP still cannot attack or directly steal from a PvE), it only affects how treasure will be handled by the GMs.
  - PvP Modules: Treasure may be in the guts of a spider or in a hidden box. It is found by whichever player finds it, and it is up to them what to do with it. This doesn't mean that people won't be mad at the person who holds out on them when it comes time to splitting the loot.
  - PvE Modules: Treasure will be handed out by the module GM, who will ensure a fair split of the treasure. Coin and valuables will be split based on base character build.

- Some items will be specifically PvE or PvP. PvE items cannot be stolen or even hidden away, and can only be transferred to another player willingly. PvP items can be stolen or transferred, and cannot be in the possession of a PvE player. If a PvE player knowingly takes possession of a PvP item, that player immediately becomes PvP.
- Conduct: PvP players and PvE players will not knowingly use the sanctuary of the PvE status to avoid the consequences of PvP play. This includes handing all of your coin to a PvE player before going on a PvP gank-fest, or looting items and handing them to a PvE player.
- PvE flags must be visible at all times, and illuminated at night. They cannot be placed under a cloak or otherwise hidden.
- Law and Order: The lands of NERO West have certain laws and customs that will be ultimately arbitrated by an NPC authority figure run by plot. If these authority figures deem it appropriate, they may declare someone to be an outlaw. Outlaws may be hunted by any player, whether PvP or PvE.
- Conduct: It is poor sportsmanship to provoke other players or NPCs while hiding behind the protection of PvE, and repeated abuses may result in the removal of PvE privilege or even removal from the game.
- Any player who attacks another player or steals from them must remain PvP for three full game days of PCing. NPC time doesn't count. Plot may rule that the player must remain PvP if they believe the conflict caused by their actions is ongoing.

### Removed: Policy: Reclaiming Weapons and Armor for Commodities

Version	Last Revised
1	February 26, 2005 – Initial Conception June 9, 2006 – Removed. You can no longer get production back by disassembling items.

You may turn in weapons and armor to logistics for ½ their base production point cost to make in commodities. For example: I turn in a long sword, I get 12 metals back. I turn in a strengthened long sword, I get 12 metals back. I turn in a staff, I get 2 wood back. Note that the standard rule for recovering silver off a silvered weapon is that you get half the value back.

### Removed: Policy: Spirit Forge Retraining

Type	Version	Last Revised
Policy	1	February 26, 2005 – Moved from word of mouth June 9, 2006 – Removed. Anyone who spirit forges now immediately spends their freed build.

The standard formal "Spirit Forge" leaves the target with free build and no skills. The target may then select new-character starting build (currently 30) worth of skills which they can immediately learn. All other skills must be acquired in-game as per our "Learning New Skills" policy. One exception to this policy is that if the player has appropriate NPC contacts, then they can be learn up to 50% of total build during downtime at staff discretion.

For example: Zog the fighter, who has 120 build, gets a spirit forge. Zog then chooses to become a Celestial Scholar and spends 30 points on pre-requisites and spells. Zog is good friends with the NPC Count Castalot, and Zog speaks to the Count and arranges for scholarly instruction in return for giving his magic sword to the Count. Staff then tells Zog that he can learn 60 more build points worth of skills during downtime before the next game. Zog comes to the next game with 90 build points in skills, and 30 (plus a little from XP) in free build. Zog starts looking for more teachers to help train him.

### Removed: Policy: Un-marshaled Stealing

Version	Last Revised
2	July 11, 2002 June 9, 2006 – Removed. Marshals are now required per the book rules, in any private area.

Characters may steal in-game items from other characters without a marshal present if they strictly adhere to the following rules:

- Plot must be notified as soon as can be done without alerting the victim, normally within 5-10 minutes. The exact items stolen must be presented at that time.
- Items in a black plastic garbage bag are or clearly labeled as out of game are considered "out of game" and may not be stolen.
- Either the item tag or the physrep can be stolen, but if only one or the other is taken and not both, plot may opt to rule that nothing was taken.
- If you notice you have a tag or physrep missing, come to plot and they will inform you if they know about the item being stolen.

**Failure to follow these rules, particularly failure to notify plot of a theft may result in harsh penalties up to character obliteration, revocation of the right to steal, or expulsion from the game and criminal prosecution. Stealing without notifying plot is real-world, illegal, serve-jail-time theft.**

### Removed: Local Playtest: Waylay

Version	Last Revised
2	August 4, 2003 June 9, 2006 – Removed. You must call a number with waylay, per the book's description. "1 Waylay", for example.

A call of only "Waylay" is equivalent to a call of "1 Normal Waylay."

### Removed: Policy: Transform System

Version	Last Revised
1	February 26, 2005 – Initial Conception June 9, 2006 – Removed. While transforms are still part of the game, International has issued guidelines for their use that we will

follow. Transform abilities are plot-activated only, and the abilities gained are dictated by plot.
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There are formal magic and plot effects which can give abilities normally reserved for monsters, above and beyond those available from skills, onto a player character. We call this a “transformation”. Transformations then takes effect upon the character’s permanent death or at plot’s discretion. In the past, the power of a transform has been entirely arbitrated by plot. We are moving away from that system, towards one which provides the player more control over a transform’s abilities.

When a transform is earned, a pool of points is set aside equal to one-half the character’s build. A set of abilities and drawbacks are created by plot, and point values assigned to each individual power or drawback. Some of the points are immediately spent by plot to set up the base transform card. The rest of the points may be earned and spent by the player over the course of the next six months to two years, depending on roleplay and activity level, until the points equal half the character’s build. Plot may spend points over and above this amount, as it deems appropriate, awarding additional powers or drawbacks.

The cost for a power is approximately based on how much skills cost for a given PC power, based on the class for whom the skill is cheapest. For example, the ability to deliver a disarm (1<sup>st</sup> level spell) via incant (“I summon a force to disarm your sword”) costs a scholar 1 point, therefore the ability for the transformed character to do this would cost 1 point. To deliver the same effect as magic deliverance (“Magic magic missile five”) would cost double or 2 points, and to deliver it as arcane (“arcane magic missile five”) would cost triple that amount or 3 points. Plot has a chart of effects and costs that it uses as a reference when creating the transform power set a person can choose from.

Using the formal magic scrolls “Transform” will define the power set available, and depending on the level of the formal magic scroll (base, high, master, etc.) plot will assign more or less points initially and make the total available power set higher or lower.

Note that plot may always opt to turn a transform on or off, at its whim. Typically this will be done for story or game balance reasons.

Types of Transformations:

Transform to Creature: These are initiated by the casting of a formal magic scroll. The creature type and transform level are based on the scroll.

Curses of Transformation: These are inflicted by creatures or effects. Examples are lycanthropy or vampirism.

Ascensions: These occur when the player has established a firm code of conduct, appealed to the controlling powers, and demonstrated a strong insight into the world’s cosmology.

Transform type	Starting player points	Max player points*	Max plot pool
Transform to Greater Creature	20	1/4 <sup>th</sup> build	Half build
Transform to High Creature	40	1/4 <sup>th</sup> build	Half build
Transform to Master Creature	60	1/4 <sup>th</sup> build	Half build
Base Curse of Transformation	10	1/4 <sup>th</sup> build	Half build
Greater Curse of Transformation	20	1/4 <sup>th</sup> build	Half build
High Curse of Transformation	30	1/4 <sup>th</sup> build	Half build
Master Curse of Transformation	40	1/4 <sup>th</sup> build	Half build
Base Ascension	30	1/4 <sup>th</sup> build	Half build
Greater Ascension	50	1/4 <sup>th</sup> build	Half build
High Ascension	70	1/4 <sup>th</sup> build	Half build
Master Ascension	90	1/4 <sup>th</sup> build	Half build

\*Starting player points cannot exceed the maximum player points.

Some transforms may be largely negative, and the power sets available will be weak. This typically happens with curses and the like.

Most transforms have makeup requirements which must be met for the good effects of the transform to be activated. The bad effects will be there whether or not you don the makeup.

Example: Zorg the Warrior has been infested with a curse of transformation: “Bog Monster Sickness.” He is turning into a Greater Bog Monster. This has some up sides and down. Plot tells Zorg’s player that since Zorg has 100 build, he has been allocated 25 points to spend, and that he may spend 20 points of that immediately. Powers he may choose are:

### Example: Bog Monster Transform

*(This is for example purposes and may not be the actual transform set. Additionally, costs may differ for different creatures. For example, +1 strength may cost a bog monster 5, and a stone elemental 2.)*

	Ability	Cost	Notes
Basic Attributes	Body Points	1 per 5 points	May buy up to 40 extra body
	Armor	Not available	
	Damage Cap	Not available	

	Monstrous Strength	5 per point	Max Str +6
	Threshold	5 per point above 2	Max Threshold 6
<b>Defensive Abilities</b>	Resist poison	4	May buy up to 3
	Escape from binding on a 3 count, no damage.	10	
<b>Effect Immunities</b>	Effect immunity: Sleep	7	
	Effect group immunity: Charm	10	Immunity to a whole group of effects.
	Effect group immunity: Poison	10	
	Effect immunity: Waylay	7	
<b>Damage Type Immunities</b>	None		
<b>Offensive Abilities</b>	Web, delivery physical packet (“Physical Web”)	9	Triple cost, since physical delivery is considered more powerful than incant delivery.
<b>Damage Types</b>	Normal		
<b>Carriers</b>	None		
<b>Claws</b>	Short/Long	5	
<b>Vulnerabilities</b>	Vulnerability: Double damage from fire.	-10	This actually gives points back.
	Vulnerability: Voice commands from Swamp Masters must be obeyed.	-10	This actually gives points back.
<b>Activation Conditions</b>	Transformation is active infrequently and at plot’s whim.	0	
	Transform is on at night, and off during the day.	10	
	Transform is always on.	15	
	Transform is on when it is raining.	5	
	Transform is on or off at player’s discretion.	20	
	Quick transformation: A 10 count plus time to change costume.	10	Transforms normally take 60 seconds to turn on or off, plus any additional time required for costume change. During this time the creature is vulnerable.

Zorg’s player may then spend up to 20 more points out of his pool of 25, and he opts for 35 points of body (7), and 2 resist poisons (8). Zorg gets a monster card reflecting this. Over the next year, Zorg’s transform point pool grows at one-quarter the rate of his normal character build, and plot allows him to spend it in fits and starts as he completes quests related to the transform. Plot also spends points out of its own pool, and even adds some vulnerabilities out of its pool.

Also, plot rules that all Bog Monsters have the vulnerability to voice commands (-10) as well as the immunity to poison (10) and the slippery body (10), meaning that the transform has as base value of 10 points. Note that these points don’t come out of Zorg’s point pool, since plot is spending them.