

# Changes Effective July 2008 Event for NERO Empire

1. NERO Empire has suspended the use of any rule(s) or magic type(s) **NOT** included in the below rules list.

2. **Base Rules Set for NERO Empire Players:**

<b>Book 1</b>	NERO Core Rulebook 8.0 1999 version	154 Pages
<b>Book 2</b>	NERO Formal Magic (08/1999 version)	42 Pages
<b>Errata</b>	Empire Errata of 8th Edition & Formal Magic	4 Pages
<b>Book 3</b>	Formal Cantrips v4.1- (PDF Version) (1/9/2001)	
<b>Book 4</b>	Book of Otho and Laws of the Twelve Tables determined by Plot	
<b>Maps</b>	All Maps by Phil Layman, & Dustin Hatchett should be considered "Empire Canon"	
	Rules in use by Staff are all of the above and National Monster Manual (FileMaker Version) and the Empire Monster Handbook	

3. **Playtests that NERO Empire uses as written from the NERO National Website (in alphabetical order):**

i.	Additional Spells (Magic Spells) Volume 1 v1	ix.	Magic Skills Playtest (3/19/2004)
ii.	Additional Spells (Magic Spells) Volume 2 (3/19/2004)	x.	Modified Detect Magic Spell v1.0 (10/7/2002)
iii.	Archery Aura v1.0 (10/7/2002)	xi.	New Character Rebuild v1.1 (10/7/2002)
iv.	Critical Parry Modification v1	xii.	One Handed Block v1
v.	Critical Slay/Assassinate Modification	xiii.	Physical Attacks v1.0 (10/7/2002)
vi.	Damage Types v1.1 (10/7/2002)	xiv.	Pick Locks v1.0 (10/7/2002)
vii.	Limited Reset v1.0 (1/6/03) On Plots discretion per rule	xv.	Resurrection Modification v1.1 (7/20/2000)
viii.	Magic Item Slots v2.0 (1/6/03)	xvi.	Spell Crossover v1.0 (10/7/2002)
		xvii.	Staff Thrust v1.0 (10/7/2002)

4. **Playtests Specific to NERO Empire**

i. **Blade Fury / Blade Turn (Empire Version)**

**Please note:** If you prefer the national version, or have not learned Blade fury in-game, you may continue to use the national version.

**National Effect:**

A character's fourth Slay/ Perry may become a Blade Fury. A Blade Fury doubles the amounts of damage of one slay. Slays and Assassinate may be doubled in damage once per four Slays/Assassinates the character may do per day. This doubling is not required to be the fourth used Slay/Assassinate.

Thus a character with eight Slays/Assassinates may double the damage of any two Slays/Assassinates per day.

**National Counter Effect:** Standard Defenses Apply

**Call:** "Prepare to die, [damage amount x2]!"

**Empire Effect:**

A character's fourth Slay/ Perry may become a Blade Fury or Blade Turn.

A Blade Fury is considered a massive blow that will blow through ONE PROTECTIVE (Magic Armor or Displacement) if it hits the victim without defenses called; it will drop the victim to -1 Body.

**Empire Counter Effect:** A Blade Fury may only be blocked by a Blade Turn, Displacement, Dodge, Magic Armor or Phase.

A Blade Turn is a defense that blocks any one NERO weapon delivered attack including Blade Fury.

**Call:** For Empire Blade Fury is: "Prepare to meet your doom!" incant for Bade Turn is: "Blade Turn"

iii. **Doom** "I set your doom upon you". 9 C Instant

To maintain a balance for Celestial magic being the damage-dealing magical type, we are providing the magical version of Blade fury...Doom.

The Doom spell is 9th level, must be learned or found in-game, and is the Celestial counterpart to Death.

Targets struck by the Doom spell suffer an immediate armor breach and are reduced to -1 body.

Damage caps do apply and may significantly reduce the damage from a Doom spell.

Doom is not elemental, but eldritch in nature.

Doom may not be blocked by a cloak, bane or by any PC-created items or effects.

It can be blocked by Displacement, Reflect Magic and Shield Magic.

iv. **Master Craftsmen Empire Specific Scaling**

<b>1-3 levels</b>	"Apprentice" [type]	<b>2 silver per level per game day</b>
<b>4-6 levels</b>	"Journeyman" [type]	<b>3 silver per level per day game day</b>
<b>7-9 levels</b>	"Craftsman" [type]	<b>4 silver per level per day game day</b>
<b>10-14 levels</b>	"Master" [type]	<b>5 silver per level per day game day</b>
<b>15+ levels</b>	"Grand Master" [type]	<b>5 silver per level per day game day</b>
<b>Plot may not give any special consideration for these skills, they are meant for role-play purposes and to make in game coin.</b>		

6. **Build and Cost Structure for Weekend Events**

	Base Fee	At the door	Prereq	Contributor	At the door	Prereq	Benefactor	At the door	Prereq
Player Character*	\$40.00	2.0	3.0	\$60.00	4.0	5.0	\$80.00	6.0	7.0
Plot Developer	\$10.00	3.0	3.0	\$20.00	4.0	4.0	\$40.00	6.0	6.0
Event Staff ( Tavern & Logistics)	\$10.00	3.0	3.0	\$20.00	4.0	4.0	\$40.00	6.0	6.0
NPC / Monster Marshal	\$10.00	1.0	1.5	\$20.00	2.0	3.0	N/A	N/A	N/A
COO ( Chief Operations Officer )	\$0.00	0.0		Empire will cover Event Fee cost to travel out of state twice per calendar year					
CEO (Chief Executive Officer)	\$0.00	0.0		Empire will cover company expenditures					

\*All PC Campers Receive \$15.00 Discount

PCs who NPC (4 hours) and/or Marshal will receive 0.5 for their weekend service

**NERO Empire does not use Goblin Stamps.**

If you are a NERO Empire Member and you receive Goblin Stamps from another chapter; you must spend them with that chapter.

The Minimum amount to be onsite and play \$10.00 for 1.0 blanket.

The maximum amount is \$80 for 7.5 Blankets (with NPC / Marshal Service)

Participants new to our chapter must pay \$20 for a membership and will get their first non camping PC event discounted \$40

7. **Permanent Death in NERO Empire**

When your character permanently dies in our chapter you may use 50% of that characters build to start a brand new character that has to be a different class OR race from the character prior.

**NERO→ Additional Spells (Volume 1) Play-test**  
*Version 1.0 070700*  
*For NERO Rules: Matthew Pearson, Joseph Valenti*

**Objective:** The Objective of this play-test is to flesh out and fill some of the gaps in the spell lists and improve the versatility of spell casters

**Elemental Blade (4th level celestial spell):** Incant: I grant you the power of an elemental blade.

This spell replaces the spell flameblade and is identical in all respects but allows the recipient to swing an additional 4 points of damage and the carrier attack of choice: flame, ice, lightning, or stone for one swing.

**Stone Bolt (5th level Celestial spell):** Incant: I call forth a Stone Bolt

This spell delivers 20 points of eldritch stone damage.

**Enchanted Blade (6th level celestial spell):** Incant: I grant you the power of an enchanted blade.

This spell replaces the existing spell of the same name. It will allow the recipient to swing magic against one opponent in the manner of a critical attack. It will not confer any additional damage. This spell follows the stacking rules of no more than three upon any one person.

**Restore Limbs (7th level earth spell):** Incant: I call upon the earth to restore your limbs.

This spell replaces the existing spell restore limb. It is identical to that spell but restores all four limbs at the same time. The opposite wither limb still only affects a single limb.

**Eldritch Blast (9th level celestial spell):** Incant: I call forth a (flame, ice, lightning, stone) blast.

This spell replaces the ninth level celestial spell of the same name and gives the caster the option to use stone as well as flame, ice, and lightning.

**NERO® Additional Spells (Volume 2) Play-test**  
*Version 2.0 031504*  
*For NERO Rules: Matthew Sims, Joseph Valenti*

**Objective:**  The Objective of this play-test is to flesh out and fill some of the gaps in the spell lists and improve the versatility of spell casters by incorporating spells and concepts previously tested in the Harmonics and Nature Magic Packages as well as several other spells which have been submitted to NERO International.

Please note many of these spells are dependent on the skills defined above in the Additional Magical Skills Playtest.

**Level 1**

**Calm Animal**

*Xavier's Bestial Soother*

**1      E                      1 Hour**

By means of this spell the caster can calm one creature who is designated as an animal. This calm makes the creature docile and non-aggressive for the duration of one hour. They cannot take any aggressive actions such as participating in combat nor will they attempt to remove the spell. The animal might wander off or simply sit down and rest for a while. This is a form of charm and will over-ride any normal behavior so long as it is effective it can be stopped by the ability Resist Charm. If anyone attacks the creature in any way this effect will immediately be dispelled. An Awaken or Dispel Magic will also work to remove this effect.

This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it would not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a shield magic or similar protective.

*"I command this animal to be Calm"*

**Improved Hearth**

*Edgar's Enhancing Area*

**1      C, E                      1 Hour**

This spell must be cast on an area already prepared as a hearth using the skill Prepare Hearth. Once cast by the character who prepared the hearth the duration of the hearth is extended to 1 hour but only works for the school of magic from which it was cast. The hearth no longer ends if the caster leaves it, is targeted with a dispel magic, or dies but it will end if the room is targeted with a dispel magic. When cast the caster must place an individually recognizable stylized "H" up on the door or wall obviously indicating that a hearth is in affect, the "H" is OOG the way a "W" is for a

ward. If the room is dispelled the “H” must be removed. A player must confirm their “H” is still present before using an improved hearth. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the “H” must reflect this to them. Multiple characters can have this effect active on the same area, but each Improved Hearth must have its own “H” which must be recognizable by the player who cast it and distinct from any others.

**“With eldritch force I build an Improved Hearth”**

**Shun Animal**

*Xavier’s Bestial Repulsion*

**1 E 1 Hour**

This spell causes an animal to feel great discomfort around the caster. The animal will not initiate attack on the caster while the spell is in effect, and the animal will immediately move at least 10 feet away from the caster and stay at least that far away while the spell is in effect. If the animal is within the 10 feet when the spell is cast, the animal must move away, but never in a manner that will endanger the animal or cause direct harm to the animal. In other words, the animal cannot be made to jump off a cliff or walk towards a magical rift or do any other action which would cause harm (much like a *Charm* spell cannot force the victim to take self-destructive actions).

This spell does not create a 10 foot magical circle around the caster which is effective only upon the animal; if the animal has to come closer than ten feet in order to get away (say for example, to pass close to the caster in order to get to an exit), then that is permissible. While within that 10 foot area however, the animal can take no in-game actions against the caster.

This spell is a type of charm and can be resisted with the ability *Resist Charm*, and it can be cured with an *Awaken* spell or *Dispel Magic* spell. Stronger charms such as *Vampire Charm* or *Enslavement* will override its effects.

This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it would not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a shield magic or similar protective.

**“I command this animal to Shun me”**

**Stabilize**

*Vendar’s Saving Touch*

**1 E Continuous**

When cast the target of this spell is stabilized as if the First Aid skill had been successfully used upon them. For this to work the target must have been able to be affected by the skill first aid. The caster may continue to perform the verse without actually casting the spell on a target each time the verse is stated without breaking the spell.

**“I call upon the earth to Stabilize you”**

**Level 2**

**Empathic Healing**

*Oleander’s Self Sacrifice*

**2 E Instant**

This spell allows the caster to transfer one detrimental effect from the target to the caster. The effects this spell may transfer to the caster are Disease, Curse, Paralyze, Silence, Sleep, Taint Blood, Weakness, Wither Limb, Drain, Drain Life, Feeblemind, Laugh, Nausea, Paralysis, Slow Poison, and Vertigo. No effect not on this list may be transferred using Empathic Healing. The caster may also heal damage by transferring body points from themselves to the target. The maximum number of body that can be cured is the current body total of the caster plus one if they are willing to drop to -1 body and begin to bleed out. Like all healing, if more healing is given then the target has body points the extra body is lost but the caster still takes the damage. The caster cannot use spell protectives or combat abilities like Dodge or Phase to negate the effect upon them. If the effect is not inflicted upon the caster because of immunity to the effect, a formal magic defense, or a magical item, then the spell fails. The caster must take the effect or use a racial resist for the spell to succeed. The caster must begin the duration of the negative effect they take upon themselves from the point they take the effect not when it was originally cast on the one they removed it from. In order to use this spell to heal the target must be healable by earth magic.

**“I call upon the earth to Transfer <effect or [X] body>”**

**Level 3**

**Charm Animal**

*Xavier’s Animal Friendship*

**3 E 1 Hour**

This spell allows the caster to charm a single creature which must be an animal. This spell duplicates the Charm spell, except that it may only be cast on ordinary animals. Since the Animal will not understand the common tongue this in general only keeps the caster safe from the animal attacking him. If the caster is attacked the animal will generally attempt to defend him and if the caster interposes himself between the animal and another target the animal will understand that it shouldn’t attack the target. If the animal has been trained to follow commands it will listen to the caster

as if he were the one who normally gives the commands and will perform any commands he is trained to at the request of the caster, this does not mean the animal will do anything they are not specifically trained to do.

This spell is a type of charm and can be resisted with the ability *Resist Charm*, and it can be cured with an *Awaken* spell or *Dispel Magic* spell. Stronger charms such as *Vampire Charm* or *Enslavement* will override its effects.

This will not affect magical animals, hybrid animals, animal men, only ordinary animals, fish, and birds. For example an eagle would be affected but it would not affect a gryphon, a phoenix, or a biata. A bull would be affected but it would not affect a minotaur or a bull scavenger. A horse would be affected but a unicorn would not. This spell has no effect on any being which is not designated as an ordinary animal though it will still trigger a shield magic or similar protective.

***“I command this animal to be Charmed”***

#### **Refit Armor**

*Ulin’s Smithing Surrogate*

**3 C Instant**

This spell instantly refits armor to its full value if used before the armor is breeched or to 2 points less than its full value if used after the armor is breeched. Indestructible armor will always be refit to full value. This spell only works on actual physical armor.

***“I summon a force to Refit this armor”***

#### **Level 4**

#### **Calm**

*Golem’s Charm to Sooth the Savage*

**4 C, E S 10 Minutes**

By means of this spell the caster can calm one target. This calm makes the target docile and non-aggressive for the duration of ten minutes. The target might wander off, head for the tavern for a drink, or simply sit down and rest for a while. They cannot take any aggressive actions while under the effect of this spell, they will not participate in combat nor will they attempt to remove the spell. This is a form of charm and will over-ride any normal behavior so long as it is effective it can be stopped by the ability *Resist Charm*. If anyone attacks the target in any way this effect will immediately be dispelled. An *Awaken* or *Dispel Magic* will also work to remove this effect.

***“I command you to be Calm”***

#### **Courage**

*Elder’s Spine of Steel*

**4 C, E Continuous**

This spell will remove the effect fear from the target.

The caster may continue perform the verse without actually casting the spell on a target each time the verse is stated without breaking the spell.

***“I rid you of your fear”***

#### **Level 5**

#### **Silver Aura**

*Nataal’s Argent Aura*

**5 C S Indefinite**

This spell will allow the recipient to swing silver against one opponent in the manner of a critical attack. It will not confer any additional damage. If the blade the target is using would normally swing magic this spell will prevent that swing and the blade will only swing silver. The target may choose to end the effect at any time but cannot reactivate it without using another casting of the spell. The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time.

***“I grant you the power of a Silver Aura”***

#### **Level 6**

#### **Circle of Harmony**

*Edgar’s Symbolic Hearth*

**6 C, E 1 Hour**

The caster may draw out or construct an intricate circle which acts as a prepared hearth, for the school of magic from which this spell was cast, without the need to be indoors. The circle must consist of a circle within a circle to form a circular band. Between the two circles their must be no less than eight symbols or glyphs. The circle must be fully prepared before the spell is cast. The maximum radius of the outer circle is six feet, and the inner circle must be at least six inches smaller in radius. The area within the outer circle represents the area of effect. The spell lasts for one hour or until the circle is in part or whole erased, pulled apart, destroyed, or a dispel magic is cast upon the phys rep. The caster must place an individually recognizable styled “H” in the center of the circle as if it were a hearth indicating it is active, the “H” is OOG the way a “W” is for a ward. The circle remains active even if the caster leaves it but if dispelled or otherwise disrupted the “H” must be removed. A player must confirm their “H” is still

present before using a Circle of Harmony. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the “H” must reflect this to them. Multiple characters can have this effect active on the same area, but each Improved Hearth must have its own “H” which must be recognizable by the player who cast it and distinct from any others.

A Circle of Harmony and a Circle of Power can be cast on the same physical representation at the same time. This circle is in no way protective, and anyone can pass in and out of it freely.

*“With eldritch force I build a Circle of Harmony”*

### Level 7

#### **Extended Hearth**

*Edgar’s Overlying Hearth*

7 C, E Indefinite

When this spell is cast on an existing circle of power or ward it will allow the circle or ward to act as a prepared hearth for the caster for the school this spell was cast from. The prepared hearth will last as long as the circle or ward if they are not already extended through formal magics. If they are already extended through formal magic this spell will last for five days. The extended hearth is only dispelled if the circle or ward is destroyed.

When cast the caster must place an individually recognizable stylized “H” up on the door or wall or within the center of the circle obviously indicating that a hearth is in affect, the “H” is OOG the way a “W” is for a ward. If the effect is dispelled the “H” must be removed. A player must confirm their “H” is still present before using an extended hearth. A player may cast this spell from both schools of magic in order to have the effect of the hearth for both schools. If they do this the “H” must reflect this to them. Multiple characters can have this effect active on the same area, but each Extended Hearth must have its own “H” which must be recognizable by the player who cast it and distinct from any others.

*“With eldritch force I build an Extended Hearth”*

#### **Guardian of the Four**

*Janos’ Specific Protection*

7 C S Indefinite

This spell grants a shield to flame, ice, lightning, or stone as determined by the caster at the time of casting. This will nearly always be the first protective spell lost if it is appropriate to defend against an attack and will be used before a shield magic, elemental shield, magic armor or any other automatic protective effect other than Displacement which still comes before this spell. This spell will defend against packet delivered attacks and weapon delivered attacks as long as the damage or effect type is appropriate. For combine effects such as enflame where the spell is both a flame attack and another effect this spell only protects against the flame attack. A player may have only a single casting of this spell upon them if another casting is placed upon them it will replace the prior one. When struck by an appropriate attack the spell automatically goes off the target may not choose to accept the spell and save this protection for later. This protective will be set off prior to any more general protective such as a shield magic.

*“I grant you the power of a <flame, ice, lightning, or stone> Shield”*

#### **Invigorate**

*Enigma’s Restorative*

7 E P Instant

The target of this spell is cured of the drain effect but not of the drain life effect which still requires a life spell to remove.

*“I rid you of your Drain”*

#### **Mystic Lock**

*Andraya’s Dimensional Box*

7 C 5 Days

This spell magically seals a single box or chest which becomes immobile once the spell is cast. It may not work on a container that already has magical properties such as a vampire’s spirit cradle. The size of the box is limited to a rectangular solid of 3 feet by 3 feet by 6 feet and no larger. This spell may be cast on a storage locker.

This spell requires a lock and key that must be prepared from a single piece of material. The two pieces are placed upon the box, the spell is cast, and the key is removed from the lock. A magic barrier will then appear enclosing the box. The box is completely sealed by the barrier and only the opening on which the lock was placed can be accessed at all. Nothing may enter or leave except for air itself. No gaseous forms, gases, weapons, spells—nothing. No one (not even the caster) may access the box until the key is placed back in the lock. Mystic Lock is not affected by Dispel Magic. Without the key in the lock the box cannot be opened, closed, or reached into.

The Mystic Lock is always visible, even when down. When the key is placed in the lock, the barrier disappears only from the portal where the lock is located. If the box is left open but the key is removed one can see into the box but still cannot access anything within it.

The Mystic Lock lock phys rep must be placed in the center of the lid of the box and must be clearly visible. The box must be visibly marked to indicate the presence of a Mystic Lock by placing a large “W” on the box with duct tape or masking tape. The spell tag must be attached to the back of the lock or to the marshal notes.

It is possible to Mystic Lock a box to have two or more separate lock with different keys; for example, a chest with a large compartment and three draws can be Mystic Locked so that the lid or any of the draws cannot be accessed without the proper key. In order to do this, multiple casters are needed. Each opening must have a separate Mystic Lock cast upon it simultaneously.

Once completed, the box will have only one Mystic Lock but will have separate keys for each opening with a lock phys rep placed. Each key must be unique and distinguishable from the other. The keys are not interchangeable.

It is also possible to Mystic Lock a smaller container within another Mystic Lock as long as the two containers do not share the same opening.

The size of the key and lock phys rep is variable but cannot be larger than the surface of the box it is placed upon and cannot be an in-game weapon such as a shield or sword. Unusual locks and keys must get prior approval. All Mystic Lock keys are indestructible.

Anything left in the way of a rising Mystic Lock will be pushed to the side of least resistance. Animate objects or beings are always pushed outside and can never be placed within a Mystic Lock. Even dead bodies cannot be placed inside a Mystic Lock unless permanently dead.

The spell Duplicate Ward Key can be used to duplicate the key from a Mystic Lock as well following the same limitations.

***“With eldritch force I build a Mystic Lock”***

**Tarry**

*Pale’s Dying Denial*

**7 E 5 Minutes**

The target of this spell must be dead and within their five minute death count and able to be lifed. The target will have their death count extended by five minutes. This spell can be cast on a target multiple times but they must have five minutes or less left on their death count or it will not work and the spell will be lost. Tarry cannot extend a death count past the time of reset and if it has already extended the count past the initial five minutes when reset occurs the effect will end and the character will go to resurrect. This spell can never be used to allow the target to receive a life spell gained in the next reset period if the initial death count expired during the previous reset period. It can never be used to force a character to take multiple castings of the obliterate formal. At any point past the initial five minute death count the target may chose to end their count and resurrect immediately, a spirit may not be held for longer than their initial five minutes using a tarry against their will even if enslaved or controlled in any other manner.

***“I grant you the gift of Tarrying”***

**Level 8**

**Corruption**

*Balvar’s Corrupting Touch*

**8 E 1 Minute**

This spell restores an undead target or other target healed by necromancy or chaos to his or her full body points. Once the spell is successfully cast, the target will begin to regenerate as per the rules of the special ability *Regeneration*. Like the refitting of armor, *Regeneration* requires that the character stand or sit in one place for one minute and the process is interrupted if the character is struck by a weapon blow or packet attack that affects the character. If this process is interrupted before its completion, the spell is lost for no effect. The target may not be restored to a total of body higher than is appropriate for his race and level via this spell. This spell may not be used to aid a living character in any way. This spell only affects targets which are healed by necromancy or chaos. This spell does not remove any other negative effects. This spell is the reverse of *Regeneration*.

***“I call upon chaos to Corrupt you”***

**Displacement**

*Rilgalinion’s Camouflage*

**8 C Indefinite**

This spell grants the caster, and only the caster, a shield against the first effect that hits them. It may not be cast upon another target. This will always be the first protective spell lost if it is appropriate to defend against an attack and will be used before a shield magic, elemental shield, magic armor or any other automatic protective effect. This spell will defend against packet delivered attacks and weapon delivered attacks whether beneficial or harmful. The caster may choose to accept a touch cast effect under the protection of this spell. When struck by an appropriate attack the spell automatically goes off the caster may not choose to accept the spell and save this protection for later. The proper call for this defense is “<effect which set it off> Shield.”

***“I grant you the power of Displacement”***

**Regeneration**

*Balvar’s Healing Grace*

**8 E 1 Minute**

This spell restores a living target to his or her full body points. Once the spell is successfully cast, the target will begin to regenerate as per the rules of the special ability *Regeneration*. Like the refitting of armor, *Regeneration* requires that the character stand or sit in one place for one minute and the process is interrupted if the character is struck by a weapon blow or packet attack that affects the character. If this process is interrupted

before its completion, the spell is lost for no effect. The target may not be restored to a total of body higher than is appropriate for his race and level via this spell. This spell may not be used to aid a dead character in any way. This spell only affects targets which are healed by earth magic. This spell does not remove any other negative effects.

*“I call upon the earth to Regenerate you”*

### **Level 9**

#### **Inspiration**

*Oracle’s Rite of Renewal*

**9 E Instant**

The recipient chooses one daily use skill that they have purchased with build points and that they have already used that day to be refreshed. This spell will restore only normal times per day skills including a single spell slot. It will not renew powers from items or production skills or special abilities of any kind only skills conforming to the current edition of the NERO rules and playtests. It will renew a single level of formal magic if the target so chooses but only for use in casting a cantrip not for casting of formal magics. If used to renew a slay or assassinate it will renew only the base slay or assassinate it will not renew a bladefury selectively unless all other slays or assassinations have been renewed first. A single target may only be affected by one inspiration for each time they can study to reset their skills and spells and casting the spell on them again will have no effect until after the next reset point.

*“I grant you the gift of Renewal of a single skill”*

#### **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.

#### **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/Parrys can use a parry while they have an active slay without expending the active slay.

#### **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 Assassinations 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)

#### **NERO® Limited Reset Play-test per PLOT discretion only**

*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.

### **NERO® Additional Magical Skills Play-test**

*Version 4.5 031504*

*For NERO Rules: Matthew Sims, Joseph Valenti*

**Objective** *To incorporate the uniqueness of Harmonics and Nature Magic into the existing magic structure rather than duplicating existing spells in new schools..*

#### **General Rules:**

There are two new skills and a new duration of spells associated with this playtest.

The following two skills allow for specific spells to be cast upon multiple targets. The ability, now called Manifolding and once limited to Harmonics, is no longer a separate school of magic but rather is a method of using a caster's spells to touch cast on multiple targets and can be used with the spells from either celestial or earth magics. There are two skills associated with Manifolding: Prepare Hearth which is the prerequisite to use the ability and allows a player to pace an area to form a hearth, and Manifold which allows spells to be cast multiple times using a single spell slot if cast in the proper manner within a Hearth. Spells may only be manifolded from memory, they may not be manifolded from items or scrolls. No unrestricted item may contain an already manifolded spell.

#### **Skill: Prepare Hearth**

This skill allows a player to attune a room for use in manifolding spells. The room to be used follows some rigid guidelines. The room must have a roof that would keep out rain, and must have well defined boundaries that are under that roof. Those boundaries need not be walls, but they do need to be immobile. The Hearth will not extend outside any doorway or passage that leads from the room. To attune a room the caster must pace the boundaries of the room staying within arms reach of each wall and holding their arm extended palm out toward the wall. They must pace the room at walking speed and at no time during the pacing of the room may they use any other skills or take body damage or the preparation will fail. If the caster cannot do this due to some danger or obstruction then the room cannot be prepared as a Hearth. Once a room is prepared, it will last until the character who prepared it leaves its confines, dies, or is affected by a Dispel Magic or the room itself is targeted by a Dispel Magic. Multiple characters can prepare the same area, but each must do so in order for them to manifold spells within its confines.

#### **Skill: Manifold**

The skill manifold allows a character to multiply the number of targets they may affect with specific spells.

To manifold a spell it must be cast within a hearth as defined by the skill Prepare Hearth. Being within this Hearth allows the character who prepared it to tap into deeper powers of magic and extend the number of targets certain spells can affect. To manifold a spell the character must gather everyone the spell is to be cast on around them, each target must be fully within the hearth and within reach of the caster.

The caster must cast the spell in a manner reflecting his drawing upon deeper magics. He may do this through song, litany chanting, or recital of verse. To manifold a spell or to cast in continuously the caster must create original lyrics for singers or poems for orators. Each of this type of spell they wish to learn must have its own lyrics or poem and be recorded in the player's spellbook. The lyrics or poem must have intelligible meaning which is related in content to the spell being cast and must be in English (or the predominant language of the area the game is run in, if NERO were run in France then French would be accepted) with at least one stanza of four lines per level of the spell but extra lyrics may be added to the end for artistic purposes if the character so chooses. After the required lyrics or poem the character must state the full incant for the spell. The entire song or poem must take at least two seconds per stanza to perform. A song or poem can be longer for artistic purposes. The lyrics or poem and any tune used to perform the lyrics must be in game, in period, and must relate to the magical effect. Tunes that are familiar to popular or classical culture, such as the William Tell Overture, Toccata & Fugue, or Yellow Submarine must be avoided.

The entire performance of the lyrics or poem should be reasonably sonorous. It should substantially match the song as written in the player's spellbook. Some minor variation is allowed, as with any sort of performance, as long as the performance is reasonably smooth and appears correct. Speed singing, poor accompaniment, poor vocalization, or clearly fumbled words will invalidate the casting of the spell. It is permissible for PCs and NPCs to use the same lyrics though it is preferred that for richness of the game each player using this skill should try to have their own unique lyrics.

If a player fails to comply with the spirit of these rules by constantly using poor lyrics, anachronistic music, badly fumbled vocals, out of tune lyrics, or poems with poor scansion then a complaint should be brought to a local rules marshal. If a number of complaints are brought up against a particular player then the local rules marshal will review the situation and possibly remove the skill from that player's characters due to a consensus that the person is detracting from the game.

Once the recitation or song is complete the caster must touch cast the spell on each target using the complete incant. The maximum number of targets that can be affected by a manifolded spell is equal to the number of spell slots or the appropriate school of magic the character has to a maximum of six. This can be modified as follows. If the caster is accompanied by music the number is increased by one increasing the maximum by one. If the caster has additional characters singing or reciting in chorus with them who are capable of manifolding the same spell the number is increased by one raising the maximum by one. This brings the absolute maximum number who can be affected by a single manifolded spell to eight.

If a target is not touched after the spell, or the target does not remain within arm's reach, or the target leaves the hearth, that target is not affected. The caster is subject to spell disruption while casting the manifolded spell and the chorus or accompaniment can be disrupted as per rules for spell disruption as well. If the caster uses an instrument, that playing is considered to be part of the casting and both hands can be used to play.

The following spells may be manifolded. These spells may be found in the eight edition core rules and in **Additional Playtest Spells Volumes 1 and 2**.

Level	Celestial	Earth
1	Endow	Bless
	Shield	Cure/Cause Light Wounds
2	Delayed Endow	Cure/Cause Wounds
	Magic Armor	Magic Armor
3	Greater Shield	Cure/Cause Disease
	Refit Armor	Greater Bless
		Remove Weakness
4	Awaken	Awaken
	Elemental Blade	Cure/Cause Serious Wounds
	Flame Blade	Poison Shield
5	Release	Purify Blood
	Shield Magic	Release
	Silver Aura	Shield Magic
6	Elemental Shield	Cure/Cause Critical Wounds
	Enchanted Blade	Elemental Shield
7	Guardian of the Four	Remove Curse
		Restore Limb
8	Dispel Magic	Cure/Cause Mortal Wounds
	Reflect Magic	Dispel Magic
		Unparalyze
		Reflect Magic

The cost of the skills are as follows:

	Fighter	Rogue	Scholar	Templar
Prepare Hearth	6	4	2	3
Manifold	9	6	3	4

**Duration:** Continuous

Continuous is a specific form of concentration which requires the caster to continually chant a litany, recite a verse, or sing a song with the limits listed under manifold. At the end of each repetition the caster may state the incant for the spell and deliver the effect as specified in the description of the spell. As long as the caster continues to repeat the verse they may continue to recast the spell using only one spell slot. Each spell with this duration may impose other limits upon the caster to continue the spell. The caster may not speak outside the words of the verse or incant and

may not use other skills while continuing a spell and may not pause longer than 5 seconds. Taking body damage will interrupt any spell being continued. If a continuous spell is used once the cast may simply state the incant.

### **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 8<sup>th</sup> 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.

### **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.

### **NERO→ One Handed Block Play-test**

*Version 1.0 070700*

*For NERO Rules: Matthew Pearson, Joseph Valenti*

**Objective:** The Objective of this play-test is to attempt to preserve the balance of two-handed versus one-handed weapons the era of ultra-light weapon construction on one-handed weapons.

**One Handed Block:** Allows a polearm, two handed sword, two handed blunt, or staff to block two blows with only one hand on the weapon. The third blow will disarm the holder of the weapon as per the spell effect unless they grip the weapon with two hands before the third strike. This does apply to bows and crossbows as they are considered two-handed weapons.

### **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.

### **NERO® Pick Locks 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 create an option for chapters to use in instances where the core lock picking rules violate local laws.

**Details:** In chapters in which this play-test applies, a character with the skill Pick Locks will automatically be able to pick a lock after sixty seconds of concentration. In order to perform this skill the character must have a suitable lock-pick phys rep that must be at least 2 inches long. This rep is not a tagged item, and need not be anything more than a straight piece of metal. In addition to concentrating, the character must have the lock-pick phys rep in his hand and must keep both hands in contact with the lock during the entire 60-second duration. The character must have nothing else in his hands during this time. Please keep in mind that NERO International greatly prefers the realism and challenge involved in our core lock picking system, and that this option should only be used in an instance that would prevent the core rules from being used in play.

### **NERO® νοιτχερρυσεΡ νοιταχιφιδοM Play-test**

*Version 1.1 072100*

*For NERO Rules: Matthew Pearson, Joseph Valenti*

**Objective:** The Objective of this play-test is to help players who resurrect by giving them a small bonus.

**Resurrection Modification:** Anyone who resurrects at a full earth circle will have their skills renewed. Field resurrection and regeneration will not renew skills. This does not include craftsman skills or production skills, but does reset Formal Magic casting ability as if the person being resurrected had not cast any Formal Magic Spells that game day.

### **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

### **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→ Magic Item Slots Play-test**

*Version 2.0 122702*

*For NERO Rules: Matthew Pearson*

**Objective:** The Objective of this play-test is to limit the amount of magic items that can be active on a player at once.

**Details:** A chapter may specify how many active magic items a player may have at a given time. This number is to be between one and five and this number must be publicly posted at check-in, on the chapter's website and in newsletters. Only one to five magic items may be used at any one time. In order to switch between items one minute performing no other activity is required to make an item inactive and one minute performing no other activity is required to make an item active. The player must be conscious and have at least one hand free to do this. The player must have an active ring containing the active items and an inactive ring containing the inactive items and *must* actually switch the tags to switch items between active and inactive. This limitation on active magic items applies to both Unrestricted and Local Chapter Only Items only as a total (ex: 2 LCO and 3 Unrestricted "active" items in a 5 item slot campaign)

### **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 8<sup>th</sup> 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.