

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.

Magic Item Slots:

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® 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 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® Mind Effects Restrictions Play-test

*Version 1.0 122702
For NERO Rules: Matthew Pearson*

Objective:

- The objective of this play-test is to allow chapters to restrict the use of certain mind effects in their game.

Details:

A chapter using this play-test restricts the use of the following effects: Love 9, Enslavement, Euphoria, Forget-It-Well, and Forget-Me-Not. The chapter may restrict these effects in one of two ways. They can choose these effects to be void and unusable in their chapter, or they may opt to allow their usage only against NPCs (this would include town NPCs or NPC/PCs as they are sometimes called). This play-test does not apply to: Love, Paranoia, Fear, Sleep, Silence, Charm, or Vampire Charm.