NERO International® 2002 Play-test Suite
Version 1.8 100302
By NERO Rules Council

The following rules have been reviewed by the NERO International Rules Council and have been approved for Play-test in all chapters:

NERO® Archery Aura Play-test

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.

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® Blade Fury 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 increase the damage of every 4th Slay or Assassinate purchased to help make them more effective against excessively high-body creatures.

Details:

Every 4th Slay and/or Assassinate that is purchased has its damage doubled. This does not otherwise change the verbal for the attack in any way.

Example: Dirk has purchased eight weapon proficiencies for his long sword (2 damage) in his right hand, and in addition he has purchased 4 Slays. His first 3 slays are calculated as per the 8th ed. NERO Rules (62), however his 4th Slay improves to "124 normal slay" damage instead of 62. When he purchases eight more proficiencies and his 8th Slay, his damage for both the 4th and 8th Slay would be 204 instead of 102.

In all other ways this is considered a Critical Slay or Assassinate attack in respect to calling damage, strike location, duration, protections, and other abilities and/or skills. Only every 4th Slay or Assassinate is so modified, and all other Slay or Assassinate damage remains the same.

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.

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.

NERO® Formal Magic Logistics 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 help reduce the burden of formal magic marshalling.

Details:

Any character with the appropriate skills can cast formal magic spells at check-in as part of logistics if he wishes. In order to do so, the character turns in the required components to the production station at check-in, along with a completed Formal Magic Casting Record, and all scrolls that are to be used. The caster will not need to role-play the casting of the formal magic spells that are cast in this way, and he can only cast spells using auto-success. No spells may be cast in Dark Territory at logistics in this way. Special plot-related formal magic castings must always be cast in-game and cannot be cast using this method. At the end of logistics, the formal magic caster will have the appropriate number of levels removed from his first day's ability, and all scrolls that were not used up will be returned with the appropriate modifications to them. If for any reason the production staff person cannot complete the caster's formal magic logistics, all scrolls and components will be returned to the formal caster and he will be forced to cast the desired spells in-game using the standard rules for formal magic casting. Spells that target an unwilling spirit, an item that automatically resists such as a circle of power or ward, or that are "in-game' unlawful within the local region cannot be cast in this way.

NERO® Master Craftsmen Play-test
Version 1.0 092602
For NERO Rules: Mike Ennis, Original Concept by NERO West
TOP

Objective:

* The objective of this play-test is to allow a character with ten levels in a specific Craftsman (Type) skill to gain an increased yield.

Details:

A character that has 10 levels in a particular craftsman skill is considered a "master" and is rewarded for their expertise. They begin earning 5 silver pieces per day per level, rather than the usual 2 silver pieces per day per level. Other role-play benefits may also accrue. Master craftsmen, if the trade is honorable, may be addressed with the title 'Master ' by social convention.

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.

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 will be marked upon the player's character sheet as such.

Objective:

* The objective of this play-test is to replace the Return Magic ability with a more flexible skill that allows different types of effects to be returned.

Details:

Return <type>:

A creature with the ability to Return <type> will cause a specific type of effect directed at it to be returned to its point of origin. It functions like the Resist skill in that the creature can choose when to use a Return. Returned effects are instantly restored to the caster's skill set, although the character will not be able to use the skill again until they meditate for sixty (60) seconds. Return can only be used on daily or times ever effects such as spells, Critical Slays, Assassinates, etc. Return can be used against stored spells/effects from formal magic items and/or production items, and in this case the Return acts like a Resist in that it prevents the effect and the charge is lost. The creature card will specify the types of Return available to that creature in a similar way to Resists. This play-test is an expansion of the original Return Magic Play-test, and replaces it without eliminating the original function of it. Non-spell abilities that are Returned in this way do not require that a spell book be used in order to make them usable again, but all other rules for Meditate will apply. The use of this play-test does not automatically mean that the "Meditate" play-test will be in use as well.

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.

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.

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.

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.

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.