

NERO® Harmonics Play-test

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What's New?

- ***This version replaces ALL previous versions of the Harmonics play-test and voids their usage.***
- ***Normalized Harmonics costs to same as other magic.***
- ***Several Minor Clarifications***

General Rules

Harmonic magic, practiced by Spellsingers, is a separate school of magic. Although Harmonics magic works very much like the other schools of magic, there are two primary differences. First, Harmonic magic is performed rather than simply incanted. This makes the casting time longer and removes the offensive ability of the magic. Second, Harmonic magic can be performed as Hearth magic which greatly increases its effectiveness by allowing the magic to work on multiple targets.

To learn Harmonic magic, the Spellsinger learns Harmony. This prerequisite allows the Spellsinger to perform the basic abilities required to use Harmonic magic as detailed in the skill description below, and it allows the Spellsinger to build a pyramid of up to nine levels of spellsongs. This pyramid must be built in the same manner as other spell pyramids. Harmonic magic does not affect the status of primary and secondary schools of magic, and harmonic costs do not change if the spellsinger also has other types of magic.

Rather than spell books, Spellsingers use tuners. In order to use any spellsong, the Spellsinger must use a Harmonic spell slot of the appropriate level and have that spellsong available in their tuner. Tuners are issued by logistics and are created in the same logistical manner as spell books. Costs are the same as a spell of the same level. It is assumed that the money is used to purchase resonant crystals which are used to re-attune the tuner. The physical representation of a tuner is a music-related object made from wood, metal, or crystal at least 1 inch long and ¼ inch wide. These do not need to be an instrument per-say, but they could be.

In addition to the tuner, a Spellsinger must have all spellsongs written down. This written form of the songs is out of game unless the player designates it as in game. The Spellsinger's performance must match a song from this written record, but small variances are allowed to enhance the performance. A Spellsinger may have more than one written song for a spellsong in their tuner. This is true even when using Crystals, so Spellsingers can create and record songs for spellsongs they have not yet obtained.

Spellsingers must create an original song for each spellsong they wish to cast. A spellsong must have intelligible lyrics with at least four lines per level of the spellsong and the name of the spellsong incorporated into the song. The name must come after the required lyrics, but extra lyrics can be added to the end for artistic purposes. The song must take at least one second per line to perform. A song can be longer for artistic purposes. The song and lyrics must be in game, in period, and must relate to the magical effect. Tunes that carry cultural baggage, such as the William Tell Overture (the Lone Ranger) or Toccata & Fugue in Dm (the Phantom of the Opera) should be avoided. Some artistic modification of the spellsong name is allowed so long as the name is still clear. So, for example, "Flame Blade" may become "Blade of Flame" or "Purify Blood" may become "Blood be Purified." Harmonic casters can also use instruments to aid in their performance, however if using a wind, brass, or other instrument requiring the use of the mouth, the caster still needs to have words written for the songs, and singing is required in all cases.

The entire performance of the spellsong should be reasonably musical, harmonious, and poetic. It should substantially match the song as written in the spellsinger's out-of-game record. Some 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 spell.

If a spellsinger fails to comply with the spirit of the Harmonic rules by constantly using poor lyrics, anachronistic music, badly fumbled vocals, or out of tune spellsongs, then a complaint should be brought to the local rules committee. If a number of complaints are brought up against a particular spellsinger then the situation will be reviewed. If there is just cause as deemed by the local staff, the character could possibly lose the use of Harmonics. If this is the case, the character's build will be freed for use to buy other skills.

Traveling Magic

This type of magic allows the Spellsinger to cast spellsongs anywhere. The spellsinger simply performs the spellsong and touches the recipient with a packet. This type of magic uses all the rules for touchcasting.

Hearth Magic

This type of magic can only be used inside a room that has been paced and attuned to the Spellsinger or a room under the effect of the Improved Hearth spell. Some Hearth magic can also be used within a Circle of Harmony (see the spell description below). Because the spellsinger can control the Harmony of these areas, the magic is more effective. This allows many spellsongs to affect multiple targets with each casting when cast in this manner, while there are some songs that can only be cast as Hearth magic. Some spellsongs cannot be cast in this way, and therefore do not allow multiple targets to be affected.

Attuning a room for use in the performance of Hearth magic 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 10 feet of each wall. If the caster cannot do this due to some danger or obstruction then the room cannot be used for Hearth magic. Once a room is attuned this attunement lasts until the Spellsinger leaves its confines, dies, or is affected by a Dispel Magic. Some plot effects may extend the duration of an attunement. Multiple spellsingers can attune the same area, but each must do so in order for them to cast Hearth magic within its confines.

To perform a Hearth magic spellsong on multiple targets, the spellsinger must gather everyone to be affected around them. Each target must be fully within the attuned area and must be within easy reach of the caster. The caster casts the spellsong and touches each target with a spell packet. The number of targets that can be affected equals the number of Harmonic spell slots the caster has at that level, to a maximum of 6. If the Spellsinger uses a musical instrument to accompany the performance, one additional target may be added and the maximum is boosted to 7. If a target is not touched after the song, or the target does not remain within arm's reach, that target is not affected. The caster is subject to spell disruption while casting the spellsong. If the caster uses an instrument, that playing is considered to be part of the casting and both hands can be used to play.

Harmonics Crystals

Spellsingers can create and make use of Harmonic crystals. These crystals are the Harmonic version of scrolls. A Spellsinger can cast from them if they have the Harmony skill. Like scrolls, the Harmony skill allows the Spellsinger to use crystals up to 4th level. To this maximum level, the Spellsinger may add the level of their highest spellsong slot, just as celestial slots add to the spell level one may use with Read Magic skill. Crystals created from Hearth magic may contain spells with additional targets.

To use a Harmonic crystal, the Spellsinger must have the crystal and must have an approved song to use with that crystal. The crystal is held in one hand while the spellsong is cast. This casting is subject to the limitations of the actual spell, so casting Hearth magic from a crystal can only be performed in an attuned room. If the crystal holds Hearth magic that allows additional targets, the Spellsinger must cast that spellsong using the procedure for Hearth spellsongs. The only exception is that crystals with multiple targets may be cast as traveling magic, but those extra castings are lost when it is used in this fashion.

Crystals are created using the Attune Crystal skill. They are created like scrolls, and the costs are the same as scrolls of the same level. If a Spellsinger has

access to Hearth magic, then he can use a crystal to cast this type of magic as per the standard rules of Hearth magic.

The physical representation is a crystal like prop at least 1 inch long and ¼ inch wide. An actual song could be incorporated into the creation of a crystal and included with it at no additional cost to the creator. This song then must be used when the crystal is used.

Crystal Forges exist which will allow spellsingers with Create Crystal to make more crystals. These forges have the same costs and the same benefits as the labs for Create Scroll or Create Potion except, of course, that their benefits apply to the Create Crystal skill.

Skills

Costs and Prerequisites

<u>Type</u>	<u>Skill</u>	<u>F</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>Prerequisites</u>
Harmonics	Harmony	14	12	7	7	None
Harmonic Magic	Harmonics Level 1	3	2	1	1	Harmony
Harmonic Magic	Harmonics Level 2	3	2	1	1	Harmonics level 1
Harmonic Magic	Harmonics Level 3	6	4	2	2	Harmonics Level 2
Harmonic Magic	Harmonics Level 4	6	4	2	3	Harmonics Level 3
Harmonic Magic	Harmonics Level 5	9	6	3	3	Harmonics Level 4
Harmonic Magic	Harmonics Level 6	9	6	3	4	Harmonics Level 5
Harmonic Magic	Harmonics Level 7	12	8	4	5	Harmonics Level 6
Harmonic Magic	Harmonics Level 8	12	8	4	5	Harmonics Level 7
Harmonic Magic	Harmonics Level 9	15	10	5	6	Harmonics Level 8
Trades and Crafts	Attune Crystal	6	5	3	4	Harmonics Level 4

Skill Descriptions

Harmony

This skill is the harmonic equivalent of Read Magic or Healing Arts and works the same way for harmonic magic as those skills do for their respective types of magic. This skill allows you to purchase harmonic spellsongs, create tuners, and use harmonic crystals up to 4th level, all as described above. In addition, you may diagnose conditions and effects as if you had the Healing Arts skill, although you cannot purchase Earth spells unless you have that skill. Like Healing Arts, You may take over and finish resurrections with this skill.

Attune Crystal

This skill allows you to create harmonic crystals. Each level gives you 4 production points per day which are used in a manner similar to Create Scroll. Each crystal costs 4 production points times the spell level to create. The details of creating and using Harmonics Crystals are outlined above.

Harmonics Spellsong List

** These spells may be cast as Hearth magic with multiple targets.*

Level	<u>Spell Name</u>	<u>Travel</u>	<u>Hearth</u>	<u>Crystal</u>
1	Bless	Yes	Yes*	Yes
	Endow	Yes	Yes*	Yes
	Cure Light Wounds	Yes	Yes*	Yes
	Improved Hearth	No	Yes	Yes
	Rest	No	Yes	Yes
	Shield	Yes	Yes*	Yes
2	Delayed Endow	Yes	Yes*	Yes
	Cure Wounds	Yes	Yes*	Yes
	Magic Armor	Yes	Yes*	Yes
	Purity	Yes	No	Yes
	Sacrifice	Yes	No	Yes
3	Greater Bless	Yes	Yes*	Yes
	Greater Shield	Yes	Yes*	Yes
	Cure Disease	Yes	Yes*	Yes
	Remove Weakness	Yes	Yes*	Yes
	Stabilize	Yes	No	Yes
4	Awaken	Yes	Yes*	Yes
	Courage	Yes	Yes	Yes
	Flame Blade	Yes	Yes*	Yes
	Cure Serious Wounds	Yes	Yes*	Yes
	Poison Shield	Yes	Yes*	Yes
	Sanctuary	Yes	No	Yes
5	Purify Blood	Yes	Yes*	Yes
	Release	Yes	Yes*	Yes
	Shield Magic	Yes	Yes*	Yes
	Sustain	Yes	No	No
	Warning	No	Yes	Yes
6	Circle of Harmony	Yes	No	Yes
	Elemental Shield	Yes	Yes*	Yes
	Enchanted Blade	Yes	Yes*	Yes
	Cure Critical Wounds	Yes	Yes*	Yes
	Wizard's Rage	Yes	No	Yes
7	Infuse	Yes	Yes*	Yes
	Remove Curse	Yes	Yes*	Yes
	Restore Limb	Yes	Yes*	Yes
	Warrior's Rage	Yes	No	Yes
8	Cure Mortal Wounds	Yes	Yes*	Yes
	Reflect Magic	Yes	Yes*	Yes
	Unparalyze	Yes	Yes*	Yes
	Vision	Yes	No	Yes
9	Aura	Yes	No	No
	Inspiration	Yes	No	No
	Tarry	Yes	No	No

Harmonics Spell Descriptions

Note:

All healing listed in the Harmonics package are Earth in nature and will only heal beings that are healed by Earth. All healing spells do the same amount of healing as their namesakes in the Earth School.

Level 1

Improved Hearth

This effect makes a more permanent Hearth for use by the spellsinger by allowing the caster to leave the room without it losing its Hearth status. Each spellsinger may have only one room under the Improved Hearth effect, but may cast Hearth magic (by pacing the area, etc.) in other rooms while an Improved Hearth spell is in effect. This spell can only be cast as Hearth magic. Improved Hearth remains in effect until the spellsinger's death, Dispel Magic is cast on the spellsinger, the spellsinger casts another Improved Hearth, or five days passes, whichever comes first. Multiple spellsingers can have this effect active on the same area, but each Improved Hearth must be listed in the marshal notes along with the name of the caster.

Rest

Rest prevents the dreams of everyone in the room from being affected by an outside influence. The effect lasts until the spellsinger leaves the room or is affected by a Dispel Magic. An entity can circumvent this protection by actually manifesting in the room. The effect must be listed in the room's marshal notes.

Level 2

Purity

Once the spell takes effect, the spellsinger can continue singing to detect elixirs in food and drink. The spellsinger passes hands over the food or drink to be checked, and the substance reacts in a visible way to the spellsong. Anyone who inspects the food may look for tags or will be informed by a marshal if the food or drink contains an elixir.

Sacrifice

This spellsong allows the spellsinger to transfer one detrimental effect from the target to the spellsinger. The effect must be either a spell or poison that could be cured by harmonic magic, or Drain Life. The spellsinger uses the Harmony skill to determine which effect they wish to transfer, finishes the Sacrifice spellsong and says "Sacrifice <Effect>" to move the effect from the victim to the spellsinger. The spellsinger is also allowed to heal damage, calling "Sacrifice <x> Damage" to transfer damage from the target to the spellsinger. The maximum number of body that can be cured is the current body total of the spellsinger plus one if the spellsinger is willing to drop to -1 body and begin to bleed out. Like all healing, extra body given to the target is lost but the spellsinger still takes the damage. The spellsinger 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 spellsinger because of an immunity to the effect, a formal magic defense, or a magical item, then the spell fails. The spellsinger must take the effect or use a racial resist for the spell to succeed. The spellsinger must begin the appropriate count from the beginning when the effect is taken.

Level 3

Stabilize

A single slot of this spellsong can be performed repeatedly such that each time the name is sung the Spellsinger may touch one recipient with a packet and cause them to be stabilized immediately as if the First Aid skill had been successfully used. The Spellsinger may affect additional targets so long as the song is continued at a rate of one target each time the name of the song is repeated. Pausing between rounds for longer than a few seconds will break the casting and end the effect.

Level 4

Courage

A single slot of this spellsong can be performed repeatedly such that each time the name is sung the Spellsinger may touch one recipient with a packet and end a Fear effect upon them. The Spellsinger may affect additional targets so long as the song is continued at a rate of one target each time the name of the song is repeated. Pausing between rounds for longer than a few seconds will break the casting and end the effect.

Level 5

Warning

Protect a room by causing a loud warning sound to be issued if anyone enters who was not present in the room when the effect was cast. Additional people may be allowed to enter without setting off the spell if the Spellsinger touches them with a packet and says the words "Harmony's Warning." They may enter the area freely from that point on. When anyone not recognized enters the room a marshal must shout the words "Harmony's Warning!" loudly for 3 seconds. The effect lasts until used, the spellsinger leaves the room, dies, or is affected by a Dispel Magic.

Sustain

By using this spell the caster may join in with singing any continuous cast spellsong that is currently in effect. Once the caster of the Sustain has sung through one full repetition of the song he is joining, he may continue it without the original caster needing to continue singing. The original singer must voluntarily give over control of the song, and the spellsong cannot be continued by the original caster unless another Sustain is used to once again take over the spellsong. From that point on, the spell functions as if the new singer had cast it originally. Another Sustain may be cast again later by another singer to take over

the spellsong. This spell requires no song of its own, but requires you to use your voice/instrument to copy and continue the original caster's song to the best of your ability.

Level 6

Circle of Harmony

The Spellsinger may draw out or construct an intricate circle on the ground and pace the area inside the circle to create an area where they may affect multiple targets as if Hearth magic was used. The circle only allows for multiple targets - other types of Hearth magic will not work. The caster must draw a circle within a circle to form a circular band. The caster then draws no less than 8 symbols or glyphs within that band. When the circle is drawn, the Spellsinger casts this spell. The area may be paced and spells within may affect multiple targets. The maximum radius of the outer circle is 6 feet, and the area within the outer circle represents the area of effect. The spell lasts for 5 days or until the circle is in part or whole erased, pulled apart, or destroyed. Since the state of the circle indicates whether the spell is still active, only the caster may use, redraw, or reconstruct a circle. A Circle of Harmony and a Circle of Power cannot be cast on the same physical representation at the same time, although one could be inside the other if the circles were drawn or constructed that way. This circle is in no way protective, and anyone can pass in and out of it freely.

Wizard's Rage

The spellsinger composes a song with a specific, named entity as the mortal enemy of the recipient. The spell is cast on the recipient and remains until used, until the recipient dies, or until dispelled. If the recipient can cast one of their celestial Bolt, Storm, or Breath spells directly at the enemy so named, they can use up this spell instead of their spell slot. If the recipient mistakenly hits someone else with the spell intended for their named target, the Wizard's Rage cannot be used up instead so the spell slot is used normally. Only one rage type spell can affect an individual at a time.

Level 7

Infuse

Cures any recipient of the Drain effect, but not Drain Life.

Warrior's Rage

The spellsinger composes a song with a specific, named entity as the mortal enemy of the recipient. The spell is cast on the recipient and remains until used, until the recipient dies, or until dispelled. The recipient can activate once ever a critical attack (+1 damage) upon the recipient with any weapon. Only one rage type spell can affect an individual at a time. This effect can never be stacked with another Critical Attack, and the ability granted by this spell acts in all ways identically to a Critical Attack.

Level 8

Vision

The Spellsinger sings a continuous song in hopes of some clue or piece of information about a particular subject. The information or subject the Spellsinger hopes to learn about must be written into the song itself, and the marshal uses the song to determine if an answer is received. This spell does not guarantee an answer will be found, and the information is sometimes vague or cryptic. The song may be begun without a marshal present, but must continue until the marshal is ready to supply the vision or the marshal informs the Spellsinger that they feel that the Harmony is not right for such an answer. The vision does not reveal information about PCs.

Level 9

Aura

This spell cannot be cast on others, and the spellsinger can only have one upon them at any time. Once cast, it provides the ability to create an aura of peace that acts much much like Imprison. The spell is cast, and the aura can thereafter be put up at any time by interlocking the hands together in front of the body (in a gesture of peace) and stating "Harmonic Aura." You cannot be holding a weapon when you interlock your hands to activate an Aura because the offensive nature of the weapon interrupts the peaceful flow of the harmony, but you can have a shield strapped on your arm if you can interlock your fingers. The spell, once cast on the spellsinger, stays ready to be used until it is activated, dispelled, or the caster dies. Once it is activated, the spellsinger is pinned to the spot and protected from all attacks except those that would destroy an Imprison. The activated aura lasts as long as the spellsinger does not move. Like an Imprison, a spell protection cannot be used to protect the Aura from a Dispel Magic. If the spellsinger is struck while the Aura has been activated, the spellsinger replies "Aura." If someone asks what effect they have upon them, the caster says "Harmonic Aura." When the aura is dropped the caster says "Down."

Inspiration

You may restore the ability to use any one skill to any other character. That recipient chooses one daily use skill that they have purchased with build points and that they have already used that day to be refreshed. A particular character may benefit from Inspiration only once per day, so you must ask them if they have already been affected by the spellsong. This spell song will restore only normal per day skills, not powers from items, formal magic levels, or production skills.

Tarry

This spell binds a spirit to a body, extending the death count beyond the very end of five minutes. So long as the spellsinger continues to sing and remains within arm's reach of the recipient, the target will linger at 4:59 of the death count, the body will not fade, and the body can receive a Life spell. Once the spell begins

the target cannot be moved and the Spellsinger must remain within arm's reach. If the target cannot be brought back to life by a Life spell then the target cannot be affected by a Tarry. The target may choose to fade anytime after the initial five minutes. The effect will end if the spell is disrupted, the recipient is moved, the Spellsinger moves out of reach, the current event ends, or the Spellsinger is affected by a Dispel Magic.