NERO 8th Edition and Formal Magic System Errata

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These errata are considered official rulings and clarifications/alterations to the 8th Edition NERO Rulebook and the Formal Magic System. These are not optional, nor play-tests but modifications to the base rules system. All NERO Chapters are required to honor these errata and all players are responsible for reading them as well. These errata replace any and all previous errata of the 8th edition rules.

The NERO rules system is intended to allow players and staff hours of live-action fun without any amount of play stoppage. It is the responsibility of the players and staff to remember this when reading and interpreting the rules. We have done our best to clear up vagaries and make these rules sound, and we will continue to do so in the future. Still, players and staff should avoid constantly trying to find loopholes or language that allows them to do things that are against the spirit of the rules, as the spirit of the rules as determined by the NERO International Office will be observed in all cases where interpretation is necessary.

NERO West Addenda

At the end of some of these NERO West plot has made notes in italics to indicate specifics on how these Errata are being adopted.

ACTIVATING MAGIC ITEMS

The correct process to activate an item is to use the phrase "Activate" followed by the spell incant. For Example: Activate I call forth a magic missile, five.

In addition, all the normal rules for casting apply. You must have your hand free, have a packet, be conscious, etc. So you cannot activate an item when in a Web, unconscious, dead, or when tied up. Activating an item IS NOT a Game Ability as defined by the core rules, so you CAN use an item when you cannot otherwise use a Game Ability or Skill, such as when Concentrating or when Tainted.

ALTERNATE STATES OF EXISTENCE

There are three Standard States that someone at a NERO event can be in. These are:

A) Out Of Game (OOG)

B) In game and completely visible to those around you. (Yes, you can try to hide in bushes, but you actually have to hide.)

C) In game and a spirit

Alternate States (such as flying, burrowing, invisible, etc.) are permitted, but only under the following guidelines.

Alternate States are allowed only with the express approval of the local plot committee. A state that they deem cannot be properly represented will not be allowed.

A player in an alternate state can generally only affect or be affected by another player in the same state. These states must be represented by a highly visible colored headband that will be obvious to any onlooker. In addition, a character in an Alternate State may need to say the nature of his state by stating "flying," "invisible," "burrowing," etc., in times of darkness or confusion. Guidelines for interaction while in an Alternate State that are in addition to those listed here will be given for each particular situation in which an Alternate State is used.

If a player is in an alternate state that normally could not be seen (such as invisible), other players that would not see them will still have an eerie feeling and may reasonably decide IG not to speak around them.

In all cases, changing states takes a three-count (or longer) during which the one changing state must follow the rules of performing a Counted Action.

ARROW/BOLT PRODUCTION AND USAGE

A quiver of missiles costs 4 production points to create, and there are 20 shots in each quiver. Each time the character shoots his missile weapon whether he hits or misses his target, a single shot is lost from his quiver. Arrows and other missiles (bolts, etc.) are not recoverable items. Thrown Weapons such as small thrown weapons and javelins are recoverable.

A quiver can be made silver by expending the extra production for silvering and an extra 5 silver pieces in materials cost. Silver arrows are not recoverable.

Streamer packets are considered in-game items until they are fired and cannot be held in the same hand as another game item while either item is in use. Streamer packets on the ground are out of game and can be recovered during a hold like other types of packets. Each quiver physical representation must be able to hold at least twenty streamer packets and cannot be used to carry anything else in the arrow compartment while carrying packet arrows. Each quiver can hold no more than 20 missiles, and a character cannot have tags for more than 20 missiles per quiver rep on his person.

CARRIER ATTACKS

All carrier attacks must do body damage (reduce your body points)

in order to take effect. Although the attacker will be able to call the carrier attack with each swing, the effect does not happen unless body damage is taken.

All carrier attacks must use the following format:

<Damage Amount> - <Damage Type> - <Effect>

Examples: 20 Normal Sleep, 10 Silver Drain, 5 Flame Fear

Please note that "Damage Type" and "Effect" are two separate categories entirely. The damage type is the type of damage being delivered while the effect is something that has an effect in the game other than damage.

The valid Damage Types are variable and up to the local plot team so long as the call does not duplicate a game effect. Each damage type is its own separate damage type, and a creature's immunity to one type of damage does not impact the effectiveness of another.

The effect part of the call is optional and can be dropped in favor of a traditional damage call. If the effect is dropped from the verbal, there is no carrier effect being delivered and the creature is simply delivering damage. THE DAMAGE TYPE PORTION OF THE CALL IS NOT OPTIONAL AND MUST BE STATED WITH EACH SWING. Any valid game effect other than formal magic spells can be delivered via Carrier Attack. Any effect delivered as a Carrier Attack will be considered Arcane in nature unless it has a specific delivery type associated with it as per the Delivery of Effects provision of these errata.

Defenses:

When any part of the Carrier Attack is blocked the entire attack is blocked including all damage. All Carrier Attacks are blocked by Magic Armor, as well as any specific effect defenses (i.e. Resist Sleep, Resist Charm, Cloak vs. Command, etc.) while the effect is being called. In addition, defenses that prevent the damage type will stop the entire attack from affecting the creature.

CARRYING ITEMS IN YOUR SHIELD/WEAPON HAND

As per the 8th Edition NERO rulebook, you cannot hold or carry any in game items in the hand and/or arm being used to hold a shield or weapon. This includes gas globes, magic items, weapons, etc. If you do so, any damage inflicted on your shield or the weapon is NOT blocked and you take it as if you didn't have a shield. Worn items such as bracelets, rings, and gloves are not restricted by this rule in any way so long as they are worn properly and not carried. Attaching items to the back of a shield is completely legal so long as these items do not extend beyond the outside edge of the shield at any point or otherwise enhance the defensive value of the shield.

DAMAGE AURA

In addition to adding a damage bonus, the formal magic spell Damage Aura alters the nature of the damage delivered to "magic."

DELIVERY OF EFFECTS

The following delivery types are recognized as valid ways to deliver effects within the NERO International game: Arcane, Carrier Attack, Elemental, Incantation, Magic, Physical, Poison, and Spellstrike. The delivery of damage is a separate issue, and will not necessarily follow these rules as they are specifically outlined here.

All effects follow the rules of removal as outlined in the chapter entitled Matters of Life and Death. Some effects which have a delivery type as part of the name of the effect (i.e. Slow Poison, Death Poison, etc.) will always be delivered as that specific type. In the case of effects delivered as Carrier Attacks, all will be considered Arcane in nature unless the effect name itself dictates a different delivery type. All effects delivered as incantation and/or spell song will follow the rules outlined for these delivery systems within the core rules or the associated play-test system, as well as these errata. In addition, the following will apply:

Arcane, Elemental, Incantation, Magic, Spellstrike – These effects are magical, and act in a way identical to the spell of the same name once successfully delivered.

Carrier Attack – These effects are generally considered Arcane in nature, and they follow the specific rules outlined in the Carrier Attacks provision of these errata.

Physical - These effects are non-magical, and can only be removed by the specific effect removal (i.e. Awaken, Cure Disease, Remove Weakness, etc.).

Poison - These effects are non-magical, and can be removed by the spell Purify Blood or the specific effect removal (i.e. Awaken, Cure Disease, Remove Weakness, etc.).

ENSLAVEMENT AND EUPHORIA

Enslavement and Euphoria are powerful abilities which particularly have the potential to ruin the fun of any player. As such the use of these effects is solely placed into the hands of plot. These abilities may only be possessed by an NPC controlled directly by plot, and may never be achieved by a PC by any means including but not limited to transformation, alteration, magic item, or LCO effect. No other effect (either LCO or otherwise) may duplicate the ability of Enslavement and/or Euphoria.

At the discretion of the local chapter, these elixirs can each be produced by alchemists for a production point cost of 100 points. However, each is inactive unless specifically activated by a plot controlled NPC with the specifically noted ability to do so. A player fed the active elixir becomes enslaved to the NPC who activated it, not the person who fed it to them or the first person they see. Each of these elixirs otherwise follow the standard rules for Euphoria and Enslavement as outlined in the core rule book.

In addition, the following rules apply to Enslavement:

- You cannot administer Enslavement to yourself.

- You cannot be enslaved to "act normally," However a person under the effects of enslavement does not act like a robot or strangely, they are just compelled to follow the wishes of the enslaver.

- The duration of Enslavement is permanent, and it can only be cured by the specific antidote or the resurrection of the target as outlined in the 8th edition rule book.

NERO West Note: The NERO West plot committee has opted to allow some of these effects to be in player's hands. We believe our player base is mature enough to handle it.

FORMAL MAGIC EFFECT LIMITS

A single spirit or item can only retain 5 formal magic effects. Any formal spell with the duration of instantaneous is not retained, thus

Obliterate, Spirit Forge, etc. do not count toward this 5 effect limit. In addition, the following lasting effects are exceptions to this rule and do not count toward the five effect limit on a spirit or item:

Extend Enchantment

Extend Formal Magic

Greater Extension

Investiture

Render Indestructible

NERO West Note: Items which include more than 5 effects exist at NERO West, but are typically restricted or local-chapter only.

ILLEGAL SKILLS AND POWERS

No character can ever use a plot given power to gain information about a PC's actions after the fact. This includes approved spells and skills such as Dreamvision as well as other abilities such as clairvoyance, clairaudience, or scrying of any manner.

If a character wants to know what was said or done by a PC first hand, he must actually be present at the time of the action. Plot will never provide this information via one of the listed abilities, or through any similar means, and a PC can never claim to have known it due to ESP or other special abilities after the fact.

NERO West Note: Plot may, at its option, disclose information about another PC's actions after the fact.

MEASURING TRAP EFFECT RADIUS

Traps that have an area effect (as listed in the 8th Ed. Rulebook) have their effect area measured from the center of the trap phys-rep. If there is a large, trapped box with a 10 foot tripwire attached and a player sets the trap off at the end of that tripwire they are not affected by the trap since the trigger (the center of the trap radius) would be 10 feet away. It is not measured from the tripwire/snapper/etc, but from the rep for the trap itself. This will allow you to have a 50ft pull cord on a trap box in the field and use it like a claymore mine since the effect goes off from the box/rep/trigger and not from the cord.

PC RACES

Only the races listed specifically in the core NERO Rules are available for play by PCs. Some NERO chapters have additional races or variations of the listed races but these additional races and variations of the PC races as listed in the core rules are not available for use by Player Characters.

SCAVENGER MODIFICATION

The description of Scavenger as listed in the 8th Edition Rule Book is replaced with the following passage:

"Scavenger" is a generic term used for any type not covered by the other races. They are humanoids with the characteristics of a mundane (rat, badger, skunk, dog, etc.) animal. Players are free to use their imagination in creating a scavenger as long as makeup is worn and it is obvious that the player is not playing a monster or another player race. (For example, you cannot be a "cat" scavenger because there would be no way out-of-game to differentiate you from a Sarr.)

Scavengers should role-play their particular animal's characteristics to whatever extent they see fit, but animalistic traits should be at least evident in some way.

While some scavengers are closer to their animal half and do not understand the concept of possessions or the niceties of civilization as do the other races, others are truly civilized cultures with long histories. There is no commonality between different types of scavengers other then the fact that they appear to be humanoid animals. Some scavengers are very hardy survivors on the fringe of civilization and others are noble beings descended from generations of city dwellers.

There are a few traits that these animalistic humanoids share just from being animal-like. All Scavengers can buy the skill Resist Poison. They also have superior senses of smell, and can use Scenting Abilities that allow them to detect an alchemical substance or disease on an item if they spend one minute inspecting the item. (This racial skill does not allow them to tell what kind of alchemical substance or disease is present.)

In addition the animal part of them makes it harder for them to learn to read as other humanoids and thus they must pay double cost for all Scholarly Skills, however this does not necessarily make them less intelligent than any other race, just less able to read.

NERO West Note: Scavengers in the Cynder Valley must talk to plot if they wish exemption from the roleplaying limitations placed in the 8th edition rulebook, otherwise their racial abilities may be denied to them.

SPORTSMANSHIP POLICY

All NERO Participants
  Follow the spirit of the rules, as well as the letter of the rules.
· Play fairly and honestly.
· Be considerate of all other NERO participants.
· Remember, everyone has the right to enjoy NERO as much as you do.
· Contribute to the fun of all NERO participants.
· Don't play in a style that detracts from the fun of the event, or anyone's chance to have fun at an event.

Staff, Marshals, etc...
· Abide by the expectations that apply to all NERO participants.
· It is your job to run the event. Remember, you are not playing against the players. Everyone's enjoyment of the event is your top priority.
· All participants must be treated equally and equitably, by you and by other participants. Favoritism will not be tolerated.
· Run events in a professional manner. Remember that you represent NERO to anyone present at an event, whether participating or observing.

Administration (National, Local, etc...)
· Abide by the expectations that apply to all NERO participants, Staff, Marshals, etc....
· Respond and communicate in a timely, respectful, and articulate manner.
· Uphold the authority of your staff, and do not overrule them without careful investigation.

THROWING/TOSSING ITEMS

You cannot throw any weapon, shield, etc., that is not NERO approved for throwing. Basically, if a local safety marshal has approved the weapon to be thrown (thrown weapons, javelins, etc.),

you can throw it, otherwise you cannot.

In addition, you cannot use the "toss and grab" method on any item to avoid the effects of a spell. If you toss an item and grab it before it lands on the ground, the item is still under your control, and is still considered in your possession.

For the purposes of spells that target the item itself (such as Shatter or Disarm), an item is still considered under a player's control until it comes to a complete rest on the ground out of the player's grasp.

USAGE OF POTIONS / SCROLLS / MAGIC ITEMS

· Potions - You MUST spend at least three seconds role-playing the drinking motion with the potion's phys rep in your hand. The phys rep must be big enough to hold 1/4 ounce of liquid.

· Scrolls - You must have the scroll out where you can read it, and touch a spell packet to it. You also must actually read the scroll. So, if its pitch black and you don't have a light, no using scrolls.

· Magic Items - Magic items must be readily available to be used. They cannot be stashed away in a backpack. For purpose of rules, "readily available" means you can produce the tag(s) and the phys rep for the magic item within ten seconds if asked by a marshal.

VENGEANCE FORMAL MAGIC

Vengeance is only activated by an actual killing blow, not by anything like or similar to a killing blow.

WARD AND WIZARD'S LOCK

The casting time for a Ward spell is not instant. The caster must hold the key in the lock for the full five minutes it takes to cast the spell.

As stated in the core rules, a Ward and a Wizard's Lock cannot occupy the same exact area, but they can be within one another so long as they use separate portals.

As with any spell, a Ward or Wizard's Lock is lost from memory when you begin the incant with a packet in hand. The spell's effect will not take place until the full casting time is met, which for a Ward is five minutes after the incant has been completed.

NERO West Note: Some creatures react to magic differently, so that a Ward or Wizard Lock might be cast upon them with a packet. In those cases only these spells are instantaneous and have the creature-specific effect.