



8th Edition Rule Book

Player's Abbreviated Edition

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Play Testing Rules

Each NERO chapter abides by the rules listed in this book. Some chapters may restrict the use of *Enslavement*, *Euphoria*, *Berserk Gas Poison*, and/or *Instant Death Gas Poison*.

In addition, your chapter may be Play Testing a new rule not found in this book. The NERO Intl. Office distributes a list of Rules that are being Play Tested. Each chapter will have a handout that will explain any Rules that are being Play Tested or you can visit the NERO Home Page at www.nerolarp.com.

If you plan on playing your character in another chapter it is up to you to contact that other chapter to find out which Rules they are play-testing. Be sure your character is updated and request a copy of it sent to you and the chapter you are visiting. You must abide by that chapter's rules and policies when visiting. In addition, chapters are often limited in campsite capacity so reservations may be needed.

For a complete list of all the NERO chapters, contact the NERO Intl. Office at (914) 628-9497, through email at Office@NeroLarp.com, or visit the NERO Home page at www.NeroLarp.com. They can help you with contacting other chapters or answering any other questions you may have.

Classes and Races

Classes

Classes are used to describe your character's natural talents. This may or may not have anything to do with your character's profession—for example, not all rogues are thieves and not all scholars are spellcasters.

Your own physical characteristics and abilities need not match those of your chosen character but it can help you in your adventuring career if your actual physical skills are congruent with your character's fantasy skills. The NERO system does allow players to play characters that are very different from themselves and still be able to prosper.

You must pick one of these classes:

Fighter

Fighters take naturally to the physical combat arts and rely mainly on strength and stamina to accomplish their goals. They can wear almost any type of armor.

Rogue

Rogues have a natural bent towards dexterity based skills, and also the practice of alchemy. Rogues are limited in how much armor they can wear. The lower Body Points, lighter armor and relatively high costs for combat skills does not make them well suited for front line combat roles.

Scholar

Scholars are adept at many mental skills and readily learn the magical arts. Scholars are even more limited in how many Armor Points they can use than are Rogues.

Templar

Templars are spellcasters who are somewhat more adept than scholars at physical combat skills. They are not religious in any way; NERO specifically prohibits religion in the game. Their combat training leaves them better able to fight but takes away from their studies. They cannot use as many Armor Points as Fighters, but can use more than Rogues or Scholars.

Races

The human race is not the only race in the world of NERO. There are many mythical and unusual races, such as elves, dwarves, half-orcs, and other more exotic races. Some NERO chapters have additional races or variations of the listed races.

In order to give the game a multiracial feel, each race has been developed individually to add to everyone's enjoyment. To keep the balance of each particular race, there are certain fundamental requirements that each player of that race must observe. We do this so that you will be placing yourself into a real culture that provides the most interaction with other players.

Racial abilities help you to understand a race's outlook on life. You must understand the necessities of roleplaying your race based on the advantages and disadvantages of that race. You should purchase your particular racial abilities as soon as possible.

Playing your race means knowing and understanding your races' culture and society. Some races have their culture based on certain societies in our own world and other races are purely fantastic like the elves or hobblings. Others are based on popular mythology or folklore. Other races such as the biata have been time-consumingly created from scratch, creating a unique aspect to our game.

It is important to understand that you will be given a brief description of your race's society but that it is up to you to integrate yourself into it. Your local chapter will have a "race packet" which provides more roleplaying background.

If you wish to play one of these races, you must wear the appropriate makeup to distinguish yourself. All exposed skin must be covered with the appropriate makeup. Any props (such as elf ears) must be worn at all times.

Remember that you cannot wear makeup to disguise yourself to appear as a race you are not, nor can you act in such a way as to mislead others as to your race. If you are not playing a barbarian or a gypsy, you cannot dress, talk and act like one.

When choosing a race to play, consider how you will look as that race. Although NERO is a game that encourages you to "be all that you can't be," if you are 5' 5" and weigh 120 pounds, you probably shouldn't play a half ogre, and if you are 6' 6" and weigh 275, you probably wouldn't make a believable hobbling. However, although it is discouraged, there is no rule stopping you from playing a character against your body type, so feel free to do what you want!

NERO expects you to play your character's race properly. Half orcs should be slow witted, barbarians should act uncouth, and drae should shun the sunlight. Even though we strongly encourage everyone to avoid clichés and stereotypes when creating their character histories, you must abide by your racial characteristics. You cannot write your history to be the

“outsider” of your race and be the one barbarian who is a genius celestial caster, the one gypsy who is quiet and shy, or the one drae who likes to go sunbathing.

A player not acting as described for his or her character’s race will not be allowed to continue playing that character and will have to start another one.

There is no such thing as a true “half” race for purposes of NERO rules. If your character history has your father as an elf and your mother as a gypsy, that is fine, but you can only take the attributes of one of those races. In-game you can tell everyone you’re “half elf/half gypsy” but out-of-game, you are one race or the other. You must then take all the advantages, disadvantages and physical characteristics of that single race and none of the unique characteristics of the other. No character may have the powers, physical characteristics, or “mannerisms” of more than one race. It should always be very clear to everyone what race you are.

These roleplaying rules are put in place to allow players to make assumptions about the races. When you see someone wearing pointed ears, you know that they may have certain abilities such as *Resist Sleep* and that may change your strategy with dealing with them.

You can conclude that every biata you see will dislike celestial magic and every dwarf will appreciate and study well-made weapons. Every race must act like and be identifiable as that race by all other players. By adhering to racial characteristics, this fantasy world of ours becomes much more real.

The following lists the basic NERO races (other than human). This is a very short overview. If you play one of these races, you can ask for a longer handout for your particular race that will provide more background for your character.

The skills mentioned in the descriptions below are explained in greater detail in the “Skill Descriptions” section. When reference is made to “Scholarly Skills” or “Stealth Skills,” it means only those skills listed under those categories in the Skill cost tables. (“Scholarly Skills” for example includes *Read and Write* and *Read Magic*.)

Note that if you are playing a nonhuman, you should buy your racial skills as soon as possible. After all, how can you possibly roleplay your race properly if you don’t have the basic skills and abilities that help to define that race? If you reach 5th level or so and still haven’t purchased your skills, other members of your race should treat you as inferior or look at you with pity because you cannot resist sleep or break a charm.

The next section of this book lists the various races other than human. (If playing a human, you are free to devise any sort of personality you wish without any benefits or disadvantages.)

Barbarian

Barbarians come from nomadic tribes and are unused to “civilized” society. They are a very superstitious lot and may often perform unusual small ceremonies to rid themselves of their “curse.” (“Oh-oh! Seven hobblings just crossed path! Bad luck! Now I must tie string around finger and walk backwards for an hour!”)

This is not to imply that barbarians have to be stupid—merely uncultured and somewhat primitive. In order to be identifiable as barbarians, you should talk poorly, dress in furs, and otherwise look primitive.

Although in-game there is a rumor about barbarians being able to go into a “berserker rage” where they can do great damage, such a skill does not exist in the NERO game. It’s all roleplaying.

Barbarian tribes (usually named after animals) are often very competitive and not too friendly.

Barbarian tribes are very earth friendly and in fact, celestial magic was unheard of by barbarians until the more “civilized” beings began

moving into their area. As such, barbarians distrust celestial magic and consider it “not natural.” Barbarians fear and distrust celestial magics and will dislike having celestial protective spells cast upon them. This distrust only applies to Celestial Defensive spells, and does not apply to Celestial Magic Items. It should be noted that there are some characters that refuse to use Celestial Magic Items for roleplay reasons of their own. This “Celestial Abstinence” is not required by the rules in any way. All players are encouraged to roleplay their characters in any way that they consider fun.

When a barbarian reaches the age of 18, he or she will ask the tribe leader for a Task of Adulthood. This task must require an extreme amount of bravery and challenge and may take many years to accomplish. Only when the task is completed will the barbarian be considered a true member of the tribe. Barbarians who switch tribes are likewise required to perform such a task.

Barbarians are strong and thus start off with two extra body points. They have to pay double for all Scholarly skills. They can also buy the skill *Detect Celestial Magic* which, once a day, will allow the barbarian to determine whether an item has any celestial magics present upon it.

Biata

According to legend, biata are descended from a barbarian tribe, but they do not act or look like barbarians. They have large upturned feathery eyebrows and often grow feathers in their hair and claws on their fingers as well. (The claws are decorative in nature and cannot be used as weapons.)

Biata tend to be very orderly in their philosophy of life—they always act with a purpose. They will not do things “on a whim” and are always working towards some goal. To other races, this tends to make them seem like extremists—either very good or very evil—but even the most evil biata will have his or her own code of ethics and will never act erratically or randomly. This also makes the biata seem very stubborn.

They are also very secretive about the origins of their race and will treat all other races as “outsiders” rarely worthy of complete trust.

It is said that biata were formed through magical mating of a gryphon and a human (or perhaps a barbarian). The Gryphon barbarian tribe was made up entirely of biata, and until the last Great Celestial Change in 590, all biata looked human.

Having celestial protective spells cast upon biata causes great discomfort. Most will refuse to sleep behind *Wards* and will not use celestial magic items. This distrust only applies to Celestial Defensive spells, and does not apply to Celestial Magic Items. It should be noted that there are some characters that refuse to use Celestial Magic Items for roleplay reasons of their own. This “Celestial Abstinence” is not required by the rules in any way. All players are encouraged to roleplay their characters in any way that they consider fun.

Biata, like stone elves, have spent years honing mental skills and as such can perform certain mental mind abilities. These abilities are all completely roleplaying in nature. Generally speaking, a biata can remove roleplaying insanity based on memories or otherwise “cure” mental damage on any willing subject. You cannot use this ability to tell if another player is telling the truth or to have that player remember events forgotten due to a *Forget-it* elixir or otherwise get around any NERO rule. A player always has the right to refuse to roleplay any of these skills and can at any time decide to “break off” contact or be cured.

In order to use this roleplaying skill, you must touch the other person and concentrate completely by either staring into each other’s eyes or having their eyes closed. You cannot perform any other in-game skill while roleplaying this. Any biata who simply touches someone and says “There, you no longer have a fear of heights (or whatever)” is not playing the race

properly. For more information about these skills, see “Mind Abilities” in the chapter on Special Abilities.

Biata can buy the skills *Break Charm*, *Resist Charm*, and *Resist Sleep*. Biata are attuned to earth magics and as such, cannot learn *Read Magic*.

Drae

Drae are dark elves, a mysterious race that mostly lives underground, shunning sunlight. They have jet black skin, white or silver hair, and pointed ears. They rarely socialize with other races and keep to themselves and generally feel themselves to be superior to all other races.

When playing a drae, the bottom line to remember is honor. The drae culture emphasizes honor to such a degree that a drae who has lost honor must commit suicide as punishment before honor can be regained.

This does not mean that you cannot be an evil drae; it merely means that you will keep your word once it is given. If you are disgraced in any way, you will publicly do what needs to be done for your honor to be restored.

Drae can have a sense of humor but must take their own actions very seriously. There are drae entertainers (though rare) but even these regard honor as the highest attribute.

Drae have -2 Body Points in the daytime (defined as 6 a.m. to 6 p.m.). At 6 a.m., the drae loses 2 points from their maximum Body Points (never below one Body Point), adjusting their current Body Points to match, if necessary. This means that a drae will never fall unconscious due to this penalty. At 6 p.m., the drae's maximum Body Points go up by exactly the same number of points that they went down the night before. This rule cannot be used to circumvent other effects where Body Points are lost.

Like other elves, they can buy *Resist Sleep* and *Resist Charm*. They cannot buy the skills *Two Handed Blunt* or *Two handed Sword*.

Dwarf

Dwarves are sturdy individuals who live in mountainous regions. Dwarves in NERO are not necessarily short (remember that all players and monsters are the same size as the person playing them), but taller players should think twice about playing a dwarf. In-game, the rumor is that dwarves are the small cousins of hill giants, and so to the giants, they were seen as short.

Dwarves tend to be friendly but secretive. They all have beards, although many females prefer a long “goatee.”

Their race enjoys and appreciates good craftsmanship, especially in weapons, armor, and jewelry. Because they live so much longer than humans, they tend to dislike the human's faster paced lifestyles (but they generally like the food).

Dwarves have an extreme hatred of trolls who often attack and take the dwarven caves for themselves. Their history is very lengthy but is mostly comprised of stories and legends of great dwarven heroes. Some of these stories can take many hours or even days to tell completely, and no self-respecting dwarf would consider telling an abridged version.

Dwarves are generally peaceful and have no problem with other races—although they think elves are pompous, humans are impatient, hobblings are troublemakers, and half orcs and half ogres are incapable of understanding the finer things in life (like a well made weapon and a fine wine).

They start with one extra body point and can buy *Weaponsmith* and *Armorsmith* skills for one point less. They can buy *Resist Poison*. Dwarves cannot buy the skills *Polearm*, *Staff*, *Two Handed Blunt* or *Two Handed Sword*. They must pay double for *Read Magic*.

Elf

Elves are long-lived people with pointed ears. That may be the only thing all the elven races have in common!

All elves can buy the skills *Resist Sleep* and *Resist Charm*. They have one less Body Point than a human character of the same class and level. They can buy *Archery* skill at half cost (round up), but they cannot buy the skills *Two Handed Blunt* or *Two Handed Sword*.

There are many varieties of elves. The most common are:

Amani elf: Amani elves are descendants of Quentari elves. Many years ago, a political rift developed in Quentari and many of the elves moved to the Ash Forest (or the “Amani” forest in their language) in the Duchy of Ashbury in Evendarr to start anew. Since then, they have spread all over the continent.

Amani elves are friendlier and more down-to-earth than their Quentari cousins. They get along much better with other races but still do not socialize a great deal with them. In fact, some parts of the Ash Forest are closed to other races completely. Even though they socialize with other races, they rarely marry any other than their fellow Amani elves. An Amani who falls in love with another race is not shunned from the society, but is obviously not treated with the same degree of respect by his or her fellow Amani elves.

Quentari elf: Quentari elves come from the elven kingdom of Quentari. They consider themselves to be the most civilized race; all others are barbaric in comparison. To some degree this is true—they have the oldest culture, the greatest cities, and the most learned scholars. It is this attitude however that makes their living with other races a problem, as no one likes being seen as inferior. Quentari elves tend to largely be scholars, and it is rare to encounter a Quentari elf who does not know how to read and write. When fighting, they tend to prefer bow and short swords, but even then, fighting is seen as a last resort when peaceful negotiations are unsuccessful.

Stone elf: Stone elves have whitish skin, upturned eyebrows, and pointed ears. Stone elves do not show emotions and as such are viewed by other races as humorless and intense. This is part of their culture as well as being part of their race. This restriction makes the stone elves very hard to roleplay—if you cannot keep a straight face when told a funny joke, you should not be playing a stone elf.

They have a natural affinity for celestial magics and make excellent celestial casters. Although there are of course healers in their society, most stone elf casters are celestial.

Stone elves, like biata, have spent years honing mental skills and as such can perform certain mental mind abilities. These abilities are all completely roleplaying in nature. Generally speaking, a stone elf can remove roleplaying insanity based on emotions or otherwise “cure” mental damage on any willing subject. You cannot use this ability to tell if another player is telling the truth or to have that player remember memories lost to *Forget-it* elixirs or otherwise get around any NERO rule. A player always has the right to refuse to roleplay any of these skills and can at any time decide to “break off” contact or be cured.

In order to use this roleplaying skill, you must touch the other person and concentrate completely. Any Stone elf who simply touches someone and says “There, you no longer have a fear of heights (or whatever)” is not playing the race properly. For more information about these skills, see “Mind Abilities” in the chapter on Special Abilities.

Wild Elf: Wild elves live in nomadic tribes like barbarians and share many barbarian traits. Wild elves are distinguished in-game by their furs and other barbarian clothing, even though they have pointed ears like all other elves.

Wild elves are not treated as “real elves” by most of the rest of the elven race. There is no outright warring going on, but the wild elves often feel as if they are second-class citizens even though they generally have all the rights as any other citizen.

The wild elf society is similar to the cultures of some American Indian tribes, with an emphasis on hunting and tracking skills.

Gypsy

Unlike other races that are distinguished by physical features, gypsies are defined by costume, behavior, and culture. To be a gypsy means to be boisterous, extroverted, and larger than life. Gypsies, a fiery and passionate race, love to dance and sing.

The most important aspect of gypsy life is family. The gypsies (or *Romani* as they call themselves) have enormous loyalty to their people, treating each as a family member and referring to them as “brother” or “sister.”

Many gypsy tribes may coexist in the same area, each being ruled by its own Bandleer or “Prince/Princess.” There is a Gypsy King but quite often this figure is far removed from normal gypsy life and has no great influence over the local tribes. Usually a gypsy tribe will have its own distinctive predominate color or marking, used to differentiate itself from other tribes in the area.

Gypsies can bestow or remove *Gypsy Curse* which is limited by the Gypsy Code of Honor. The Gypsy Code of Honor requires that a gypsy be always honest and trustworthy among members of his or her own tribe. The gypsy will support the other tribe members and will do whatever it takes to help (including lying to, stealing from, cursing or killing non-tribe members).

The Gypsy Code of Honor means respecting the actions of fellow gypsies as well. If a gypsy throws a *Gypsy Curse* on someone, it had better be for a good reason (otherwise, the recipient might take action against the entire tribe). If there was a good reason, then the entire tribe will support that gypsy.

Half Ogre

Half ogres are not human/ogre hybrids, but are rather a race that closely resembles ogres in coloration and behavior and were dubbed half ogres by those that first encountered them. They have yellow skin and protruding lower fangs.

Half ogres are tougher than average and are almost always fighters. They tend to be less intelligent and should roleplay difficulty in understanding complicated subjects. Note also that half ogres have a very short life expectancy compared to other races, and they mature faster, so that your starting player may only be four years old!

Half ogres are very tough fighters and they know it. It will be very rare when a half ogre shows any fear. They are usually first to run into battle and will almost never run away. However, they have an innate fear of undead and will have to summon up a ton of courage to fight any zombie, skeleton or vampire that comes their way.

Half ogres tend to see the world in simple ways. What good is writing if you can't fight with it? They think most of the other races are spoiled and live too fancily. Half ogres would rather spend their money on new weapons and armor than on fancy homes, fancy food, or fancy clothes.

Half ogres think that the concept of nobility is the most ridiculous idea “civilized” society has to offer. In the half ogre tribes, the tribal leaders are the best fighters. In fact, half ogres are constantly fighting among themselves for dominance.

If a half ogre sees another, it is likely that they will fight to establish who is dominant. The fight is never to the death but only until one of the half ogres acknowledges the other's superiority. There is never any

cheating nor are there sneak attacks in this sort of battle; there is great honor at stake in the half ogre community.

They start with two extra Body Points and must pay double for all Scholarly skills.

Half Orc

Half orcs may have at one time been human/orc hybrids but have now evolved into a race of their own. They have green skin and protruding lower fangs or teeth.

Half orcs are tougher than average and are almost always fighters. They tend to be less intelligent and should roleplay difficulty in understanding complicated subjects. Note also that half orcs have a very short life expectancy so that your starting player may only be four years old!

Half orcs regard honor in combat as the highest and most respected goal in life. They would rather die in combat than of old age, and would never be seen running from a battle unless the situation were completely overwhelming.

The half orc society is clan-based, where families and blood relations are regarded as most important. Individual half orcs may leave the family to adventure with other races in order to establish glory and a name for themselves.

Half orcs start with two extra Body Points. They must pay double for all Scholarly skills.

Hobling

Hobblings are peaceful people and generally are smaller than average. They have furry feet and hands, as well as bushy sideburns and eyebrows.

Hobblings love working with their hands and as such are often craftsmen. They are friendly and cheerful and have a great sense of humor, and quite often use their charisma to their advantage.

Hobblings do not generally like adventure even though they love the treasure that can come from adventuring. Their treasure will be spent on fine food, good clothes, and a high standard of living.

Their love of living well means that most hobblings are businesspeople first. The thought of doing something for free is appalling to them, and although to some this appears to be mere laziness, in fact hobblings consider this common sense. They are completely honest in their business deals however and always keep to their promises once made—however, you'd better read any contract with a hobbling very carefully, as they know all the loopholes. They make excellent spies as long as the money keeps coming in.

Hobblings begin with one less Body Point. Hobblings cannot be fighters and cannot use two handed weapons. They can buy *Pick Locks* and *Disarm/Arm Traps* at half price (round up) and can buy the racial ability *Resist Poison*.

Mystic Wood Elf

Mystic Wood elves are a strange race of creatures originally from the Mystic Wood in Northern Evendarr. They are not really elves but were called that by the people who first encountered them. Mystic Wood elves have elven ears but also small horns on their foreheads. Popular theory holds that they are descended from elven-satyr/nymph hybrids, but this has never been proven..

Mystic Wood elves hate (or at the very least find distasteful) all forms of enslavement, from slavery and kidnapping to magical charms and alchemical controls. For example, a Mystic Wood elf that finds a *Dominant* elixir will probably destroy it. They may also attempt to break any charms they find on others.

Mystic Wood elf society is organized into 3 major clans, and these clans are viewed as family by the Mystic Wood elf. Mystic Wood elves have two names, their “road” name which they commonly use, and their “real” name which they usually only share with their most trusted friends outside the Mystic Wood elven community. Mystic Wood elves have a remarkably high tolerance for alcohol and love travel and adventure. For them, getting there is not half the fun, it’s all the fun.

Mystic Wood elves are natural born artisans, and can buy *craftsman (other)* skill for 2 build points instead of the 3 build that it costs other races. For each level attained, a Mystic Wood elf must buy at least one of the following skills: *Alchemy, Armorsmith, Craftsman (type), Create Potion, Create Scroll, Create Traps, Disarm/Arm Traps, Evaluate Item, First Aid, Healing Arts, Herbal Lore, Pick Locks, Read and Write, Read Magic, or Weaponsmith*. Mystic Wood elves can also resist charm for 3 build and charm break for 2 build. As they are not elves, Mystic Wood elves are not bound by the elven disadvantage package (i.e., they do not lose 1 body and can use two handed weapons).

Sarr

Sarr are a race of felinoids, so the best way to roleplay a sarr is to think like a cat!

Sarr should be insatiably curious and independent. Although they will form attachments for adventuring groups, they will also strike out on their own in search of adventure when the urge hits them, and can easily turn on former friends if wronged.

Do not think that sarr are cute little fluffy kitties; they are some of the fiercest fighters of all the races. They never forget an enemy and always seek revenge no matter how long it takes.

Sarr are susceptible to catnip and also peppermint leaves. They will become agitated and will have either an extreme violent reaction or a playful one. Of course, when a cat plays, it does so by attacking something . . .

Sarr must wear makeup to appear as one of the large hunting cats. The bottom of the nose should be dark. Whiskers, stripes or spots may be added if appropriate. If you play a black panther sarr, you must wear a prosthetic cat nose, cat ears, or other additions to make it clear to all that you are not a drae.

Sarr may buy the skill *Resist Poison*. They also have superior scenting abilities, and as such may detect an alchemical substance or disease on an item if they spend one minute inspecting it (This racial skill does not allow them to tell what kind of alchemical substance or disease is present.)

Sarr cannot buy the skills *Archery, One Handed Blunt, Staff, Thrown Weapon, Two Handed Blunt, or Waylay*. The only small weapon allowable is a dagger or hatchet. All weapons must be edged.

Scavenger

“Scavenger” is a generic term used for any type not covered by the other races. They are humanoids with mundane animal-like characteristics (rat, badger, skunk, dog). 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 roleplay their particular animal’s characteristic. A scavenger possum should play dead during a battle. A scavenger dog might enjoy hunting. A scavenger fox should be cunning.

All scavengers do not understand the concept of possessions as do the other races. They will take what they need and share what they don’t.

In exchange, they of course expect others to give them what they need when they need it.

Scavengers are very hardy survivors on the fringe of civilization and can buy the skill *Resist Poison*. They have superior scenting abilities and may detect an alchemical substance or disease on a 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.)

As they do not have the upbringing and education of other races, Scavengers must pay double cost for all scholarly skills.

Cultures

In addition to playing various races, it is also fun to play a character from an unusual culture as well. The in-game guides to the various countries and duchies of the NERO world can give you some ideas. The more cultures we have in the game, the richer the roleplaying experience.

You might also wish to create your own culture. However, understand that you should be very careful about what you say in-game about your culture, because you may end up having to take it all back if the Plot Committee says no.

For example, if you have written up a history of another country far off on the other side of the world and wish to play someone from that culture, we encourage that but you must make sure that nothing in your concept of this country violates NERO policies, rules, or the in-game history!

You cannot be a traveler from another planet or from the future or from a modern democratic society; the basic concepts of medieval society should still exist. Use current countries as described in your chapter’s *Player’s Guide* as a guideline. And don’t be upset if it is not accepted!

You should write up your concept of your culture and submit it to your local Plot Committee for approval along with your character history. If you want to show up on an event playing that character before the history is approved, you should refuse to speak about your culture too much in game. (Also note that any culture suggestions, once accepted, become the property of NERO.)

This is a delicate balance we are creating: we want to encourage players to create more than a strictly European medieval feel to the game while at the same time we want to prevent the game from becoming impossible to manage. We can’t have six separate island nations at exactly the same spot on the globe. That is why it is imperative that if you want to talk about your culture in-game, you must get it approved by the Plot Committee.

In addition, you should be careful if you wish to play a culture that is based on a real Earth culture. For example, if you wish to play a barbarian based on an American Indian culture, please make sure that you know something about that culture. If you walk around going “ugh” and “how” and calling people “Kemo-sabe” you may be asked to stop.

The best bet is to not play a character from a real culture with which you are not very familiar. We love having characters from societies based on medieval Japan or ancient Egypt or the Hawaiian Islands or Africa, but we definitely do not want players with no knowledge of those cultures to play insulting stereotypes from those cultures—even if no insult was intended.

The most important thing is to prevent your character from being insulting to people whose heritage really is of that culture. At the risk of saying we want PCPCs (Politically Correct Player Characters), please be careful. Just think first.

Monsters and Other Non-Player Characters

NPCs and Monsters are guided by a Monster Master who assigns them duties. The Monster Master, in turn, answers to the Plot Committee and their weekend director. If an NPC character dies or completes his or her assignment, the NPC player must return to the monster cabin (which is off-limits to everyone except NPCs and marshals). They can then be sent out again as another NPC.

Many NPCs are used in set encounters like guarding a tomb or capturing a character. Others simply wander around the woods looking for unsuspecting adventurers to fight. There are specific monster areas in the woods where certain types of monsters appear from time to time and wait for the adventurers to find them.

All NPCs aren't necessarily monsters nor are they placed out there just for PCs to fight. An NPC may have the sole purpose of providing information or entertainment or to add live richness to the game. NPCs may be bards and entertainers, beggars, merchants, hired thugs, or anything else needed to advance the proper town atmosphere. NPCs who are not monsters should be indistinguishable from any player.

There may also be some full-time town NPCs such as the major Guild leaders and some of the highest nobility. They are NPCs because they also serve a logistics function or because they are controlled by the Plot Committee. These NPCs, like all NPCs, have a limited number of lives and in all aspects must follow all game rules.

Players who wish to be NPCs get compensation for the work they do. In exchange, we expect our NPCs to do what they are told and follow the rules.

NPCs are supervised closely by our Monster Marshals who answer directly to the Plot Committee. When judging whether to give an NPC an important role, the Monster Marshal will consider the following criteria:

Roleplaying: How well can you act? Can you do accents and be someone different each time? Do you put an effort into makeup and costuming? Can you think on your feet and react as your character would?

Fighting: How good of a fighter are you? Can you fight in different styles with different weapons? Are you a safe fighter?

Spellcasting: Do you know all the verbals? Can you cast quickly and efficiently?

Gaming Skills: Do you know the NERO rules? Do you play fairly and honestly? Do you understand the purpose of NPCs?

For more on NPCs, see the chapter on "How to Be an NPC."

Matters of Life and Death

Hit Points

Your character's health and the quality of his or her armor are represented by the use of Hit Points. They are distributed at check-in according to your class, level and the type of armor worn. Hit Points represent the amount of damage you can actually sustain before dying.

There are two types of Hit Points: Armor Points and Body Points.

Armor Points represent the additional protection that is gained from armor. These points are usually lost first. The defensive spells *Shield* and *Greater Shield* provide additional armor points.

Body Points represent how strong and healthy your body is at that moment. The defensive spells *Bless* and *Greater Bless* provide additional Body Points.

When in a battle, armor usually takes damage first and then Body Points. There are exceptions. Some spells and skills state that only body or only armor is affected.

You will be given tag representations of armor and body points as well as a key ring on which to hold them. Body Points do not regenerate

from day to day but you will receive your full amount of Body Points at the start of each new NERO event.

Lost Armor Point and Body Point tags must be adjusted at the end of the battle. Armor tags must always match the physical representation worn. You cannot use a tag representing 14 points of armor while you are only wearing 6 points.

Life and Death

Knowing the rules in this section can literally make the difference between life and death. Some of this will be confusing upon a first reading, as this section makes references to rules that have not yet been covered. If this is your first reading of the NERO *Rule Book*, get the general idea of this section and then come back after you've read more.

Unconscious: If you are reduced to exactly zero Body Points, then you are unconscious. You will regain consciousness (at one Body Point only) after ten minutes.

You can make no sounds at all while unconscious or dying. If your party doesn't notice you lying there, you can't moan or say "Well, it looks like I'm unconscious."

If you wish, your character may opt to stop struggling to regain consciousness and die. Upon being reduced to zero Body Points, you can declare that you are "choosing to die" (This is an out-of-game statement). At that point your Body Point total drops to -1 and you will begin dying. This option is to allow you to "choose to die" rather than be captured by an enemy.

Carrying the Incapacitated: To carry another character or creature who is incapacitated, you must place a hand near the torso and tell the other player "I am carrying you". The recipient must get up and stand in front of you. Then, hold both hands over their shoulders to indicate you are carrying them. You must walk at a normal pace. You may work forward or 'drag' them by walking with them backwards. If you have Superhuman Strength or you use an Endow, both of you may run together for 10 seconds, without keeping your hands over their shoulders. Whether walking or running you must wait for the person playing the body to get up and follow you. You cannot "tag" them and sprint, claiming that you have the body. The person must move with you. You cannot carry bodies when in combat. If a packet, weapon, or other game effect strikes you, or the body being carried, you must drop the body (if still able to drop it) that you are carrying until the attacker has moved on, or has been otherwise disabled. The effect is applied to whomever it hit, following all normal NERO rules. Likewise, all of the same rules apply if you use a game effect upon yourself, including Imprison, healing spells, or gaseous form. (If you cast Imprison upon yourself or go gaseous, the carried body must be dropped and hence cannot be included in the effect)

Dying: Any time you are reduced below zero Body Points, you drop to -1 and no further, even if the last blow on you did 48 points of damage. Once you are reduced to -1, then your character is dying. You will die unless given *First Aid* or curing within one minute. This one minute is referred to as your "death countdown."

First Aid takes a complete uninterrupted minute to be successful. Once *First Aid* has begun, the one minute death countdown freezes. If you receive another hit while in this condition, then the aid is considered to be interrupted and you will continue the death countdown from where it was interrupted by the *First Aid*.

If the *First Aid* is completed, then you will be at zero Body Points (unconscious) and will wake in ten minutes with 1 Body Point. *First Aid* is not required if you are at 0. Curing that brings you to at least 1 Body Point will immediately bring you to consciousness without the minute needed for *First Aid*.

If you are at -1, then for all healing, it only takes 1 point to reach zero. So, for example, after a *Cure Light Wounds* spell, you would have 1 Body Point. After a *Cure Mortal Wounds* spell, you would have 23 Body Points (if you can handle that many!).

Dead: If you are reduced to -1 and you are not given either *First Aid* or some sort of healing within the one minute period, then you are dead. If you are given a *Killing Blow* at any time, you are dead. All of your active spells, alchemical substances, and other effects will immediately disappear. The only things that will remain are *Gypsy Curse*, *Vampire Charm*, *Forget-it-Well*, *Forget-me-Not*, *Enslavement*, *Euphoria*, *Love Potion #9*, *Paste of Stickiness*, and *Physical Pin/Bind/Web/Confine*. Sometimes, a *Curse of Transformation* or an *Infection* might disappear when a character dies. No other game effect is active after death, except for certain Formal Magics (this will be stated on the tag).

The only thing that can save you now is a *Life* spell delivered within five minutes. Even if a *Life* spell is given to you, all your active spells, alchemical substances and other effects (except those listed above) are lost. If the five minutes pass without a *Life* spell, then you must immediately become a spirit and can only be brought back by a resurrection.

Example one: Dreyfus has a total of 14 points counting his Armor Points, Body Points and all protective spells. He is in a fierce battle and takes exactly 14 points of damage. He falls to the ground unconscious. Nobody gives him any curing, so he awakens in ten minutes with only one Body Point.

Example two: Dreyfus takes 20 points of damage in the battle and falls to the ground. He is now dying. He begins counting down in his head the minute before his death. Before he gets to "60" he is reached by Chelsea the healer who gives him First Aid. After a complete minute of receiving First Aid, he will no longer be "dying" and will now merely be "unconscious." In ten minutes, he will awaken at one Body Point.

*Example three: Dreyfus takes 20 points and falls to the ground. He begins the death countdown but almost immediately is hit with a *Cure Wounds* spell (worth 4 Body Points) from Chelsea. Since he has no Shield Magic defensive, he is affected by the spell, and he jumps back up and runs back into battle. He now has 3 Body Points.*

*Example four: Dreyfus takes 20 points of damage and begins the death countdown. A minute goes by and no one gets to him with First Aid or any curing. He now begins a five minute countdown in hopes that someone happens by with a *Life* spell. If no *Life* spell arrives within the five minutes, he is dead and must be resurrected.*

Note that in even though there was no mention of exchanging of tags, it is imperative that all appropriate tags be removed after a battle.

Spirits

When your character dies (after the point at which a *Life* spell will no longer work), you must become a spirit. You must put on a white headband and head immediately and directly to your chapter's resurrection point (usually the Healers' Guild) to register your death.

The spirit is completely invisible to the world around it and may not interact in any manner with other characters (no noises, no charades. . .nothing!). Spirits travel only as fast as the player walks—no running to the Healers' Guild.

A *Life* spell requires the portion of the body in which the "spirit" remains when death occurs. Thus if a body is dismembered, the spirit will remain with the part of the body that it chooses; however, it must choose a part of the body that was a functional part of the body at the time of death (no leaving hair follicles with friends before dying!). The player that makes this choice accompanies the body part they have chosen to remain within until the chance for a *Life* spell is past. At this point they become a spirit

and must proceed directly to the Healer's Guild or some other permanent Earth Circle.

*For example: Dreyfus the fighter is killed by the Order of the Axe bandits. The bandits sever Dreyfus' arms, legs, and head. ("One I cut off your arm, Two I cut off your arm, Three I cut off your arm.") and send each piece off with a different person, hoping to prevent the use of a *Life* spell. Dreyfus may choose to travel with either the torso, either arm, either leg, or the head. In order to deliver a *Life* spell to Dreyfus, the spell must be delivered to the portion Dreyfus chose.*

*Anyone (absolutely anyone) can tell if a spirit is present in a particular body piece and thus would know whether a *Life* spell is possible. Well, poor Dreyfus isn't having an overly good day, and nobody arrives with a *Life* spell in time (five minutes from the point of death). Dreyfus dons the white headband and heads directly to the Healers' Guild.*

It is impossible to burn or otherwise completely destroy the body before the five minute *Life* spell requirement is used up. Therefore, any effects that accelerate the destruction of the body, or otherwise change the way the *Life* Spell works (like *Mummy Curse* or *Disintegrate*), are currently not allowed. We know this doesn't make complete in-game sense but this rule is to prevent every single kill from turning into a "Let's burn the body!" situation.

The five minute time period for a *Life* spell continues to elapse even if you are raised as an undead after being given a *Killing Blow*. If you are raised, you cannot then "choose to die." If during the five minute period you are "killed" as the undead and then given a *Life* spell, you will reawaken alive but with no knowledge of your time spent as an undead. If the five minute period expires and you are still an undead, you will remain an undead until destroyed, at which point your spirit will immediately head to the Healers' Guild for resurrection.

*For example: Poor Dreyfus falls fighting against a necromancer and his undead abominations. He is at -1 Body Points. He lies there for a minute but no one comes to him with First Aid. (Dreyfus is keeping track of the time.) At the end of the minute, he is now dead and all of his *Spell Protectives* gone. The necromancer sees Dreyfus and then casts a *Create Undead* spell on him. Dreyfus rises as a zombie. He attacks his party, and the battle lasts more than two minutes. During this period, they throw *Life* spells at him, but they have no effect because he is a zombie. Finally, they knock him back down to zero body points. He is no longer a zombie and is merely a dead body. Since the five minutes since the time of his death are not up, a *Life* spell will still save Dreyfus, but since the one minute period for First Aid has expired, he can no longer be saved by First Aid or a curing spell. The countdown did not stop when Dreyfus became a zombie.*

Resurrections

Upon entering the Healers' Guild, the spirit remains unable to interact with characters, but anyone inside the Circle and Invested in the Circle will "sense" a presence and will know the identity of that presence if it is someone they know. They may then resurrect that spirit, and after fifteen minutes the body will be restored to the spirit. The identity of the spirit does not have to be known in order to be resurrected.

You must be Invested in the Circle to be able to start the resurrection, but once it is begun, anyone with the skill of *Healing Arts* can complete it. If no one is available with *Healing Arts*, then the spirit can resurrect on its own once the Invested member has begun the resurrection. However, in-game, this is very painful emotionally to the recipient.

For example: Guildmistress Gina is in a quandary. It seems the entire town is fighting a huge battle against Destructo the Chaos Elemental, and she has been left alone in the Healers' Guild. Over ten spirits have arrived and are waiting to be resurrected. If she tried to resurrect them all

personally, it would take over two hours! Instead, she does the best she can under trying circumstances and goes to the first spirit (a poor human fighter named Dreyfus), starts the resurrection, moves onto the next one, starts that one, and so on down the line. Fifteen minutes after she started Dreyfus' resurrection, he will awaken. His mind is confused and angry as if he had just risen from the most hideous nightmare he had ever experienced.

A spirit can reject a specific healer but stay in the Circle waiting for another person to perform the resurrection. The rejected healer will be aware that the spirit is refusing to resurrect under his or her guidance but will not be able to tell which healer the spirit is "requesting" or waiting for.

The spirit is not aware of any character plans to resurrect in specific circles based on the means of death. Thus you cannot say to your friends "If I resurrect in Bristol, that means that Enemy X killed me; and if I resurrect in Wildwood, that means Enemy Y."

The spirit will normally go to the closest permanent earth Circle of Power to resurrect. No in-game knowledge is necessary for your spirit to find the "closest" Earth Circle. This includes Circles that your character has never seen in-game. A spirit can choose to go to a different Circle than the closest one if the closest Circle is hostile, but the character, once resurrected, will not be aware of this decision.

The Player, not the character, determines "hostility". This is a fine point, at best, but it means that out-of-game knowledge is used when deciding whether to resurrect at a given circle. For example, let's suppose your character dies, and a Forget poison is used. When your body dissipates, you go to the Earth Circle. When you get there, you see your character's killer hiding behind the cabin where the Earth Circle is located. You decide to resurrect elsewhere because the circle is "hostile" to you. This is allowed and is well within the rules. As a matter of fact, no one in the game, not even a marshal, can ask another player to justify why they decided that a particular circle is "hostile". It's an out-of-game decision, made by the player, and can be made for no reason at all. The decision to resurrect elsewhere can even be made after the resurrection has started. Of course, once the resurrection is finished, it's too late.

If your character decides to go to another Circle other than the designated in-game Circle during a weekend event, you must go to the resurrection point out-of-game to record the death and let them know what you are planning. You may be required to stay out-of-game for a period of time to represent the amount of time it would take for your spirit to travel to the next closest permanent earth Circle and for your body to then travel back.

Example one: Dreyfus is killed by his arch enemies the Order of the Axe. The player waits where Dreyfus died hoping someone with a Life spell walks by, but no one does. He puts on his white headband and heads to the closest permanent earth Circle, which is at the Healer's Guild. Inside, the Guild is a friendly and inviting place. Outside of the Guild, he sees the Order of the Axe waiting for him to resurrect so they can follow him and kill him again. He can choose to resurrect elsewhere.

Example two: Dreyfus' spirit goes to the Guild and discovers that the person who will be resurrecting him will be Vorin, a member of the Order of the Axe. Dreyfus can decide to take his chances with Vorin (after all, would Vorin really try anything with all these witnesses around?) or, if he chooses, he can go to the next closest Permanent Earth Circle. He may also refuse to be resurrected by Vorin, in the hope that some other healer will then come by and perform the resurrection. However, once an invested character begins the resurrection, and the spirit accepts the resurrection it must be completed.

Example three: Poor Dreyfus is wanted by the Town Guard for crimes he has committed. He has been hiding out in the woods, but his luck ran out and he was killed by trolls. He feels that if his spirit were to

resurrect in the Healers' Guild, he would be immediately arrested. He can choose to go to another Circle.

Example four: Dreyfus is killed by the Order of the Axe in their very own permanent earth Circle hidden deep in the woods. Dreyfus does not want to be resurrected there and can choose to go to the next closest Circle.

When the spirit appears at the Circle, it appears intact and whole, even if the body had been hacked to bits and separated. All body parts remaining will disappear when the resurrection is completed. (That's why many monsters don't like to eat adventurers—one hour later and they're hungry again.)

It is impossible to tell how someone died from looking at their spirit. When looking at a *body* that has just died, a person with the skill *Healing Arts* can tell if the person probably died from weapon wounds and whether the weapon was edged or blunt, but cannot tell if the person was killed by spells or poisons. Once the resurrection begins, though, there is only a spirit, and all of this evidence is no longer discernible. Determining the method of death at that point is no longer possible.

Many resurrections are performed by a character who tells a story about the events of what occurs during the fifteen minutes and the person receiving the resurrection may choose to have their character believe that story, or any other as they prefer. Each and every story should abide by NERO rules and any problems should be reported to a Marshal.

For example: Dreyfus' spirit heads to the Healers' Guild Circle once again. Upon entering the Guild, Cap the sailor (an invested healer) senses that a spirit is present. He has met Dreyfus before, so he knows the identity of the spirit and begins the resurrection. While doing the resurrection, Cap tells Dreyfus a story, describing the feeling of a ship traveling through a storm and then safely into a harbor. The character playing Dreyfus may then choose whether Dreyfus recalls the experience of Cap's story or not.

At the end of the resurrection, the person must say "I reform one, I reform two, I reform three". There is nothing that will successfully affect a resurrecting body during a three count. The last three seconds are considered part of the time in which the spirit "cannot interact with the world around it" and hence nothing will affect the character. You cannot begin a three-count, including a killing blow, upon a resurrecting body until after the resurrection count is over.

A newly resurrected character has his or her maximum Body Points and will awake from resurrection completely naked and without any game possessions at all (unless, of course, the character's friends have brought the character's possessions to the Guild). All remaining spells and elixirs that were present on the character will be gone, including *Gypsy Curse*, *Vampire Charm*, *Enslavement*, *Euphoria*, *Love Potion #9*, *Paste of Stickiness*, *Physical Pin/Bind/Web/Confine*. Most of the time, a *Curse of Transformation* or an *Infection* will disappear when a character is resurrected. Note that the lost memories from *Forget-it* poisons are not restored by resurrection. No other game effect is active after death, except for certain Formal Magic (this will be stated on the tag).

Each time your character dies, he or she adds another Death to their Death Total. Every character gets two guaranteed resurrections. After that, there is a chance of dying permanently and not coming back.

When you show up at the earth Circle to resurrect, a Marshal will update your Death Total and then will ask you to choose from the Bag of Chance.

In the bag will be ten stones. There will be one Death Stone for each time you have died beyond the two free resurrections. In addition, there will be a number of Life Stones put into the bag so that the total number of stones is always ten. If you choose a Life Stone, then you can successfully be resurrected.

If you pick a Death Stone, then your character has permanently died. At this point, your character's body reforms exactly where it dissipated. The body will remain there until someone finds it and takes it.

However, lying out in the middle of the woods all night hoping someone finds your body is not fun for most players. Therefore, it is completely acceptable to leave a note saying "You see Deathbringer's body here."

In rare instances, you may choose to have your body crumble into dust. Any spirit-linked items will remain there and will be spirit-linked to the next appropriate person who touches them. (Some chapters have different rules regarding spirit-link.)

Note also that in some chapters, the resurrected character does not remember the half hour previous to its dissipation. In these chapters, one or more of the Life Stones may be a special Life Stone: the Memory Stone.

If you choose the Memory Stone, you will have a "perfect resurrection," with complete memory of your death. In-game, only the character being resurrected knows whether a Memory Stone has been pulled. It is not something that can be determined by the invested member or by *Healing Arts*.

Life Tickets

You are given a Life Ticket at check-in. This must always be carried with you on your skill ring. The Life Ticket lists your name, your character's name, and the date of the event. At the bottom of the Ticket is a flag labeled "Alive." The Life Ticket represents your last body point (as long as the "Alive" flag is present).

If you die, you are required to rip off the bottom "Alive" flag of the Life Ticket. If you die and are given a *Life* spell in time, you will attach the *Life* spell tag to your skill ring (with the "uncast" flag ripped off, of course). If you are not given a *Life* spell in time and must be resurrected, the Invested healer at the Earth Circle will give you a Resurrection Ticket.

Example one: Thornheim the Barbarian falls in a battle and is unconscious at zero Body Points. The monster that fought him takes all relevant spell tags and hit point tags but leaves the Life Ticket because there was no Killing Blow. After ten minutes, Thornheim awakens. His Life Ticket represents his one Body Point.

Example two: Thornheim is given a Killing Blow. He gives the monster the "Alive" flag from his Life Ticket as well as all other relevant tags. Fortunately, Sindranimus the Healer walks by, and seeing Thornheim lying there, casts a Life spell in time. Sindranimus rips off the "uncast" flag from the Life spell tag and hands it to Thornheim who places it on his skill ring. The Life spell tag now represents his one Body Point.

Example three: It is a few hours later and Thornheim is now fully healed. His Life Ticket is still missing the "Alive" tag but he has a Life spell tag to replace it. Suddenly his arch enemy Tyrannus jumps from behind, kills him and gives a Killing Blow. Thornheim hands over the Life spell tag which represented his last point. No one comes along with another Life spell in time, so his spirit goes to the Healers' Guild where it is successfully resurrected. The Healer there rips off the "unused" flag from the bottom of a Resurrection Ticket and gives it to him. This now represents his final Body Point. The Healer will also give him the extra Body Points he needs to reach his maximum.

When you check out, you must turn in your Life Ticket. If your "Alive" flag is missing, then you must attach either a *Life* spell tag or a Resurrection Ticket to it. If you do not, your character will be listed as having taken a death. In-game, your character would have died through an accident. You might also be required to choose from the Bag of Chance, if applicable.

Be aware that checking out without a Life Ticket or with a Life Ticket that has the "Alive" flag missing but with no *Life* spell tag or Resurrection

Ticket attached will certainly cause the NERO staff to look into the situation to make sure you are not cheating.

Experience Points

Experience Points (XP) are used in NERO for the advancement of a player's character.

Whenever you attend an event in NERO, you will receive a certain number of experience points just for attending the event. These points are known as your Base Experience Points. In NERO parlance, this has become known as your "blanket."

Base XP represent the things your character does on an event that may not be able to be rewarded in other ways. You may kill monsters and get no treasure, or perform some sneaky act that has no monetary reward, or otherwise roleplay to the benefit of all but to no great personal advantage.

Base XP are determined by your current total Build Points (see below), including the initial 15. If you currently have 40 BP, then you will receive a base of 40 XP for the event. This is based on a typical NERO weekend, which consists of two game-days (that's half a "blanket" per game-day). On long weekends (three game-days), you will receive 150% of your "blanket" (or 60 XP in our example), and for an Adventure Day module, you will receive 25% of your "blanket" (or 10 XP in the example). As already stated, a full-fledged Adventure Day counts as a half blanket. If a chapter wishes to award more than ½ blanket per calendar day, they should get approval in advance from the NERO Int'l office.

In addition, you can turn in extra Experience Points, represented by game money. Each silver piece is worth one XP. The maximum number of silver pieces you can turn in is equal to your Base XP. If you have 40 Build Points at the beginning of a weekend event, you will earn 40 Base XP and can turn in up to another 40 silver pieces to earn a maximum of 80 XP for the entire event. This is known as "maxing out."

Example: DiGiacomo the Jester spends the entire event entertaining (and stealing swords when no one is looking) and so has earned over a hundred silver pieces. His character card shows that he has 36 BP (which includes the original 15), so when he checks out, he hands over 36 silver pieces, representing 36 Loose XP. This means he has earned a total of 72 XP for the weekend (36 Base XP and 36 Loose XP).

You can earn money in-game in many ways. You can sell scrolls, spells, potions, or elixirs; you can repair armor; you can hire yourself out as a bodyguard; you can entertain in the tavern; you can kill monsters and hope they have treasure; you can beg; you can borrow; you can steal—the possibilities are endless. Keep in mind however, that you will have expenses as well (such as armor repair, healing, taxes, and weapons) and not every silver you find will necessarily be used for Experience Points.

One way to earn game money is to sell food, costumes, weapon phys reps and other items for game money (as well as real money). NERO encourages real merchants since it adds to the atmosphere of the game.

Build Points

Experience Points are automatically converted to Build Points (BP), which you then use to buy skills for your character. The amount of Experience Points needed to buy a Build Point is based on your level. Your level is determined by how many Build Points your character has. It takes 10 Build Points to gain a level.

All characters start with 15 Build Points that are used for initial skill purchase. Therefore, 1st level is from 15 to 24 BP.

Levels

Your level determines how many Body Points you get and how many Experience Points you need to get a Build Point. The table above shows

the character's level based on the total Build Points. It also shows the number of XP needed for the next BP, and the Body Point value per class (fighter, rogue, scholar, and templar) for the level attained.

The chart on the next page allows you to determine your BP total based on your XP, and also shows how many XP you need to make a BP based on your current XP total and your level.

Skills

The NERO game system is based on the purchase of skills. The learned skill allows you to perform a particular task or group of tasks. Many can only be used a limited number of times per day. Some skills allow you to improve your abilities when the skill is bought multiple times. Be sure to carefully read the skill descriptions.

In any case where a skill can be used only a certain number of times per day (such as *Critical Slays* or spells), you must replenish tags for the skill each day. On a full weekend event, the "day" runs 24 hours from when the game starts (approximately) and so the time you may pick up new per-day skill tags is usually at 6 p.m. This is known as the start of the game-day. On an adventure day module, the game-day starts before the module in which you participate. An adventure day module that runs for more than one real day is considered the same game-day.

The Skill System

NERO is a fantasy game. By that, we mean that it is a compilation of rules and customs by which we allow people to simulate doing things that they cannot really do. The most obvious of these things is magic. Very few of us can actually conjure up magical forces to affect the world around us!

You should not be fooled into thinking that your personal skill equates to the character skill it represents. For instance, we have weapon skills. You must have *One Handed Edged* weapon skill before you are allowed to use a sword. Many people have asked if they can at least pick up a sword and block blows with it—after all, anyone could make the attempt, could they not? The answer is no, in our game they cannot.

The level of skill represented by the skill bought can be considerably different from that of your average player. It represents a skill that has required hours of practice a day for months to gain. When such an individual is faced with a person totally unskilled in weapon use, they would strike the person down with ease. The player's skill may be somewhat less than that of the character, however, so the restrictions are used to simulate the skills.

Similarly, the proficiency system represents a level of skill that the player might never obtain. We use it as a way to artificially give a player's character, no matter what his or her real world skill, an advantage over another whose character is not as skilled. It allows a player of indifferent skill to defeat or hold their own against a player of much greater skill.

This is, after all, a fantasy. A person should be able to acquire skills that allow their character to do things that they themselves could not do in real life.

Teaching and Learning Skills

Your character will start with 15 Build Points which you can use to buy whatever skills you want. After that, most chapters require you to locate another character in-game to teach you the new skill. The way this is done varies from chapter to chapter, so be sure to check with your local game when your character is ready to learn new skills.

It is very unusual to not be able to find someone in-game able to teach you any skill you want. There are always at least a few NPCs who have the skills needed (sometimes they are one-time-only NPCs traveling through town for that specific purpose). If completely lost as to where to go

to learn a skill, your character should always start with the appropriate guilds.

In addition, there are two exceptions to all of these rules: The skill *Craftsman* does not have to have a teacher since it is primarily a roleplaying skill and there are so many possible crafts to learn; and racial skills (such as *Resist Sleep*) do not have to be taught. However, in-game, your character should still try to learn these skills from someone else for roleplaying purposes.

Note that even though a skill is "taught" in-game, the character will not be allowed to use the skill until the character has been updated in the NERO database so that you will have a character card showing that skill. In essence, this means that you should choose your skills and find a teacher even before you earn the BP.

These rules do not apply to spells and alchemical recipes. To learn a spell or alchemical recipe, you must have the proper spell book or recipe book. You can actually have spells and recipes in your book that you do not yet have the capacity to use.

Example: Ichabod heads to the Mages' Guild and pays them to copy the spell Dragon's Breath into his spell book. Even though it is in his book, Ichabod will not be able to cast that spell until he learns an 8th level Spell Slot—and a Spell Slot is a skill that must be taught to him using the system described next.

Spell Slots

There are special rules for spell acquisition that are unlike most other skills in the game. When you purchase a 1st level spell from the skill list, what you are actually buying is the ability to memorize and cast one 1st level spell. This is known as a *Spell Slot*.

You may memorize any 1st level spell that you have in your spellbook and store it in this slot. Only one 1st level spell may be stored there per day. Once that spell has been cast, the slot must remain empty until the start of the next game-day at which time it can store another spell.

This is not the same as having a 1st level spell in your spell book. It is possible for you to have three 1st level spells in your spell book, but have only one 1st level spell slot. You must choose which of the three spells you wish to store in that slot for the day. If you have several spell slots of a given level, you can fill them with any combination of spells (of the appropriate level) that you know.

You must buy spell slots in a proportional pyramid fashion. If you wish to buy a spell slot of a particular level, then you must have two more spell slots on the level below.

In other words, you must have a minimum of one spell slot difference between any adjoining levels and a maximum of two spell slots difference. If you wish to buy your first 2nd level spell slot, you must have at least two 1st level spell slots already, but you may not have three.

Imagine the pyramid as needing the proper support to prevent it from collapsing from being top heavy.

Once you have purchased four spell slots of any particular level, then you need not buy any additional spell slots of that level to complete the pyramid. Imagine now the pyramid being an obelisk with a broad support and a pointed top (like the Washington Monument).

You may buy more than four spell slots per level but there must always be at least as many spell slots below that level in order to support the new amount. Further, the pyramid must be constantly building, which means that the level above must have only one less than the amount you are buying.

In other words, to buy a fifth 2nd level spell slot, you must have a fifth 1st level spell slot and a fourth 3rd level spell slot.

Example of Pyramid Rules: Enchan-to the mage has a 3rd level spell slot, two 2nd level spell slots, and three 1st level spell slots. His pyramid is fine (see figure one).

He wants to learn a 4th level slot eventually. He must build the foundation of the pyramid so it can support a 4th level spell.

First, he buys another 1st level slot and then another 2nd level slot. He must next purchase another 3rd level slot (see figure two).

Now his pyramid is ready for the new spell level. The foundation of support for the 4th level spell has been made by making sure there are two 3rd level spell slots below. (The foundation for the two 3rd level slots was made when he had three 2nd level slots, and so on down the line.)

He can buy his first 4th level spell slot (figure three).

If Enchanto wants to buy a 5th level slot, he can do so without having to buy any more 1st level slots because four is the maximum required. He must support the 5th level slot by buying a 2nd, 3rd, and a 4th in that order to make the pyramid (figure four).

Enchanto now has a perfect pyramid again. If he wants, he can stop buying 2nd level spells now, as four is the maximum required. His pyramid will then progress with the purchase of a 3rd level spell slot, and then a 4th, 5th, and then his first 6th level spell slot.

If Enchanto has all the slots listed in the pattern above (figure four) and then decides that he wants a fifth 2nd level spell slot, he must first earn another 1st level slot to support the 2nd level spell slot. After he buys the 1st level spell slot, he can get the 2nd level spell slot he wanted. The next spell slot he will have to buy will be the 3rd level slot (see figure five).

The pyramid must continue to be built and it must be built from the ground up! Note that the pattern is very set as to which spell slots have to be next purchased unless you wish to buy more than four spell slots of any one level.

There is potentially no limit to the number of spells per level as long as this progression is maintained. If Enchanto wanted to keep "bottoming out" his pyramid, he could end up with a pyramid that has nine 1st level spells, eight 2nd level spells, seven 3rd level spells, and so on up to one 9th level spell.

Skill Costs

Below and on the following pages are the charts listing the Build Point costs of skills. Each skill has four cost columns associated with it: F (fighter), R (rogue), S (scholar) and T (templar). Note that all classes may buy any skill; they just might have to pay more BP.

When buying skills, you should be aware of the prerequisites as well. For instance, to buy *Weapon Proficiency*, you must first have a weapon skill to be proficient in and four *Critical Attack* skills. To learn how to cast celestial spells, you must first know how to *Read and Write* and *Read Magic*.

A good way to design your character is to imagine him or her at a higher level and work backwards. Figure out which skills you would like to have and how many Build Points you will have to spend for the skills. Try it with different classes to see which costs the least.

As a first level character, you should not try to specialize too much; get the basics so you can jump right into the game without being too limited in your skill range. For scholars, pure spells is recommended, although some prefer a small weapon for parrying. Going pure spells allows you to get a 4-2-1 pyramid. Templars should get a weapon skill first and then work on spells. Fighters should concentrate on the weapon skills. Rogues, being jacks-of-all-trades, are more free formed and unique to each individual so choose as you will.

Production Skills

To create game items such as potions, scrolls, elixirs, weapons, traps, and armor, you must first buy the appropriate skill with your Build Points. Each time you buy the skill, you get four "Production Points" to spend each game-day.

Production points do not carry over from day to day or event to event and cannot be transferred. Nor can you combine your Production Points with another player.

To make an item, go to logistics with your character card showing your skill level. You must also pay a copper piece per production point. This game money represents the raw materials and other costs associated with making the item.

All production items have an expiration date. These items last 12 months after being created. The expiration date of a particular production point item is known by anyone who holds the item and roleplays an examination of it for at least three seconds.

The charts on the next page show what can be made with Production Points in specific skills. To actually make an item on these lists, you will have to determine the item you wish to make and then make sure that you have the Production Points necessary.

Workshops: It is possible to become more productive in making Production Point items if you have access to a workshop that specializes in making them. Everyone who uses the workshop doubles their base Production Points, thus making it possible to produce more of an item or more complex items than normally possible.

There are specialized workshops for (a) making alchemical elixirs and solutions, (b) making and repairing armor, (c) creating potions, (d) creating scrolls, (e) making and repairing weapons, and (f) making and arming traps. You can purchase these specialized workshops, usually for 25 Gold each, using the workshop for your own production and those of others who arrange it with you in-game.

Production labs / workshops are an OOG logistical convention. Labs / workshops cannot be moved, stolen, destroyed, or accessed from remote locations by players. A chapter's plot committee is, of course, able to move, steal, destroy or allow/deny access to a player's production lab / workshop if they feel the need to.

A workshop is capable of supporting 400 Production Points each game-day, which means it can double up to 200 base Production Points each game-day.

A maximum of 10 characters can use a workshop every day (there is only so much elbow room in a workshop) and the characters might not make full use of the workshop's resources because of the limit of how much they can personally produce.

Realize that any items created through the use of a workshop must still be paid for in Production Costs in full.

For example: Igor the Mage, who has Create Scroll five times, normally can create 20 Production Points of scrolls. At the cost of four Production Points per the spell level inscribed on the scroll, he can make five 1st level scrolls or one 5th level scroll or any combination in-between.

Igor finds out that Harold the Wondrous has a Scroll-making workshop and will sell people time in his lab. Igor then works out a deal with Harold to use his workshop. Igor must come up with a total of 40 coppers to pay for Production Costs, which he then gives to logistics, because he is making a total of 40 Production Points worth of scrolls.

If Igor later learns another Create Scroll skill and goes to Harold to work out a deal to use the workshop again, the Igor player has used up two workshop spaces.

Igor can always opt to only double 20 base Production Points if Harold plans to charge him a great deal more for taking up room that

another customer could put to better use. He can then use his leftover 4 Production Points in the usual manner.

Goblin stamps can be used to purchase production items. The scale is available at your local chapter. In all cases, the maximum number of items that can be purchased with goblin stamps is equal to 100 production points each calendar month. These items will expire in one year after being purchased, just like all other production items. These items must be marked "Local Chapter Only", and, therefore, are usable only in the chapter where the goblin stamps are earned. Once awarded, Goblin Stamps cannot be transferred to another player in any way. This means that any group or single person donating props can have the goblin stamps distributed in any way they choose, as long as it is at the time of donation. If used to 'buy back' deaths for a character, goblin stamps can never be used to buy back the first two deaths. (In fact, no in-game effect can ever remove the first two deaths from a character). Some chapters have a policy where staff members cannot play in the chapter where they are part of staff. If these staff members are redeeming goblin stamps for production items, the items will be marked "Unrestricted". However, they are still subject to the same maximum redemption limits.

The following charts give the costs (in copper and Production Points) for creating items. Note that for traps, mechanical traps cost 1 Production Point per point of damage—with a minimum of 16 and a maximum of 80. Gas traps cost one point per the Production Point of the gas. The production point cost for a "quiver" of Arrows / Bolts (quantity 20) is 4. Arrows are reusable. Like all weapons, a player may only carry as many arrow tags to match the physical representations he is carrying. Arrows not picked up will disintegrate after 5 minutes have passed.

Skills

Skills listed with a * can be bought multiple times to improve or increase the skill. Read the description carefully.

Alchemy*

Alchemy allows the character to create nonmagical elixirs, poisons, oils, and solvents. For each time *Alchemy* is bought, the character gets four Production Points.

In order to mix an ingested substance into a food or drink, you must have *Alchemy 1*. Anyone can use an ingested substance if not mixed into food or drink. (In other words, anyone can drink a *Cure Damage* elixir straight from the bottle, but you must have *Alchemy 1* in order to mix that elixir into a drink or food.)

To employ a gas or apply a contact substance other than *Vorpal Coating* requires at least *Alchemy 3*. Note that all gas packets must be orange to differentiate them from spell packets (which cannot be orange).

Alchemy cannot be used to determine the presence of an alchemical substance or magical potion in a creature's bloodstream.

The list of substances that can be made with the skill *Alchemy* and their Production Point cost is in the Skills System chapter. For a description of those substances, see the Alchemy chapter.

Armorsmith*

This skill allows the character to create suits of armor with a predetermined number of armor points for a particular suit.

For each time this skill is bought, the character gets four Production Points as described on page 28. A character with *Armorsmith 1* could then make one 4 point suit of armor each day. There is also a cost in game money to create suits of armor.

Suits of armor can be traded in and used as "raw materials" to create a greater suit of armor. The costs to upgrade are determined by taking the cost of the new armor and subtracting the worth of the existing armor. Note

that even with these extra points, an armorsmith can never make a suit of armor larger than his or her maximum size.

Example one: Thor has Armorsmith 3, giving him 12 Production Points per game-day. He checks the chart in the "Production Points" section on page 29 and sees that he can make an 8 point suit with his 12 Production Points. He goes to logistics and pays 12 copper pieces and Logistics gives him an 8 point armor tag.

Example two: Thor has Armorsmith 4, giving him 16 Production Points per game-day. He tells logistics that he wants a 7 point suit and a 5 point suit. A 7 point suit will cost him 10 Production Points, and the 5 point suit will cost him 6 Production Points. He pays Logistics for the suits of armor and Logistics gives him the tags. He can then sell these suits by selling the tags in-game.

Example three: Grumpo the Fighter had a suit of armor worth 15 points, but due to his many battles, it now provides protection worth only 5 points. He goes to Thor the Armorsmith. Thor accepts Grumpo's 5 point suit as "raw materials." He checks the chart on page 29 and sees that a 5 point suit of armor is worth 6 Production Points. Thor has Armorsmith 8 which gives him 36 Production Points a day. A 15 point suit costs exactly 36 Production Points so he can easily make a 15 point suit for Grumpo. He uses 30 Production Points, and the 5 point scrap (worth 6 Production Points), and makes a 15 points suit. He must still pay the in-game cost for 30 production points, since that's how many he used. He also has 6 Production Points left, and can use these, too. Note that if Thor only had Armorsmith 7, he could not make a suit greater than 13 points even with the trade-in.

Example four: Thor gives logistics the tags for a 5 point suit plus the tags for a 10 point suit he had made earlier. The 5 point suit is worth 6 copper pieces, and the 10 point suit is worth 18 copper pieces, making a total of 24. Since a 15 point suit would cost 36 Production Points and copper pieces to make, Thor then uses his 36 Production Points and pays another 12 copper pieces to make the 15 point suit. Thor receives the tag for a 15 point suit of armor. Thor then goes back to Grumpo with the new suit of armor and charges Grumpo 6 silvers for it (Hey, a guy's gotta make a profit!).

Some chapters require a character to have this skill in order to "refit" armor.

Assassinate / Dodge*

This skill enables the character to do one massive attack of damage in one blow once a day for each time the skill is bought. *Assassinate* may be used with any weapon, but must be purchased for a specific hand.

An *Assassinate* can only be done from behind but can be blocked by a *Parry*. A *Magic Armor* spell protects the wearer from an *Assassinate*. You must be behind and able to see the victim's shoulder blades to do an *Assassinate*; you cannot reach around from the front. By its nature, an *Assassinate* cannot be held active nor may it switch targets; it can only be used for one strike. It does not have to be by surprise.

An *Assassinate* does damage of five times the character's number of *Backstabs* plus 20 and the weapon damage. Note that the multiplier of five is applied only to the *Backstabs*. It is not applied to *Vorpal Coatings* or magical effects that may be present on the weapon. These points are added after the multiplier. No other skill adds damage to an *Assassinate*. For instance, *Critical Attack*, *Back Attack*, *Proficiency*, *Critical Slay*, *Ways*, etc., will never add to the amount of damage being called.

For example: Krogir the Assassin has bought 3 Backstabs for use with his One Handed Edged skill. When he uses his Assassinate skill with his longsword, he will call "37 Normal Assassinate." This amount is figured by first taking the number of Backstabs he has (3) multiplying it by 5, giving him 15. Then he adds 20 plus the 2 from his longsword.

If he had also added a 6 point Vorpel Coating to his weapon and is using an Endow spell, he would add those but would not count them in the amount to be multiplied by 5. He would then call "45 Normal Assassinate!" $([3 \times 5] + 20 + 2 \text{ (from his longsword)} + 6 \text{ (from the Vorpel Coating 6)} + 2 \text{ (from the Endow)})$.

This skill can also be used as a Dodge. This use of the skill allows the character to dodge any single NERO safe weapon attack or any packet delivered attack for each time the skill is purchased. It does not protect against traps (except for weapon traps), Waylay, or Killing Blows. Dodge cannot be used if a character is completely immobilized, such as in a Confine or a Paralysis.

Assassinate/Dodge can be bought after every two Backstabs.

Back Attack*

This skill allows the character to do two extra points of damage against any one opponent from behind for the duration of the battle (which is defined as "Line of Sight") once per day for each time the skill is taken. This bonus applies to any weapon in which the character has the skill. When the skill is bought, the player must specify for which hand the skill is to be used. You must be behind and able to see the victim's shoulder blades to do a Back Attack; you cannot reach around from the front.

After a character has earned the fourth Back Attack, the character can trade them in and buy a Backstab (see below). The character may then begin learning Back Attacks again.

For example: Nira the Rogue has worked her way up to the point where she has learned Backstab +2. She now does +2 damage for every hit from behind with any weapon she can use. She then begins to learn Back Attacks again. For each Back Attack she learns now, she can do another two points of damage to one opponent, so when she uses these skills, she does +4.

Backstab*

This skill allows a character to do an extra 2 points of damage to any foe they can hit in the back while standing behind the person. You must be behind the victim and able to see the victim's shoulder blades to do a Backstab; you cannot reach around from the front. When purchased, the player must specify for which hand the skill is to be used.

The skill can be bought multiple times and the effects are cumulative. This skill can be used with any weapon with which the character has the skill.

Break Charm*

With this skill, a Biata or Mystic Wood Elf can break all active charm effects on another creature once per day for each time the skill is taken. The effects included are Charm, Shun, Dominate, Fear, and Vampire Charm. It does not include Love, Love Potion #9, or Enslavement.

You must be able to touch the charmed person, have his or her attention, and spend one full minute of roleplaying conversation with the charmed victim. If you perform any other skills during this minute, if the charmed person is attacked, or if the conversation is halted, then the Break Charm is unsuccessful. Attempting this action on a character that had not been charmed will still result in the ability being used for the day. This ability does not affect (nor is it affected by) any Spell Defenses.

You cannot use this skill upon yourself.

Celestial Magic*

This skill allows the character to cast a celestial magic spell of whatever level has been bought. This skill is a spell slot as described on page 24.

In order to be able to memorize a particular spell each day, your character must have access to a spell book with a copy of the spell in it.

Craftsman (type)*

This skill is used to add flavor to your character. It cannot be used to give a character any extra power in-game nor does it guarantee any information from the Plot Committee. For instance, if a character takes Craftsman "Historian" then it is up to the character to learn the history in game.

Craftsman skills must be skills that would provide an income. In most chapters, for every Craftsman skill bought, a character will receive two silvers at check-in for each game-day.

Examples of craftsman skills include (but are not limited to) actor, architect, artist, astrologer, baker, bard, brewer, butcher, calligrapher, candle-maker, carpenter, farmer, farrier, forester, historian, hunter, jeweler, masseuse, merchant, musician, sage (specify field of study), sailor, scout, scribe, tailor, tavernkeeper and undertaker.

Create Potion*

This skill allows the character to create an earth magic based potion. The character must have a spell slot of the level to be made and access to the spell in a spell book. Note that not every spell can be made into a potion.

Making a potion costs Production Points and in-game money and falls under the rules set forth in the Chapter on the Skills System.

Create Scroll*

This skill allows the character to create a celestial magic based scroll. The character must have a spell slot of the level to be made and access to the spell in a spell book. Note that not every spell can be made into a scroll.

Making a scroll costs Production Points and in-game money and falls under the rules set forth in the Chapter on the Skills System.

Create Trap*

A character with this skill can make traps as described in the chapter on Traps and Locks. Making a trap costs Production Points and in-game money and falls under the rules set forth in the Chapter on the Skills System.

Critical Attack*

This skill allows the character to do one extra point of damage against any one opponent for the duration of the battle once per day for each time the skill is taken. Battle duration is defined as "Line of Sight" as per spells.

This bonus applies only to either the right or left hand and a particular weapon in that hand.

After a character has earned the fourth Critical Attack, the character can trade them in and buy a Weapon Proficiency. The character may then begin learning Critical Attacks again.

Example: Inar the Fighter has worked his way up to the point where he has learned Weapon Proficiency. He now does +1 damage for every hit he does with a Longsword. He then begins to learn Critical Attacks again. For each Critical Attack he learns now, he can do another point of damage once per day per opponent, so when he uses these skills, he does +2.

When he has enough building points, he can buy Weapon Proficiency again and he will do +2 constantly. He may begin buying Critical Attacks again to do +3 once a day for every Critical Attack he has learned.

Critical Slay / Parry*

This skill enables the character to do one massive attack of damage to one opponent once a day for each time the skill is bought.

A *Critical Slay* does damage of five times the character's number of *Weapon Proficiencies* plus 20 and the weapon damage.

Note that the multiplier of five is applied only to the proficiencies. It is not applied to *Vorpal Coatings*, strength skills, or magical effects that may be present on the weapon. These points are added after the multiplier.

For example: Unger the Fighter has 2 Weapon Proficiencies for use with his longsword. When he uses his Critical Slay skill, he will call "32 Slay." This amount is figured by first taking the number of Proficiencies he has (2) multiplying it by 5, giving him 10. Then he adds 20 plus the 2 from his longsword.

If he had also added a 4 point Vorpal Coating to his weapon and is using an Endow spell, he would add those but would not count them in the amount to be multiplied by 5. He would then call "38 Slay" $([2 \times 5] + 20 + 2 + 4 + 2)$.

A *Critical Slay* may be bought once for every two full *Weapon Proficiencies*. (After *Weapon Proficiency +2*, and again after *Weapon Proficiency +4*, etc.).

The Slay is considered used as soon as the statement "Prepare to Die!" is made. Like all weapon blows, the entire verbal must be stated and fully completed before the weapon is swung at the opponent. The Slay will be active until the blow is landed, or five minutes passes. If the blow is landed, the Slay damage can be negated by other game defenses such as *Phase*, *Dodge*, *Parry*, *Magic Armor*, etc. Additionally, if any other skill (or normal weapon damage) is called in the same hand in which the Slay is active, the Slay is negated. The 5-minute time period cannot be shortened by any other means, including having the weapon disarmed or destroyed, killed and then *life'd*, falling unconscious, etc. The skill *Parry* is both weapon and Hand specific, just like *Critical Slay*. *Slays* are not "massive" per the trap definition, and may be blocked as any other standard weapon blow.

Example: Sir Hendrick runs into battle and strikes at an troll, saying "Prepare to Die, 45 Slay!" The troll manages to prevent Hendrick from landing a blow by blocking with its shield and otherwise jumping out of the way. Hendrick continues to shout "45 Slay" for each swing. Suddenly, the troll dies from a spell thrown by Kiswick the Mage. Hendrick has not yet used his Critical Slay, so he turns and begins fighting another troll, saying "Active Slay" as he approaches his foe. "45 Slay!" he says as he swings. He hits the second troll and this troll dies. Hendrick has now used up his Critical Slay so when he turns to face the next troll in line, he will be calling his regular damage.

If five minutes had passed from the time Hendrick called out "Prepare to Die" and he did not have a chance to use his Critical Slay then the Slay would be used up. He would not be able to just run around indefinitely looking for something else to hit. The Slay has become inactive, and he must give up the tag from his skill ring to the troll upon whom he attempted to use the Slay.

A *Magic Armor*, *Parry*, or a *Dodge* protects against the *Slay*. A player hit by a *Slay* who does not die from the *Slay* must announce that the *Slay* was successful by saying "hit." This informs the fighter using the *Slay* that he or she must then begin calling regular damage again.

This skill uses the same handedness rules and specific weapon rules as *Critical Attack* and *Weapon Proficiency*.

A *Parry* may be used in place of a *Critical Slay*. This allows the character to defend against any one physical NERO weapon delivered attack, except for a *Waylay* attack or a boulder attack. It cannot be used

against traps, except for weapon traps, nor can it be used against a packet-delivered attack such as a spell, gas globe, or monster attack.

For example: Sir Hendrick has not yet used his Critical Slay for that day. He is walking through town when suddenly he is attacked by Hamlet the Assassin who says "65 Assassinate!" Since Sir Hendrick did not have a Magic Armor spell on him, this amount would kill him so he wisely decides that this would be a good time to use that Parry. "Parry!" he announces, thus letting the assassin know the attack was unsuccessful. This uses up Hendrick's Critical Slay as well.

You may not use a *Parry* if you do not have a weapon in your hand or if your weapon is not free. A Two Handed weapon must be held in both hands to be able to use a *Parry*.

You may only parry a blow you could logically parry at the point where the strike is given. Your weapon must be able to reach the attacker's weapon, otherwise the strike is too far away to parry. If you actually interpose yourself between your mage and a fighter trying to slay him or her, you may call a *Parry* and nullify the attacker's blow. You can parry a blow meant for someone else if you were at that time engaged in a fight with another person but you cannot call a *Parry* while standing at the other end of the battle.

Detect Celestial Magic*

This skill may only be bought by barbarians. Once a day for each time the skill is taken, the barbarian can detect magic (as the spell) but will only be able to determine the presence of celestial magic.

The skill is packet-delivered, and the correct verbal is simply "Detect Celestial Magic." Although this verbal is out-of-game, the effect is recognized in-game by all who hear it. This skill is not affected by, nor does it affect, defensive spells in any way.

Disarm / Arm Trap

This skill allows the character to attempt to disarm or set a trap. It does not guarantee success. You must have this skill to even attempt to disarm or set a trap. You may not even cut an obvious trip wire without this skill. Traps may only be set in the presence of a marshal.

This skill is difficult to use without some simple tools such as a knife, candle, probe, etc. See "So You Want to Be a Thief?" for advice.

Earth Magic*

This skill allows the character to, once per day, cast an Earth Magic spell of a specified level. This skill is a spell slot as described in the Chapter on the Skills System

In order to be able to memorize a particular spell each day, the character must have access to a spellbook with the spell in it.

Evaluate Item

This skill enables the character to place a fairly accurate monetary value on any jewelry seen. This skill does not identify whether or not the item is magical. In most chapters, you will receive an item identification sheet which will allow a player with this skill to determine the value of an item being evaluated.

First Aid

First Aid allows the user to stabilize a dying creature with a metabolism, bringing the recipient to zero Body Points. The person will regain consciousness in ten minutes with one body point.

This skill only works with humanlike physiologies. It will not work on animals. Some monsters are so alien that *First Aid* will also not work on them.

This skill cannot save a creature hit with a *Killing Blow* or a *Death* spell. Note that the skill *Healing Arts* is needed to determine if the creature is dead.

The skill requires a full uninterrupted minute, in which time the person applying the *First Aid* can do nothing else. This means that you cannot perform other game skills while using the skill *First Aid*. Just like any game effect in NERO, if this skill does not affect you, you must call "no effect" when this skill is first applied.

If interrupted while giving *First Aid*, then the one minute death "timer" continues where it left off when the *First Aid* was started. You cannot *First Aid* more than one person at a time.

This minute represents the binding of wounds and the stopping of bleeding. The player with this skill should roleplay out the *First Aid* by pulling out some bandages and otherwise concentrating on helping the patient.

Florentine

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and one of the weapons can be no longer than a dagger. If different damages are being delivered with each weapon, then you must call out different damages when swinging the weapons.

Formal Magic (School)*

This skill allows you to read and use formal magic scrolls of your particular school (earth or celestial). The scrolls are individual and unique magics in and of themselves so no listing of them is found in this manual. This skill does not require the building of a second spell pyramid, but is bought in a linear fashion like *Create Scroll*. A person with *Formal Magic 1* can read and cast any formal magic scroll of his or her school but the chance of success in casting the ritual improves with each purchase of the skill. See the section on formal magics in the chapter on Magic for more details.

Gypsy Curse / Remove Gypsy Curse *

For each time this skill is bought, a gypsy may bestow or remove one *Gypsy Curse* per day. (Be warned however that there is a strong cultural bias among the gypsy tribes about removing other gypsies' curses without express permission from the curser or the tribe's bandoleer.)

A gypsy may not bestow a curse on another unless he or she feels that the offending being has somehow insulted them or threatened their well being. This curse is intended to entertain through humor or drama. If it becomes overly burdensome or embarrassing out-of-game, it is not entertaining. At the time the *Curse* is cast, a player who would suffer out-of-game embarrassment or difficulty with roleplaying the *Curse* may negotiate out-of-game for a different *Curse*. However, he or she must eventually accept one of the *Curses* listed below.

In order to bestow a *Curse*, the gypsy must be able to see the victim and must be able to speak. Note that this skill is not packet-delivered. You may not bestow a *Curse* if *Silenced*, unconscious, or blindfolded. The gypsy can even be bound or magically held and still be able to cast a *Curse* as long as they can still talk and can still see the victim. The *Curse* will pass through a *Wall of Force*, a *Circle of Power*, or any other magical barrier since the curse itself not magical.

The *Curse* takes effect immediately upon the completion of the *Curse* verbal. The victim has to hear the *Curse* being given by the gypsy. (Unconscious victims cannot be Cursed.) The effects aren't noticeable until the victim is given all applicable props, instructions, etc. Do not call a Hold!

The *Curse* will remain in effect until removed by a *Remove Gypsy Curse* or either the resurrection of the gypsy or the victim.

In order to remove a *Curse*, a gypsy must simply touch the Cursed character and state "Your *Curse* is Removed." The Cursed character must be willing and conscious. Note that this uses one of the character's *Gypsy Curses* for the day. It may also bring down the wrath of other gypsies if it was removed it without their permission! One *Remove Gypsy Curse* will rid the victim of all active *Gypsy Curses*.

Ideally, removal of the *Curse* should be roleplayed out with the kind of great theatrical spectacle that gypsies love. Lots of bell ringing, incense burning and requiring the person who is having the *Curse* removed walk backwards or do other silly things fits right in with the gypsy character even if these things do not actually remove the *Curse*. (After all, making non-gypsies look foolish is a favorite gypsy pastime.)

Spell defenses do not block *Gypsy Curses*, nor can they be *Dodged* or *Resisted*. *Gypsy Curses* are not magical, and so cannot be removed by the spells *Dispel Magic* or *Remove Curse*, or even the *Destroy Magic* effects of Formal Magic.

Gypsy verbals are unlike spell verbals in many ways. First of all, they are not disrupted by combat damage taken. Second, they all begin with a little personalized prefix of the gypsy's choice, such as "May a thousand ills befall me if. . .", "May my favorite horse break all his legs if. . .", "May I die a long and painful death if. . ." and so on. Gypsies are encouraged to come up with their own colorful prefixes.

Gypsy Curses are all roleplaying *Curses* only! The Cursed player should not allow the *Curse* to hinder combat abilities in any way! The *Curse* is not intended as a combat effect.

The Cursed player should try to act out the effects of the *Curse* as often and completely as possible. The *Curse* is intended as a nuisance and a hindrance.

The following *Curses* are allowed and no others:

Uncontrollable Action: "(Individual prefix) if you do not _____ with every thing you do and say!" Fill in the blank with some inconsequential but annoying action like the following: Rhyme, bark, laugh, jump, sing, sneeze, skip, cough, whistle, burp, limp, trip, spin, cry, etc. *Effects:* The Cursed character must attempt to make all sentences rhyme, will constantly trip, giggle or sneeze uncontrollably, or will otherwise abide by the requirement of the curse.

Deformities: "(Individual Prefix) if you do not _____!" Fill in the blank with something along the following lines: Grow a pig's tail, grow warts upon your face, sprout the mane of a lion, etc. *Effects:* The player must wear the appropriate makeup or mask to simulate the change of appearance. These items must be supplied by the gypsy bestowing the *Curse*. A player may refuse to wear a mask or appendage if he or she feels it may be a hindrance in combat or a safety hazard, and can refuse to wear makeup in the case of allergies or similar reasons. In these cases, the gypsy may replace the *Curse* with another from the *Curse* list, such as an Uncontrollable Action or Personality Change.

A Deformity curse may not be used to simulate the appearance of another race or monster! (no vampire fangs, no elf ears, no ghouls' claws, etc.) It may only be used to simulate the features of real life animals or deformities. No such deformities can ever be used offensively as weapons. Also, this *Curse* cannot be used to disguise someone so that they can commit crimes without being identified. Anyone affected by the *Curse* should still be easily recognizable as their character.

Personality Changes: The following two *Curses* can affect how your character thinks or acts in-game. It is entirely up to the affected player to decide how to properly roleplay a given *Curse*, not the gypsy who bestowed it.

"(Individual Prefix) if you do not help those less fortunate than yourself!" *Effects:* The affected character will attempt to aid any non-hostile player they see in trouble or that requests help.

“(Individual Prefix) if you do not become the opposite of yourself!”
Effects: The affected character should take some important facet of their personality and reverse it. A greedy character may become a philanthropist, a cowardly character might charge bravely into conflict, and a normally peaceful and reasonable character might become aggressive and short-tempered. This Curse does not act as a *Charm*; it does not necessarily turn the antagonistic Cursed victim into the gypsy’s best friend. Remember, it is the affected player’s choice as to how his or her character’s personality is affected by this Curse.

Healing Arts

This skill, which represents basic medical knowledge, is required to learn any earth spells.

A character with *Healing Arts* can determine if someone is diseased, sleeping, paralyzed, dead, dying, unconscious, or merely faking injury upon examining them. The exact extent of injuries can be determined as well.

A person with *Healing Arts* examining a hurt body can tell exactly how many points of healing are necessary for complete recovery. (Asking “How many Body Points are you down?” is an out-of-game question; you should ask it quietly and then in-game you can say “Ah, I see that a *Cure Light Wounds* is all you need.”)

This skill will not allow you to tell if a creature is under the effects of an alchemical substance or if the creature has any in their system. It will not allow you to determine death by poison, necromancy, or the use of spells or similar unobvious means. It will allow you to determine if the death was caused by an edged or blunt weapon or by claws.

Since this skill represents checking pulse and otherwise examining the body, it cannot be done instantly. In order to use this skill, the person must touch the subject and roleplay an examination. The amount of time it takes to perform the examination is determined by the length of the questions being asked but in no case less than three seconds.

These out-of-game questions can only include the following: *How many Body Points are you down? Were you damaged by edged weapons or claws? Were you damaged by blunt weapons? Were you waylaid? Are you diseased? Are you sleeping? Are you paralyzed? Are you regenerating? Are you unconscious (at zero body)? Are you dying (at -1 body)? Are you dead (need a Life spell)? How much time until you <wake up, become conscious, become unparalyzed, die, resurrect>?*

You may not ask questions like the following: *What is your maximum amount of Body Points? Were you killed by necromancy? Were you killed by celestial spells? Were you poisoned? Was that guy running away the one who killed you?*

The conscious recipient knows that the “diagnosis” is being done. You cannot use *Healing Arts* on a conscious person without their knowledge. A conscious person can prevent *Healing Arts* from being performed unless bound or similarly restrained.

This skill also allows the user to quickly detect whether a liquid is a magical potion, but not its identity. This process must be roleplayed accordingly and must take at least three seconds. To fully identify a potion requires a complete uninterrupted minute.

In order to roleplay this, the player should spend the minute scrutinizing the bottle, holding it up to the light, shaking the contents, and otherwise investigating the mysterious liquid.

Herbal Lore

This skill is a prerequisite to creating any alchemical substances. It allows the user to detect the presence of an alchemical substance, but not its identity. This process must be roleplayed accordingly and must take at least three seconds. To fully identify an alchemical substance requires a

complete uninterrupted minute. In order to roleplay this, the player should spend time scrutinizing the bottle or substance, holding it up to the light, shaking the contents, and otherwise investigating the mysterious liquid.

This skill cannot be used to identify blood types, detect the presence of poison in the bloodstream, identify a type of monster or a race from a blood sample, or otherwise do modern chemical observations.

Master Critical Attack*

This skill allows the character to perform a *Critical Attack* with any weapon in which the character has the skill. Handedness must still be declared but weapon type is not. When buying this skill, you must upgrade any regular *Critical Attacks* that you already have.

Master Critical Slay / Master Parry*

This skill allows the character to perform a *Critical Slay* with any weapon in which the character has the skill. Handedness must still be declared but weapon type is not. When buying this skill, you must upgrade any regular *Critical Slay/Parry* that you already have.

Master Proficiency*

These more expensive proficiencies can be used with any weapon in which a character has the skill. The character still must declare handedness but need not declare weapon type.

Master Proficiencies are bought in a manner similar to normal *Proficiencies*. *Master Proficiencies* may be combined with normal *Proficiencies* and *Backstabs* for determining damage.

You may not purchase a separate *Master Proficiency* if you already have a *Proficiency*; you must upgrade your *Proficiency* to a *Master* by paying the difference in Build Points.

One Handed Weapon Master

This skill allows the character to use all one handed edged and one handed blunt weapons. When buying this skill, you must “sell back” any skills that are included within it.

Pick Locks

This skill allows the character to try to pick locks. It does not guarantee success.

In order for this skill to be useful, a player should have a set of picks or tools (not provided by NERO). See “How to be a Thief”.

Read and Write

A character without this skill will not be able to read even the simplest written signs, scrolls, numbers or maps. With this skill, a character can read anything except magical writing.

It does not allow a character to read foreign languages they do not know, nor does it allow them to decode coded messages. It does allow the character to try to decode or translate the message.

Read Magic

This skill is required for anyone wishing to learn celestial magic spells or to read and cast magic scrolls.

With this skill, a character can read magic scrolls up to the character’s highest level of celestial spell ability plus four.

Thus, if you have the skill *Read Magic* and have no celestial spells, you can read up to and including 4th level magic scrolls. If you know one celestial spell level, you can now read scrolls up to and including 5th level, and so on.

Remember that to read a magical scroll, you must actually hold the scroll before you, have enough light to be able to read it, actually read the

scroll, say the verbal incant out loud, touch the spell packet to the scroll, and then throw the spell packet.

Resist Charm*

With this skill, a Biata, Drae, Elf, or Mystic Wood Elf, can resist one charm effect per day for each time the skill is taken. The skill Resist Charm only works on these listed effects: *Charm, Shun, Dominate, Fear, Enslavement, and Vampire Charm*. No other effects from the rulebook can be resisted by this skill. For example, *Berserk, Feeblemind, Love or Love Potion #9* effects cannot be resisted with this skill.

In order to use this ability, the player must call "Resist" when struck by the charm effect. The character must be conscious to use this skill. You may not pretend to be affected by the charm effect and then call "Resist" later. Thus it is always obvious to all observers that the charm effect has not worked.

If the charm effect is from a spell or poison that would normally be stopped by a spell defense, then the spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the spell. This skill can be used to protect against ingested potions and elixirs if desired.

Resist Poison*

With this skill, a Dwarf, Hobling, Sarr or Scavenger can resist one poison effect for each time the skill is bought. This includes all alchemical substances (including ingested elixirs) as well as all Monster Attacks that use the word "poison."

If the poison effect is one that would normally blow a spell defense, then the spell defense will be lost before the *Resist*. You cannot save your spell defense because you would not have been affected by the poison.

In order to use this ability, the player must call "Resist" when struck by the poison attack. The character must be conscious to use this skill. You may not pretend to fall affected and then jump up and say "Resist!"

Resist Sleep*

With this skill, a Biata, Drae, or Elf can resist one sleep effect per day for each time the skill is taken. This does not include *Waylay*.

In order to use this ability, the player must call "Resist" when struck by the sleep effect. The character must be conscious to use this skill. You may not pretend to be affected by the sleep effect and then call "Resist" later. Thus it is always obvious to all observers that the sleep effect has not worked.

If the sleep effect is from a spell or poison that would normally blow a Spell Defense, then the Spell Defense will be lost before the *Resist*. You cannot save your Spell Defense because you would not have been affected by the spell.

This skill can be used to protect against ingested sleep potions and elixirs if desired.

Style Master

With this skill, a character gains use of the *Shield, Florentine, and Two Weapon* skills. When buying this skill, you must "sell back" any skills that are included in *Style Master*.

Two Handed Weapon Master

This skill grants the character the ability to use all two handed weapons, such as *Two Handed Edged, Two Handed Blunt, Staff, and Polearm*.

When buying this skill, you must "sell back" any skills that are included in *Two Handed Weapon Master*.

Two Weapons

This skill allows the character to hold and use two weapons in combat, one in each hand. Neither weapon can be a two handed weapon, and one of the weapons can be no longer than a short sword. If different damages are being delivered with each weapon, then you must call out different damages when swinging the weapons.

Waylay

This skill allows the character to attempt to sneak up on another character or monster and knock him, her or it unconscious. You do not need a weapon skill to perform a *Waylay*, but must have a foam phys rep of a rock or bludgeon. This phys rep must be built to the specifications of a small weapon (see page 73 for more details).

The victim of a *Waylay* will be unconscious for ten minutes unless given an *Awaken* spell or potion.

The damage from a successful *Waylay* will bypass Armor Points and will affect Body Points. A *Magic Armor* spell will protect someone from a *Waylay*, although it will then be expended.

This skill can be performed with any NERO-safe weapon. It is *not* a standard NERO weapon attack. The character performing the *Waylay* must use the butt end of the weapon, *lightly* tapping the target on the shoulder blades (do not hit their spine!).

The character using this skill must call out the attack verbal by stating "<damage> waylay." Damage is determined by starting with a base of one and adding one for each *Backstab* purchased. A *Back Attack* may also be utilized to add one more point of damage, but will be used up in the process. An *Endow* spell will add two points and will also be used up in the process. The following skills do *not* add any benefits to the *Waylay* skill: *Critical Attack, Weapon Proficiency, Critical Slay, Flame Blade, Enchanted Blade, Vorpal Coatings, Damage Aura, and Assassinate*.

Example one: Grunsox the rogue has purchased three Backstabs and the Waylay skill. He sneaks up and surprises Enchanto the Mage, calling "4 Waylay!" and tapping Enchanto lightly on the shoulder blade. Enchanto has no Magic Armor spell so he falls unconscious.

Example two: Grunsox and Nira are both sneaking up on two trolls in order to waylay them. Nira calls "1 Waylay!" while Grunsox calls "4 Waylay" at the same time. The trolls have a threshold of 3, so Nira does not knock hers unconscious (although she does do a point of normal damage to it). Grunsox's troll, however, falls to the ground.

A player using this skill may also call out "Zero waylay."

Armor that protects and covers the back of the neck provides limited protection from a *Waylay*. A leather coif will protect against a "2 Waylay" and a metal coif or helmet will protect against a "3 Waylay." Even if the headpiece provides protection against the *Waylay*, the victim will still take the amount of damage called. No armor will protect against a *Waylay* of 4 or higher. Also, *Superhuman Strength* can add to the damage of a *Waylay*

For example: Grunsox has a metal helmet which gives him protection against a "3 Waylay." Unfortunately, that's all he has armor-wise, as his Armor Point tag shows only 3 points left. Nira surprises him with a 3 Waylay from behind. Although his helmet provides protection, he still takes the 3 points of damage.

In order for the waylay to be successful, the attacker's weapon hand must be within 6 inches of the contact point.

If the target knows that the attacker is coming and announces it by saying "I know you're back there," or otherwise showing that he or she is/was aware of the waylayer's intentions, then the *Waylay* does not work. The victim will of course still take normal damage from the blow. Walking

around all day randomly saying "I know you're back there" will not stop a *Waylay*.

Waylay can be used in combat if the target is caught by surprise. A victim who is unconscious, willing, or under a *Web*, *Confine*, or *Paralysis* effect is automatically surprised for purposes of this skill. It is also possible to *Waylay* a target the waylayer is talking to if the victim looks away or if the attacker gets behind the target.

A person who is successfully waylaid will not know who the attacker was (it is, after all, a surprise attack). They cannot later identify him or her as the attacker, although the victim may have suspicions if they were just talking to someone before being knocked unconscious.

Once the target is unconscious and has fallen to the ground, the attacker may give a *Killing Blow* if so desired. The regular rules of *Killing Blows* still apply; for example, you must wait for the unconscious person to come to rest.

It is impossible to *Waylay* non-humanoid monsters that have no necks, and certain other monsters may also be immune due to alien physiology or no metabolism. Most magical constructs such as golems are likewise immune as they are not life forms in a true definition of the term. Undead are all immune.

Weapon Master

This skill allows the use of all non-ranged weapons. It does not allow the use of *Shield*, *Florentine*, or *Two Weapons*. When buying this skill, you must "sell back" any skills that are included in *Weapon Master*.

Weapon Proficiency*

This allows the character to do a constant extra point of damage with one weapon for each time this skill is purchased.

A person can be proficient in as many weapons as desired, but a *Proficiency* for each weapon must be bought separately.

When *Weapon Proficiency* is bought, the player must specify for which hand the skill is to be used, as with *Critical Slay* or *Critical Attacks*. You cannot use the same proficiency to do an extra point of damage with both weapons if you are fighting with *Florentine* or *Two Weapons* skills.

When attacking with a proficiency, you should merely call out the extra point of damage as regular damage.

Count all previously bought *Weapon Proficiencies* and *Master Proficiencies* when determining the cost of this skill. For example, if you have one *Master Proficiency* and one *Weapon Proficiency*, then the next *Proficiency* would be the cost for *Weapon Proficiency* #3.

Weapon Skills

The following weapon skills can be purchased. For exact descriptions of each of these weapon skills, see the chapter on Weapons.

Archery: This skill allows the character to use a bow or crossbow. In NERO, bow use is very limited for safety reasons. NERO Chapters may place further limitations on bows and crossbows due to local laws and regulations. Be sure to check with your local chapter and any chapter you plan on visiting to make sure you are compliant with their requirements. For insurance and safety reasons, crossbows and real bows of any draw weight are not allowed.

One Handed Blunt: This skill allows the character to wield a one handed blunt weapon. This includes Sap, Bludgeon, Short Hammer, Long Hammer, Short Mace, and Long Mace. A blunt weapon cannot be used for thrusting, and any thrust with the tip of the weapon does no damage. The weapon may be used with either hand.

One Handed Edged: This skill allows the character to wield a one handed edged weapon. This includes Dagger, Hatchet, Short Sword, Long Sword, Short Axe, or Long Axe. The weapon may be used with either

hand. This skill also allows a character to wield a one handed spear, but the spear is a thrust-only weapon.

Polearm: This skill allows the character to wield any hafted two handed weapon with a blade on the far end (a meat cleaver on a stick). This includes any two handed axes, halberds, etc.

Shield: This skill allows the character to use a shield in combat. Shield use in NERO is unrealistic, as NERO shields are indestructible. To compensate for this, shield use is somewhat restricted as well, as dictated in the chapter on Armor.

Small Weapon: This skill allows the character to wield any small weapon, and includes Sap, Bludgeon, Dagger, or Hatchet or any other small (under 24 inch) close combat weapon. Note that the weapon must be a minimum of 12" in length. You cannot "sell back" this skill when buying the skills *One Handed Edge* or *One Handed Blunt*, although you must sell it back if you buy *One Handed Weapon Master*.

Staff: This skill allows the character to wield a staff. Staff use in NERO is restricted for safety reasons, so a player using a staff must keep both hands gripped within the middle 3 feet of the staff. You cannot trip people with a staff or perform many other staff moves that are staples of staff use in real life. Thrusting with a staff is not allowed. A staff has two edges for the purposes of *Vorpal Coatings*.

Thrown Weapon: This skill allows a character to use hand-thrown missile weapons. All thrown weapons must be soft-sculptured or made of only pipe insulation with no pipe inside. Thrown weapons should not have any sharp corners on them. Spell packets may not be used as thrown weapons. This includes javelins, but never includes one-handed spears. This skill is needed, along with *Superhuman Strength*, to throw boulders.

Two Handed Blunt: This skill allows the character to wield a two handed blunt weapon. Note that a blunt weapon cannot be used for thrusting, and any thrust with the tip of the weapon does no damage.

Two Handed Sword: This skill allows the character to wield a two handed sword, and only a two handed sword. Any other two handed edged weapon falls under the Polearm skill.

Weaponsmith*

This allows the character to earn a living repairing and making weapons. The cost of materials depends on the weapon being repaired or constructed. This skill works on the "Production Skills" system as detailed in the chapter on the Skill System.

In addition, the weaponsmith can silver or strengthen a weapon. When performing any of these services, the weaponsmith must get the proper tags at logistics. Note that a special tag must also be obtained for any weapon that is strengthened.

Silvering a weapon: Silvering a weapon allows the weapon to harm monsters that can only be hurt by silver such as certain undead. To silver an existing weapon, the weaponsmith must pay 10 Production Points. The weaponsmith must also pay one silver per linear inch of blade (or the largest reasonable circumference of an odd shape). This is the wholesale cost to the weaponsmith, who may then of course charge more for the finished product. Silver removed from a silvered weapon will return half that value.

Strengthening a weapon: Strengthening a weapon allows it to withstand *Shatter* and *Destroy* spells and explosive traps. To strengthen an existing weapon, the weaponsmith must pay 80 Production Points and twice as many coppers as it cost to make the weapon in the first place. In addition, the weaponsmith must use a strengthening component which must be bought or found in-game.

Once strengthened, the weapon will withstand two *Shatter* or *Destroy* spells. When hit with a *Shatter* or *Destroy* spell, the person with a strengthened weapon must say "Resist."

Wear Extra Armor*

With this skill, a character can get two additional armor points beyond their class limitations for every time this skill is bought. For example, a scholar could buy this skill three times and be able to legally wear six extra points of armor.

Magic

Spell Books

Each spellcaster has a spell book that shows what spells they have access. The spell book is written to allow the character to commit spells to memory, for casting at a time of the reader's choosing. For NERO logistical purposes, the "book" is a small card listing all the spells. Each spellcaster's individual book will have the spells that the caster does not know crossed off the card. This card must be kept with a real spell book physical representation.

If someone steals a spell book, they may keep the card but must turn the book over to Logistics for return to the player (unless otherwise stated by the player on the same page as the card). The out-of-game book is personal property. Spell books must be a bound book; a sheet of paper is not sufficient.

If you do not have a spell book with you when you study for your new spells at the end of the day, then you will have to borrow someone else's or ask the respective Guild for the use of theirs. Be prepared to pay game money for the use of the book!

Some Guilds allow their members free use of the Guild's book for studying, but guild membership and guild policy are handled in-game.

If your spellbook is lost or stolen, then you will probably want to get it replaced. The inks used in the writing of such a tome will cost a certain amount per level per spell that you are having copied into it. This cost also applies to getting a new spell copied into your spellbook from someone else's book. You cannot get your spell(s) authorized until you have paid the requisite game money. You must have the original you are going to make the copy from, as well as the book you want the spell copied into.

You cannot cast spells from your spell book, nor may you copy scrolls into your spell book. Spell books and scrolls are two independent types of spell recording. A spell book is written to allow someone to memorize a spell for casting at a time of the reader's choosing. A scroll is written so the reader may immediately cast the spell recorded on it.

Spell Packets

Spell packets are constructed with bird seed and fabric. The bird seed should be the small variety, with no large sunflower seeds or other heavy or sharp items that could hurt. Some players keep their packets in a pouch that has a residue of corn starch in it. A spell packet covered in corn starch will leave a mark on the target.

Do not use replacements! Rice can get wet and turn into a hardened ball, and many people are allergic to talcum powder. Rubber balls or tightly packed rubber bands will be too hard. If you are caught using something other than bird seed and your spell packets are coated in something other than corn starch, you will have your packets and spell tags confiscated and will lose your spells for the rest of the day.

The birdseed is placed in the center of the fabric, and the fabric is gathered around it and taped together or sewn shut. If there is a "tail," it must not have sharp tape extending past the end of the tail, and no metal or plastic tie wraps may be used. Packets should be loosely packed—tight balls of birdseed can hurt!

The packet may be of any color except orange. (Orange packets are used to represent alchemical gas globes.)

You may want to personalize your spell packets in some way by using a distinctive cloth or writing on the packets. This is a good way to make sure you can get your packets back after a battle without arguing with other spellcasters about whose packets are whose.

You should never use so much material that the resulting packet cannot fit into a 35mm film canister. Packets that are larger than that will be confiscated by a marshal.

Spell packets are visible as an opaque colored aura of energy only when held in the hand. In-game they are visible but they do not produce any light. They are not in-game items and cannot be stolen, disarmed or removed.

Example one: Rand the fighter is walking down the road when he sees Irene the Healer coming towards him. He notices that she has a handful of spell packets. In-game, he sees magic energy floating around her fingertips and knows that she has "called up" the powers within her to be ready to cast at a moment's notice if needed. "Hey, stop that!" says Rand. Irene frowns but puts the packets back in her pocket. In-game, Rand has seen her turn off the magic energy. She can still reach into her pocket and pull them out, but the extra time it will take her represents the channeling of energy needed to cast the spell.

Example two: The foul and evil liche Nogoodnik has captured our heroes and has placed them in a cell. He sees the party's mage with magic energy floating around her fingers. "If you don't call back that energy," says the liche, "I will kill my captive." The mage grudgingly pulls the energy back (by putting the packets back in her pocket.) The liche cannot take the packets away from the mage as they are not in-game.

You should not carry in your hand more spell packets than you can actually cast (although you can have plenty extra in your pouches or pockets). If you only have 3 spells, you cannot have a cauliflower hand with 42 spell packets between your fingers. You can carry packets to represent scrolls or magic items that require a thrown packet but those items must be readily available and not stashed away in a backpack.

Casting Spells

To cast a spell, the caster must have a spell packet in hand. The hand and arm with the spell packet in it must be "free" (Hands that are holding something else, are broken, or are tied or bound either physically or with a binding spell are not "free"). The caster must then correctly recite the short phrase associated with the spell in a voice loud enough to be heard by the intended target. Within two seconds after finishing the verbal, the caster must then throw the packet and hit the target or the target's direct possessions, including cloaks, shields, weapons, pouches, or a carried creature or other object.

The short phrase or "incantation" of the spell is spoken in plain English so the victim will know what spell has been cast. In game, these words are understood by anyone, but have a "magical effect" associated with them that makes them different from normal speech. Even though you can speak the language, you cannot "fake" a spell incantation or otherwise bluff the casting of a spell. You also cannot as a bluff "start" the incantation to a spell you do not have memorized.

Spellcasters lose the power to cast a spell as soon as the incantation has begun. You cannot start the incantation for a spell, change your mind, and then still have that spell. You must wait until the following game-day to restudy and store the mystic power to cast the spell again.

If the caster takes any body damage from the start of the incantation until the packet is thrown, then the spell is ruined. An active *Bless*, *Greater Bless*, *Shield* or *Greater Shield* spell will protect the caster, as will *Magic Armor* or a suit of armor.

Touch-Casting

Touch-casting is performed by holding a packet and placing it against the target you wish to affect. The obvious advantage to this is that there is no chance of missing and wasting your spell.

In such a case, the spell recipient may choose to “accept” the spell, thus letting it past their Spell Defenses such as *Shield Magic* or *Reflect Magic*. The recipient must be conscious to “accept” a spell without triggering the Spell Defenses.

You may never “accept” a thrown spell. The decision to accept a spell through touch-casting is made immediately after the spell is cast. This is to prevent a caster from tricking an unsuspecting victim.

The recipient of a touch-cast spell can always refuse the spell by saying “refused.” This will use up the spell, but have no effect whatsoever on the recipient. Whenever attempting to touch-cast, you must abide by all NERO safe conduct rules.

You may not touch-cast if both of your hands are bound in any way, either physically or through binding effects such as *Bind*, *Confine*, *Imprison*, *Paralyze* or *Web*. You are allowed to touch-cast when your feet are bound, or under a *Pin* effect, since you have at least one hand free enough to perform the casting. This includes touch-casting on yourself.

For example, *Truxton* is hit with a *Bind* spell. He has a *Release* spell in memory but he cannot cast it (or even touch-cast it) so he’s just plain stuck.

Touch casting can only be used for spells and cannot be performed with gasses or special abilities that use packets, unless the special ability includes a complete incant of a spell. For example, most monster abilities, like *10 Elemental Fire*, can never be touch-cast.

Schools of Magic

Whenever your character begins learning magic, either celestial or earth, you must select which of the two is your primary school of magic. The other will be the secondary, costing more to buy. There is nothing preventing you from learning both earth and celestial magic but a separate spell pyramid must be built for each school.

Spell Rules

Identical spells may not be stacked. No person may have a second copy of the same spell actively affecting him or her unless the spell description states otherwise. For instance, you may have a total of three of the following spells in any combination: *Endow*, *Delayed Endow*, *Flame Blade*, and *Enchanted Blade*.

If you are hit with a second effect that isn’t stackable, the call is “got it”. Calling “No effect” in this situation is incorrect. This definition is extended to include all identically named NERO game effects, not just spells. Identical effects are not stackable, unless noted in the effect’s description.

Spell defenses carry over from adventure to adventure. A fighter who still has a *Greater Shield* spell on him at the end of a NERO adventure weekend will still have that spell at the beginning of the next weekend or module (if he has not lost his tags between events!). This rule applies only to spells that are “indefinite” in duration. There can be no *Wards* or *Wizard Locks* active when the game starts.

In-game, Spell Defenses are visible as a flash when they go off. It is obvious to anyone looking at you that you were protected from an attacking spell. You must state what the defense is at the time by saying “*Reflect Magic*” or “*Shield Magic*” for example, thus informing all observers that the spell was unsuccessful. Saying “flash” or “no effect” is not allowed. (Spells such as *Bless* and *Shield* which merely add hit points do not have to be so announced.)

Bind, *Confine*, *Imprison*, *Paralyze*, *Pin*, and *Web* are all visible to any viewer while they are in effect, so long as they take the time to observe them (they must ask the affected player). The spells *Wall of Force*, *Wizard’s Lock*, *Ward*, and *Circle of Power* are also visible, provided that the physical representation (rope, building or otherwise) can be seen and the viewer takes the time to observe them.

You cannot call a Hold to determine whether any visible effects are present. The amount of time it takes to ask if your character sees the effect is the amount of time it took your character to notice the effect.

The spellcaster is not immune to his or her own spells, nor can they automatically dispel or deactivate their own spells, unless specifically noted in a spell’s description.

Example one: Ki’Riuna the mage casts a Web spell at Grumpy the goblin. She then questions him while he is standing there webbed. She cannot at the end of her questioning say “I hereby cancel the spell.” She must cast a Dispel Magic or Release spell or must leave the area as required by the spell.

Example two: Ki’Riuna has no spell defenses left after a fierce battle with undead. She finally sees the evil necromancer who has been leading the undead and she throws a Web spell at him. However, the necromancer has a Reflect Magic spell active which “bounces back” the Web spell to Ki’Riuna. Even though the Web was her own spell, she is still affected by it, so she becomes webbed. Since a Web spell will remain in effect as long as the caster is within “line of sight,” Ki’Riuna will remain webbed unless someone else gives her a Release spell, or until she becomes unconscious.

Eldritch Power

Many of the spells call upon an energy called eldritch power. This is a type of energy that only affects beings that are alive or animated.

If you cast a *Flame Bolt* spell at someone and miss and hit a tree, the tree will not catch on fire. Nor can you use an *Ice Bolt* spell to keep your ice cream cold. These spells can only affect creatures that are alive or animated.

Healers vs. Undead

In the battle against the foul undead, the healer has a very powerful weapon. Undead creatures are the reverse of living beings, and so are affected by healing spells in a reversed manner. Any curing spell cast upon an undead will instead do damage to them equal to double the amount of healing. Any damage-causing necromantic spell will heal the undead for double effect.

Thus a *Cure Light Wounds* spell will do 4 points of damage against an undead, and a *Cause Wounds* spell will heal the undead for 8 points.

Reversible Spells

Many earth magic spells are reversible (for example, *Cure Disease* and *Cause Disease*). These spells do not have to be learned or “memorized” separately. In fact, there is no way to separate the two spells. If you know the spell *Cure Wounds*, you automatically also know *Cause Wounds*. You cannot “forget” how to cast necromantic spells or otherwise claim to only know one side of a reversible spell.

You can decide at the moment of casting which spell effect you will use (with the proper incantation, of course).

The reverse of many healing spells are necromantic, identifiable by the word “chaos” in their incant. Beware however, that in-game laws might exist against necromancy; if you are discovered casting necromantic spells such as *Create Undead*, you’d better be ready to face the in-game consequences.

Necromancy

Is necromancy evil? Not every person on Tyrra thinks so—in fact, it is perfectly legal in some places. However, necromancy is illegal in most parts of the world because many people believe it draws upon the decaying and dying aspects of the earth and thus prevents the earth from acting “naturally.”

The most accepted in-game explanation is this: Imagine the planet going through its seasons normally from year to year. Healing spells “go with the flow” of this cycle and do not disrupt the orderly process of living and dying that are part of this orderly system. Necromancy “goes against the flow” of this cycle by tapping into the chaotic forces that are not part of this system. Creating undead, for example, requires that a spirit behave in ways that are contrary to the orderly flow of the cycle.

This in-game “theory” has been used in the past to explain large numbers of undead randomly appearing (“The chaos in this area is so strong that the cycle is being completely disrupted!”) as well as aberrant weather (“This cold wave this time of year can only be explained by too much necromancy being cast in the area!”)

Of course, there are many scholars who believe that this theory is a load of goblin dung and that bad weather and undead rising are all part of the normal cycle. It is up to you to decide as your character how you feel about the issue.

Assume for game purposes that there are many learned treatises on both sides and that people have been arguing the point for many hundreds of years.

NERO Formal Magic System

Characters who have learned a ninth level spell can learn *Formal Magic*. Once a character has reached this point, they often give themselves the title of “Wizard.” Some Wizards add a personal bit to this title so that the entire title might be “Wizard of Earth Magics” or “Wizard of Might and Power” or “Wizard of Life Healing.” It is up to your character to decide how pretentious to make his or her title or even whether to use one at all. Some refuse to use the title at all, and others use “Sorcerer,” “Warlock,” or some other title. Most people don’t bother Wizards about their titles; After all, it really isn’t a good idea to have a spellcaster who can cast Formal Magic mad at you.

Formal magics are used to perform grand magics such as making magic items and weapons. Some items can be made only by Celestial Formal Magic and some only by Earth Formal Magic. One of your character’s primary ongoing quests might be to search for the Formal Magic Scrolls and Formal Magic Components needed to create Magic items. You could pay one of the Guilds to use your formal Magic Components and/or Formal magic Scrolls to make a Magic Item for you or cast the Formal Magic Spell yourself when you are powerful enough. After all, you can wait and hope that maybe someday you might find a magic sword on an NPC, but wouldn’t it be better to have one made specifically for you?

Formal Magic Scrolls are magical scrolls of immense power in and of themselves and will always detect as magical. They are indestructible by their very nature and cannot be *Shattered*, *Destroyed*, or affected by traps of any kind. They are treated as Magic Items for the purpose of stealing.

A Formal Magic scroll can only be read by one who has the skill *Formal Magic* in the appropriate school. To everyone else, the scroll will be unreadable. Characters invested in a Permanent Celestial *Circle of Power* can *Identify* the scroll as they do all magic items.

Formal Magic scrolls cannot be copied by normal means. The magic on a Formal Magic scroll is so complex that the mind cannot retain what is

written. One cannot witness a Formal Magic ceremony being performed and remember how it was done.

A Formal Magic Ritual cannot even be attempted by a character who does not possess the skill.

All Formal Magic effects last for five days unless otherwise noted on the scroll itself. These effects are not the same as standard spells, and as such are not affected by the rules on stacking spells or spell defense limitations.

In addition, there is a chance that a Formal Magic casting will fail, be flawed, or backlash, and/or some unforeseen side effect to occur.

There are many intricacies of the Formal Magic system that are not explained here. You can learn about the NERO Formal Magic System (FMS) through in-game resources who may be misinformed or give you false information, or you can acquire the FMS at your local chapter or by contacting the NERO Intl. Office. You can then decide how much of the NERO Formal Magic System your character knows or understands.

Here is a description of some of the most common types of Formal Magic effects on Magic Items. Further information on Formal Magic Scrolls can be found in-game, or in the NERO Formal Magic System. This is not the total list, but merely the ones with which most players will encounter:

Bane is a magical defense that reflects the attack back upon the attacker. It works once a day, at will (even before a spell defense), and protects against only one type of effect. For example, a *Bane versus Sleep* could be used against a *Sleep* spell or a Sleep gas poison.

Channel allows a spell to be cast from memory and used as a Spellstrike through a weapon. The tag will read “Channel <spell name>” and can be a number of times ever, or times per day. The proper verbal is “Channel <complete spell incant> Spellstrike <spellname>.” While saying the spell incant portion of the verbal, the caster must follow all of the normal rules for casting spells, with one exception – they must have the Channeling weapon in their hand(s). While performing the Spellstrike porting, all normal Spellstrike rules must be followed.

Cloak is a magical defense that works once per day at will (even before a spell defense) and protects against only one type of effect such as Fire or Binding Magic. For example, a *Cloak versus Fire* could be used against both a *Flame Bolt* spell or a fire trap.

Damage Aura is used to add extra damage ability to the striking surface of a weapon. (It does not help with waylay.) The wielder does not change their damage call when using a weapon with a Damage Aura (see **Magic Aura**). It will detect as magical. In some chapters, white duct tape is used to denote these weapons so that these weapons are noticeable to any who observe them.

Enchant stores a spell into an item to be cast later for use once ever.

Expanded Enchantment stores a spell into an item for use once a day.

Item Mark is used to mark a particular item. The mark must be between 1 and 10 square inches and appears on the surface of the item. The exact design and location of the Mark is decided when the Formal Magic is cast. This mark can be covered by normal means, although no covering is ever allowed on the striking surfaces of weapons.

Magic Aura is used to make a weapon strike with a Magical sting to it. It does not grant any extra damage and it requires the wielder to call “Magic” instead of “Normal” or “Silver” or another call. In some chapters, white duct tape is used to denote these weapons so that they are noticeable to any who observe them. Weapons with Magic Aura are necessary to destroy certain undead and the wielder of Magic Aura weapons are often targeted by these undead abominations.

Obliteration is a very powerful Formal Magic that causes the victim to suffer the same effect as dying and resurrecting three times, although only one trip to the Earth circle is necessary. However, no “picks” are

made for any of the deaths. After the Formal Magic is complete, the victim is still able to receive a Life spell for the next five minutes, and only one such spell is necessary to restore the creature to one body point. If a Life spell is received, the creature is not forced to resurrect at all.

Protection Aura creates a magic item that grants the possessor a Threshold, as described in the chapter on Special Abilities. This protection extends outside a suit of armor, and outside of all defensive spells except *Magic Armor*.

Spirit Link magically attaches an item to a spirit, thus making it unstealable. The item must always remain in contact with the creature to which it is linked. (It does not have to touch the body directly; a glove or other piece of clothing can come between the item and the person.) If the creature is affected by a *Disarm* spell, the victim should call "Spirit Link," and the item becomes unusable for five seconds as a weapon or parrying device. When a creature with a Spirit Linked item dies, the Spirit Linked item becomes insubstantial with the spirit and travels to resurrect, reforming with the spirit. If the item is a container, it does not bring the contents with it. If the creature permanently dies, the body and item return to the point where the body dissipated. The item is then linked to the next creature with a spirit that touches it, even through gloves or other possessions.

Spirit Mark is used to mark a particular person's spirit. The mark is always present on the spirit's body, in the location and with a design as decided by the original Formal Magic caster. This mark can be covered by normal means.

Formal Magic Components

In order to cast a spell from a Formal Magic scroll, one must also have the Formal Magic Components. These components are represented in-game by a small popsicle stick with a number and a description of the item. Some chapters also provide the actual prop itself. If your chapter does not, it can only increase your roleplaying fun if you were to provide your own props.

Formal Magic Components may be found as treasure in a module, on an NPC, or randomly in the woods. Sometimes you can "Harvest" components on your own, too.

Some Formal Magic Components like "swamp gas" or "skunk odor" cannot be easily represented with a prop, but players should roleplay it out by "capturing" the gas in a container. The guilds may have specific containers available for your use if you stop by and ask.

Sometimes, the essence of a monster that is not going to resurrect can be obtained. To get the essence, the body must be reached within one minute of a *Killing Blow* (or whatever caused the final death). The character must hold an empty closeable vial in one hand and touch the monster's slain body for 10 seconds. During this time, the character can use no other skills. If you are interrupted while harvesting the essence, it is immediately lost forever.

Every character has this "skill." If the monster is successfully given a *Life* spell (or whatever is appropriate for that monster), then the essence of the monster goes back into the living creature.

Note that even if this process is followed correctly, many individual monsters' essences cannot be made into ritual components. You will not know if the harvesting works until after the time is spent to try to harvest it.

Permanent Circles of Power

In order to use the powers of a Permanent Circle, you must be *Invested* in that Circle. Investiture is a Formal Magic Spell that must be performed upon you in that Circle.

In order to pass into or out of the Circle, you must be "recognized" by an invested member of the Circle. The invested member must clearly

gesture, touch, or name the subject creature and must state "the Circle recognizes you." This is an out-of-game statement, so it can be made while *Silenced*. The effect is understood in-game by all who hear it.

Upon being recognized, a person must *immediately* enter or exit the Circle. If the recognized person does not immediately act upon the recognition, then the recognition will expire.

Invested members may walk freely into or out of the Circle, since it is assumed that they "recognize" themselves. Invested members who are unconscious (or conscious, yet unwilling) will not pass through the Circle unless recognized by someone else. When using combat skills or spells, you must be completely inside or outside of the Circle of Power. For example, you cannot begin a spell incant while inside the Circle, and then step out and throw your packet.

A Permanent Celestial Circle is capable of performing an *Identify* on an item or person. The item or person to be *Identified* must be within the circle completely.

If performed on an item, *Identify* tells the caster of the *Identify* if the item has any magical properties and how the item works. If performed on a person, *Identify* will tell which active spells or Formal Magic Spells are upon the person as well as identifying all magical items the person has in their possession. Sometimes, an *Identify* could reveal the magical properties of a creature.

Identify does not tell anything else. It does not identify background, age, race, class, skills, monster abilities, favorite color, or any other information.

A Permanent Earth Circle is capable of providing *Resurrections*. The spirit to be *Resurrected* must be in the Circle. This will take 15 minutes to complete and will bring a body to full body points. During the 15 minutes, it is apparent to all observers that a resurrection is occurring, although the exact identity is unknown to all except the invested healer performing the resurrection. The healer may choose to reveal the identity of the person they are resurrecting, if desired. For more on resurrections, see the chapter on Matters of Life and Death.

If you want to raid a *Circle of Power*, the same rules as raiding a cabin will apply; you must have a marshal present. (See the chapter on Stealing and Searching.)

Magic Items

Magic items can be found or made through the NERO Formal Magic System. Most give the wearer the ability to utilize a spell. Some items grant the wearer effects from the Formal Magic system, but these are rare indeed.

Until you have an item *Identified*, you will not have the tag for the item and thus will not be able to use it, even if you are already aware of the item's power. You must proceed to the Mages' Guild to receive the tag. If you are given the item and are told in-game what the item's powers are and how it is used, you do not have to go to the guild. Make sure that the player giving you the item also gives you the magic item tag.

Spells from a magic item act just like a regular spell. They provide the character, no matter what class or level, the ability to use that spell.

When using a magic item, you must say "Activate <Spell Incant>." This is an in-game statement that cannot be made if you are *Silenced*, gagged, or otherwise unable to speak. If the spell requires you to hit a target with a spell packet, then you must have a packet and throw it, obeying all spellcasting rules. If the magic item duplicates a skill (such as *Dodge*), then you merely have to call out the skill name as per the rule pertaining to that skill. If the magic item duplicates a spell where the caster has a choice, the choice must be stated after the spell name; for example "Activate *Disarm* longsword." In-game, the effect of an activated magic item is recognizable to all who hear it.

Magic items can be directed at yourself even in situations where you would not normally be able to touch-cast. Speaking is not considered an in-game “ability,” so these items be used even if the character is not allowed to use “game abilities” for some reason.

For example, Luna the healer has a magic item with a Purify Blood spell. During a battle, she is hit with a Nausea poison. Because she is under the effects of the poison, she cannot use in-game skills and cannot cast a Purify Blood spell on herself. However, since she can still speak, she can say “Activate I Call Upon the Earth to Purify Your Blood.”

Example two: Luna has a magic item with a Release spell in it. She is captured and has her hands tied behind her back. She cannot cast a spell, but she can activate a magic item. She waits till her captors aren't looking and then says “Activate, With Mystic Force I Release You.” They turn back to get her, but now she has her hands free and is ready for them.

Example three: Luna has been captured by Muka the Evil. Muka tied Luna's hands behind her back and sat her down under a tree. Luna has already used up her Release item, but she still has a Flame Bolt item. She cannot activate this however because it would require a thrown spell packet and both of her hands are tied.

There are three main types of Magic Items:

Limited (Times Ever): This denotes an item with one-shot spells in it. Once the charge is used up, it is gone forever. These items are rarely indestructible—so beware of *Shatter* spells. When you receive a magic item tag for a “Times Ever” item, the appropriate spell tags will be stapled to the back.

Once those spell tags are gone, the item no longer will detect magical though it still may have an in-game monetary value.

Temporary (Times per Day or Other): This denotes an item with charges that are replenished at the start of every game-day. To get any spell tags that are used with the item, you must bring both the item and the item tag to logistics each game-day.

Most of these items are indestructible, and are not affected by *Shatter*, *Destroy*, or any kind of trap. If the item is *Shatterable*, it will be marked on the magic item tag.

Permanent (Times per Day or Other): This denotes a Formal Magic effect stored in an item. This is used for effects such as *Damage Aura* that make a weapon do extra damage (and hurt creatures damaged only by magic). To get any spell tags that are used with the item, you must bring both the item and the item tag to logistics each game-day. Most of these items are indestructible, and are not affected by *Shatter*, *Destroy*, or any kind of trap. If the item is *Shatterable*, it will be marked on the magic item tag.

Potions and Scrolls

The effects of potions and scrolls are the same as for a cast spell.

A scroll or potion physical representation is not valid unless it has an actual scroll or potion tag attached to the phys rep. Likewise, a scroll or potion tag without a physical representation is also invalid. If you receive tags without physical representations (for example, after using your Production Points to create items), then it is your responsibility to provide the appropriate physical representation and make sure the tag is attached.

All potion phys reps must be large enough to hold at least a minimum of a quarter ounce of liquid. The phys rep does not actually have to contain any liquid to be valid. All scroll phys reps must be at least 16 square inches (For example, a scroll that is 2 inches tall by 8 inches long would be fine).

When the item is used, the “used” flag on the tag must be torn off, and the remaining tag should be given to the recipient or a Marshal as appropriate.

To use a potion, you must roleplay the proper drinking motions, and this must take at least three seconds. You do not have to count it out loud.

A potion may be “force fed” to an unconscious or sleeping person by someone else, but such a character cannot “accidentally” drink one. You cannot attach a potion or elixir to your collar or shield and “bite” into it to get its effects while bound or in battle.

Potions cannot be mixed into food or drink or diluted or mixed together in any way. All potions affect the drinker only, and bypass any protective spells such as *Shield Magic* or *Reflect Magic*.

Note that potions affect only the drinker and do not give the drinker the “power” of the particular potion. For example, a person drinking a *Dispel Magic* potion does not gain the ability to cast a *Dispel Magic*—instead, the potion will dispel all magics on the drinker.

To use a scroll, you must pull out the scroll, hold it before you, have enough light to be able to read it, touch a spell packet to the scroll, actually read the scroll, and then throw the packet. If your scroll is attached to a weapon or shield, you may not be swinging it while reading the scroll.

After the scroll is used, the tag is removed but the paper remains. The magical writing is inert although anyone can tell what spell used to be on the scroll. You must have an actual scroll phys rep for each scroll tag.

Note that scrolls can only be read by someone with a *Read Magic* skill of the appropriate level.

Spell Defenses

There are a few spells and effects that will defend the recipient from incoming spells or attacks. Each can protect against one spell or effect only. They are cast upon the recipient in advance and stay with the recipient until “activated” by the effect they are meant to prevent. The Spell Defenses are *Elemental Shield*, *Magic Armor*, *Poison Shield*, *Reflect Magic*, and *Shield Magic*.

When one of these spells is cast upon you, you must adjust your spell tags to show that it is in effect. In-game, you are always aware of what Spell Defenses are active on you. Once a Spell Defense is active, then it will affect the next applicable incoming effect, regardless of whether or not you would have been affected. It will then be used up.

If a Spell Defense activates while the victim is sleeping normally, the victim will wake and be aware that the Spell Defense is gone.

All Spell Defenses must be called correctly (for example “*Reflect Magic*” or “*Magic Armor*”) to be effective and must be called within two seconds.

Spell Durations

Concentration: This spell lasts as long as the caster maintains concentration. While concentrating, the caster cannot run or use any game skills.

Timed: Some spells last for a specific amount of time, either 10 minutes or an hour. *Wall of Force*, *Ward*, and *Wizard's Lock* all last for 5 days.

Instant: The duration of this spell is instantaneous, but its effects may be permanent. (Thus, any damage taken from these spells is permanent until cured.)

Indefinite: The effects of this spell are permanent unless the victim receives the proper counterspell or the spell's effect is used up (or the victim dies). The counter spell will be listed in the spell description.

Line of Sight: This spell lasts as long as the caster could see the victim from wherever the caster is located. It also lasts if the victim could see the caster.

Basically, if you can draw a straight line between the caster and the victim without the line being obscured by any obstacles, then the Line of

Sight is still in effect. The caster cannot close his or her eyes or hide behind someone else to break Line of Sight.

If the caster breaks Line of Sight by imposing a very large object such as a building or large tree between the caster and the victim for longer than 10 seconds, the spell is broken. If view of the character is resumed before the 10 seconds is up, then the spell continues. These spells will cease immediately if the caster falls unconscious (for example, from combat or a *Sleep* spell).

Spells

Every spell listed here is available at every NERO Chapter.

The information after the spell's in-game name includes the spell's level, whether it is Celestial or Earth, whether it can be made into a Potion or Scroll, and its duration.

Awaken

Athena's Mental Clarifier

4 CE PS Instant

This spell awakens the recipient from a *Waylay*, any sleep effect, and the charm effects *Charm*, *Shun*, *Silence*, *Dominate*, *Fear*, and *Vampire Charm*. It does not include *Love*, *Love Potion #9*, or *Enslavement*.

"I command you to Awaken."

Banish

Lititia's Elemental Banishment

9 E Instant

This spell sends any extraplanar creature from Tyrra to its plane of origin and will keep the creature on its own home plane for 24 Tyrran hours. All items carried by the creature will be left behind unless spirit linked. This spell cannot be used to return to Tyrra from another plane.

"With mystic force I Banish you."

Bind

Lasset's Mystic Binding

4 CE Line of Sight

This spell snares the arms of its victim, binding them straight to its sides. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may walk, run, or leave the combat area as desired. This spell does not prevent the victim from being searched or being given a Killing Blow, although a moving victim is unlikely to allow either action.

"With mystic force, I Bind you."

Bless

Bearkiller's Protection

1 E P Indefinite

This spell gives the recipient two extra Body Points. These points are the first Body Points lost to damage. As long as these points last, they will protect a spellcaster so spells may be cast while taking damage.

This spell cannot be used to revive an unconscious person or harm an undead.

As long as these points last, they will protect the spellcaster so that spells may be cast while in battle. If a *Bless* and a *Greater Bless* are both present, then it is the player's choice as to which is lost first.

"I grant you the power of a Bless."

Cause Critical Wounds

Morgin's Enhanced Aberration

6 E P Instant

This spell will do 16 hit points of body damage to the target. It does not affect armor. Against undead, this spell will cure the creature of 32 points of body damage.

"I call upon chaos to Cause Critical Wounds."

Cause Disease

Korac's Demise

3 E P Indefinite

This spell will infect the recipient with a debilitating disease. The infection is not contagious, but makes the victim unable to run.

The victim will appear increasingly listless and ill as the disease progresses and will lose a Body Point every half an hour. These Body Points can be regained through healing spells.

The loss of a Body Point every half an hour will continue until the disease is cured by a *Cure Disease* or a *Dispel Magic*.

The spell *Purify Blood* will not cure someone under the effects of this spell.

This spell might not be effective against creatures with no metabolism.

"I call upon chaos to Cause Disease."

Cause Light Wounds

Suvina's Minor Aberration

1 E P Instant

This spell will do 2 points of body damage to the target. It does not affect armor. It will heal 4 Body Points of damage on an undead creature.

"I call upon chaos to Cause Light Wounds."

Cause Mortal Wounds

Tali's Greater Aberration

8 E P Instant

This spell will do 24 points of body damage to the target. It does not affect armor. It will cure 48 Body Points to an undead creature.

"I call upon chaos to Cause Mortal Wounds."

Cause Serious Wounds

Accolon's Corrupter

4 E P Instant

This spell will do 8 points of body damage to the target. It does not affect armor. It will cure 16 Body Points to an undead creature.

"I call upon chaos to Cause Serious Wounds."

Cause Wounds

Suvina's Lesser Aberration

2 E P Instant

This spell will do 4 hit points of body damage to the target. It does not affect armor. It will cure 8 Body Points to an undead creature.

"I call upon chaos to Cause Wounds."

Charm

Dalton's Mystic Befriending

7 CE One Hour

This spell makes the victim view the caster as his or her best friend in the whole world. While this spell is in effect, no amount of logic or

roleplaying will convince the victim that he or she has been *Charmed*, and the victim will not remember the casting of the spell.

An attack on the victim by the caster's party will not immediately break the spell, but if the caster cannot come up with a good reason why he or she is not helping to defend the victim, then that will. If the caster attacks the victim, then the spell is broken immediately.

A victim of this spell will not do anything completely against his or her own nature (such as attack his or her own party) unless a very good reason can be given by the caster. The spell does not turn the victim into a mindless robot blindly following orders, but it does require the victim to stay by the side of the new "friend" and listen to his or her "suggestions." (Note that this assumes that they both speak the same language. You cannot obey a "suggestion" that you don't understand.)

This spell only works on creatures that have a mind as defined by the game. Several creatures (such as lesser undead, golems, or some giant insects) do not have a mind that can be affected by this spell.

After the spell's duration expires, the victim remembers everything that happened except the actual casting of the *Charm* spell. Depending upon the circumstances, the victim might sometimes realize that he or she had been charmed.

If hit with another *Charm* spell or *Charm* effect, the most recent one will take precedence if there is a conflict. This does not necessarily negate the first *Charm* effect.

Note that this spell is not strong enough to override *Control Undead*, *Enslavement* or *Vampire Charm*.

"I command you to be Charmed."

Circle of Power

Lania's Power Circle

9 CE 1 Hour

This spell allows the caster to inscribe a circle of protection against harm. Before casting the spell, a visible, physical representation of the Circle must be drawn in the dirt or represented by something physical like chalk, a ribbon or some string. This physical representation is in-game and can be erased, moved or stolen at any time before the spell is cast.

The caster must be fully within the completed circle. This spell cannot be cast until the phys rep is complete. Anyone who steps on the phys rep while it is being raised will be pushed inside or outside of the Circle (player's choice). The phys rep does not have to be a perfect circle, but if the phys rep is too big, or both of the ends are not almost touching, then the spell is blown.

It is up to 6 feet in radius by 10' tall and is a cylindrical dome in shape with a bottom. The circle has about the same amount of friction as a normal wall or floor, although objects and creatures cannot lean against, rest against, or be placed on top of the circle.

If any large, immovable object, such as a tree or building, is in the way of a rising circle such that it would be both on the inside and outside of the circle, the circle fails. This includes the height restriction. In the case of a tree that is taller than 10 feet, a circle cannot be successfully placed around it. For ease of play, a single circle or multiple circles can never be used to encircle a tree (or any other large object), unless the tree's height can easily be measured. In the case of a ceiling less than 10 feet tall, the circle will be of reduced height, so that the entire ceiling will be on the outside of the circle.

Larger Circles can be made by having multiple spellcasters casting the spell simultaneously. Both the radius and the height of the circle are increased. For example, a 12 foot radius Circle may be made by two casters. The casters do not have to be from the same school.

Circle of Power, *Ward*, *Wizard Lock* and *Wall of Force* effects may not overlap in any way. These barriers may be within one another, but

must always be fully within, or fully external to, each other. For example, you may surround a circle with another circle, you may put a *Ward* on a building that is fully within a Circle, etc. Celestial and Earth spells may combine freely for these effects.

Nothing may enter or leave the circle once the circle is cast, including spells, thrown gasses, weapons and creatures. Traps placed near the Circle will not affect anyone or anything inside. Spells may be cast within the circle, but they cannot be effective outside of the circle. Air may pass through, but other gasses may not. A gaze attack such as a *Vampire Charm* can be effective through a *Circle of Power*. A *Gypsy Curse* can also be used through the Circle. Creatures inside a circle are still considered inside Line of Sight.

The spell lasts for one hour, but may be dropped by the caster at any time if he or she touches the circle and states "Circle down." If there is more than one caster in a larger circle, any one of the casters may drop the Circle. The statement "Circle Down" is out-of-game, although any observers who hear the statement are aware that the Circle was dropped, and they might know who dropped it.

The circle will also go down if the caster leaves the circle magically or dies (needing a *Life* spell). If there is more than one caster, the Circle will remain up until all of the casters leave or die.

The circle is not affected by *Dispel Magic*.

This spell can also be used to create a Circle that can be used for the casting of a Formal Magic Spell. Details on casting a circle usable for these rituals is available through your local chapter.

For information on Permanent Circles, see the chapter on Magic.

"With eldritch force, I build a Circle of Power."

Confine

Mannaria's Advanced Eldritch Binder

8 CE Line of Sight

This spell snares the arms of its victim, binding them straight to its sides, and immobilizes the victim completely. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may not walk, run, or be moved in any way. Any item the victim is holding cannot be dropped, even if hit with a *Disarm* effect. However, since the effect allows the victim to be searched, anyone else can choose to physically remove a hand-held item from the victim by simply "searching" them. Even a victim with *Superhuman Strength* cannot prevent himself from being "searched" in this manner.

This spell does not prevent the victim from being given a Killing Blow.

"With mystic force, I Confine you."

Control Undead

Ylivik's Sphere of Coercion

2 E 1 Hour

This spell allows the caster to control one lesser undead for one hour. Tasks may not involve any sentient thought higher than an animal: "Guard this" is fine, but "Count all the leaves on that tree" requires sentience and will not work. The most recent *Control Undead* effect takes precedent, if there is a conflict. This spell will not affect a living target, although it will remove a living person's *Shield Magic* or *Reflect Magic*.

This effect is stronger than *Charm*, *Shun*, *Dominate* or *Fear*. The most recent *Control Undead*, *Vampire Charm* or *Enslavement* effect will take precedent if there is a conflict.

"I call upon chaos to Control Undead."

Create Undead

Necro's Re-animator

7 E 1 Hour

This spell only works on a corpse that has not previously been animated, and will pull the character's spirit back to reanimate its former body. The resulting zombie will then follow the caster's commands as if a *Control Undead* spell had been cast upon it. Note that this spell must be cast within the five minute period between a character's death and the point where the spirit heads to the Earth Circle for resurrection. This spell will not affect a living target, although it will remove a living person's *Shield Magic* or *Reflect Magic*.

This spell transforms the individual into a mindless berserker who will fight until reduced to no hit points or until ordered to stop by the caster.

The zombie can use no skills: no critical attacks, no spells, no waylays. It will do damage based on its weapons only. It cannot cast spells nor converse (although it may be commanded to parrot a particular phrase given it by the caster). If the newly created zombie has no weapon, then it will be able to attack with "claws" (up to short sword sized weapons) doing one point of damage each. The caster must provide the physical representations for the claws.

The creature's visual appearance does not change immediately. Makeup is not immediately required for this spell, but should be donned at earliest possible convenience. A Hold may never be called in order to acquire proper phys-reps or makeup.

If the zombie is reduced to zero Body Points or the one hour time limit runs out, then the spirit is once again free and cannot be trapped again. Once freed, the spirit will attempt to resurrect only if the five minute count for a Life spell has been complete. If the zombie is reduced to zero body points within the five minute count, the body does not dissipate immediately. The spirit will remember nothing of the time spent as a zombie. The one hour time period cannot be extended by any means, even by Formal Magic.

The zombie created will have half the body points the victim had in life, as well as any armor that is left on the corpse. The new zombie is immune to all alchemical substances and the spells *Charm*, *Death*, *Life*, *Paralysis*, *Sleep* and *Taint Blood*. In addition, the zombie will take double damage from all healing spells and will be doubly cured to its maximum from all necromantic spells. It will be affected by all undead affecting spells such as *Trap Undead* and *Sanctuary*.

"I call upon chaos to Create Undead."

Cure Critical Wounds

Morgin's Enhanced Restorative

6 E P Instant

This spell will restore up to 16 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 32 Body Points of damage against undead creatures.

"I call upon the earth to Cure Critical Wounds."

Cure Disease

Korac's Eldritch Infusion

3 E P Instant

This spell will cure a character infected with a disease. This spell will not cure any Body Points lost because of the infection.

"I call upon the earth to Cure Disease."

Cure Light Wounds

Suvina's Minor Restorative

1 E P Instant

This spell will restore up to 2 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 4 Body Points of damage against undead creatures.

"I call upon the earth to Cure Light Wounds."

Cure Mortal Wounds

Tali's Greater Restorative

8 E P Instant

This spell will restore up to 24 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 48 Body Points of damage against undead creatures.

"I call upon the earth to Cure Mortal Wounds."

Cure Serious Wounds

Accolon's Aberration

4 E P Instant

This spell will restore up to 8 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 16 Body Points of damage against undead creatures.

"I call upon the earth to Cure Serious Wounds."

Cure Wounds

Suvina's Lesser Restorative

2 E P Instant

This spell will restore up to 4 Body Points of damage but never more than a character's maximum. It will restore an unconscious character but will not resurrect a dead one. It will do 8 Body Points of damage against undead creatures.

"I call upon the earth to Cure Wounds."

Curse

Trisilla's Curse

7 E P Indefinite

This spell will cause the victim to take double damage from all attacks that would affect them, either physical or magical. It can be removed by a *Remove Curse* or a *Dispel Magic*. The damage taken is doubled before any Spell Defenses are applied. The Curse effect does not lower a creature's Threshold, nor does it make the creature affected by additional attacks that would not normally affect it.

"I Curse you with destruction."

Death

Angelica's Spirit Evictor

9 E Instant

This spell causes the victim's spirit to flee its body, if it has a metabolism. Any armor the character was wearing is still intact, but any spells active on the victim will disappear. This spell acts as a *Killing Blow*, and the only thing that will save the victim is a *Life* spell.

"I grant you the gift of Death."

Delayed Endow

Midguard's Delayed Ogresstrength

2 C S Indefinite

This spell endows the recipient with the ability to do two extra points of damage for one swing, if it hits the target. The total damage must be announced while swinging. Once called, the spell is used up whether the blow was successful or not. Unlike a normal *Endow*, the recipient may choose when to use a *Delayed Endow*.

Delayed Endow will not benefit creatures that have *Superhuman Strength* greater than +1, and will only add + 1 to a creature with +1 strength.

The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

This spell can also be used to perform certain limited roleplaying tasks such as dragging an unconscious or debilitated creature for ten seconds. It cannot be used to throw other creatures, break down doors, or jump long distances.

"I grant you the power of a Delayed Endow."

Desecrate

Hector's Vilification

4 E Indefinite

This spell will remain in effect as long as the subject's hands are crossed on their chest and they do not receive any body damage. The recipient is protected against all non-ranged attacks from living creatures. Ranged attacks (such as spells, missile weapons, and gas globes) can affect the recipient.

The character with a *Desecrate* active may use no game abilities except touch-casting on themselves.

"I call upon chaos to Desecrate you."

Destroy

Zalinarik's Improved Shattering Force

6 CE S Instant

This spell will utterly destroy any door, or any object up to the size of a normal door, rendering it useless. It cannot be used to create a door-sized hole in an object larger than a door.

It can target a suit of armor, reducing Armor Points to zero, although the spells *Shield* and *Greater Shield* will be unaffected. This spell will not work on a permanent magic item or a magically protected item such as a *Wizard Locked* door, even if the *Wizard's Lock* is down.

Destroying an item that has other items within, hanging from, or fastened to it will destroy all of the items. This spell will destroy not only a shield but also any scrolls attached to the back. Destroying a trapped door or item will set off and destroy the trap as well.

After the item is destroyed, the debris must be cleared in-game. The in-game noise made is equivalent to the noise generated out-of-game by moving the destroyed item. For example, when a door is destroyed, the act of opening the door (out-of-game) is the amount of noise generated in-game.

"I summon a force to Destroy <item>."

Destroy Undead

Necro's Abomination

7 E Instant

This spell will destroy any one lesser undead creature. Greater undead will take 42 Body Points of damage. This spell will not affect a living target, although like all spells it will remove a living person's *Shield Magic* or *Reflect Magic*.

"I call upon the earth to Destroy Undead."

Detect Magic

Shalazar's Enchanted Magesight

2 CE S Instant

Casting this spell on an object or person will reveal to the caster and only the caster if any magic is present (but not what kind). Any visible items worn or carried by the target will be revealed, but items hidden under clothing or in bags or boxes will not be. This spell will cover up to a door sized area.

The subject must tell the caster which (if any) magic items are visible. If the subject has any spell defenses currently active (such as *Endow* or *Magic Armor*), then the subject will detect as magical to the caster. This does not overshadow any items on the person. In other words, the fact that a subject has a *Greater Shield* spell upon him or her does not cover the fact that a magic item is worn.

"I call forth mystic power to Detect Magic."

Disarm

Ganmarek's Limited Curse of Clumsiness

1 CE S 5 Seconds

This spell causes the target to drop a specific hand-held item. The item must be dropped as soon as possible. The dropped item may not be picked up by the victim for five seconds. The five seconds begins after the item is dropped. Only the item named may be fumbled in this manner. A hold can never be called to drop the named item.

Saying a general description like "weapon" is fine, although if the target is holding two items which match the description, then it is the target's choice as to which to drop. A shield is not considered a "weapon" for purposes of this spell.

The disarming magics are strong enough to overcome any rope or chain that you may have attached to your hand. If the chain is unshatterable then it will become "unrung."

If a *Paste of Stickiness* was applied to the item in the last hour, the item will remain in your hand, but the *Paste of Stickiness* will be used up in the process. *Spirit Link* also protects against *Disarm* effects, but the wielder must not use the item for 5 seconds.

Spell packets cannot be affected, while orange gas globes can be affected.

"I summon a force to Disarm your <item>."

Dispel Magic

Killraven's Diabolical Disrupter

8 CE PS Instant

This spell will dispel all active spells on a given creature or object unless specifically noted by the spell description. A *Shield Magic* or *Reflect Magic* will protect all other spells on a person from a *Dispel Magic*, but will be used up in the process. A *Dispel Magic* potion isn't stopped by a *Shield Magic* or a *Reflect Magic*, and will dispel those spells and all others spells active upon the drinker.

"I call forth mystic power to Dispel Magic."

Dragon's Breath

Arcevol's Draconian Enchantment

8 C S Instant

This spell allows the caster to fire a bolt of magical flame, doing 32 hit points of eldritch fire damage to the target. The fire is eldritch in origin and will not otherwise set anything alight.

"I call forth a Dragon's Breath."

Duplicate Ward Key

Elenaro's Duplicate Astral Displacement

9 C 5 Days

This spell is cast upon an identical key to a *Ward* or a *Wizard's Lock* while a working key is in the lock. When this spell is cast, the caster must be touching both keys. The second key becomes just as effective as the first; either key can be used to open the *Ward* or *Wizard's Lock*. A *Duplicate* key has all of the same properties as the original key. See the *Ward* spell for more details.

"With eldritch force I build a Duplicate Ward Key."

Eldritch Blast

Diranda's Energy Expeller

9 C Instant

This spell allows the caster to affect a target with a bolt of magical flame, ice, or lightning, doing 36 hit points of eldritch damage. The caster may choose which type of damage to throw at the time of the casting, signifying such through the verbal. The damage will not otherwise set anything alight or freeze anything.

"I call forth a(n) <flame, ice or lightning> Blast."

Elemental Shield

Peldin's Elemental Barrier

6 E P Indefinite

This spell protects the recipient from the next effect with the word "elemental" in the verbal. It is then immediately used up.

"I grant you the power of an Elemental Shield."

Enchanted Blade

Turing's Aura of Enchantment

6 C S Indefinite

This spell allows the recipient to do up to two extra points of damage for one swing if it hits the target. The spell is used up whether successful or not. The weapon is considered to be magic for the one strike attempt. The recipient may choose when to use the *Enchanted Blade*, and must announce the total damage of the swing while saying "Magic" instead of "Normal" or "Silver." The spell lasts until dispelled or used up.

The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. *Enchanted Blade* will have no effect with a *Damage Aura* effect greater than +1. It will only add one to a *Damage Aura* effect of +1.

The extra damage comes from the spell's eldritch effect, and its bonus can added fully to damage done by creatures with *Superhuman Strength*.

"I grant you the power of an Enchanted Blade."

Endow

Barantur's Charm of Ogre Strength

1 C S Indefinite

This spell endows the recipient with the ability to do two extra points of damage on the next swing, if it hits the target. The total damage must be announced while swinging. Once called, the spell is used up whether the blow was successful or not.

Endow will not benefit creatures that have *Superhuman Strength* greater than +1, and will only add one to a creature with +1 strength.

The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

This spell can also be used to perform certain limited roleplaying tasks such as dragging an unconscious or debilitated creature for ten seconds. It cannot be used to throw other creatures, break down doors, or jump long distances.

"I grant you the power of an Endow."

Enflame

Bester's Stumbling Flame

6 C Indefinite

This spell causes any hand-held item to burst into flame, causing 16 points of flame damage to the person or creature carrying the item. It will also act as a *Disarm* spell towards that item if the creature was affected by the flame.

"I summon a force to Enflame <item>."

Flame Blade

Arcevol's Elemental Conjuration

4 C S Indefinite

This spell allows the recipient to do four extra points of damage for one swing if the blow is successful. The spell is used up whether the blow is successful or not. Unlike an *Endow*, the recipient may choose when to use a *Flame Blade*. The recipient must announce the total damage while swinging.

This damage will not set anything alight. The extra damage comes from the spell's eldritch effect, and its bonus can added fully to damage done by creatures with *Superhuman Strength*.

The spell may be stacked with other Endow/Blade spells (maximum three spells total), but the spells will only work one at a time. It does not allow you to hurt a monster that can only be damaged by magical weapons.

When using this spell, you may call out "Flame" instead of "Normal," "Magic" or "Silver."

"I grant you the power of a Flame Blade."

Flame Bolt

Folson's Elemental Flamestrike

4 C S Instant

This spell does 16 points of eldritch fire damage to the victim.

"I call forth a Flame Bolt."

Free Undead

Morien's Malignant Mistake

1 E Instant

This spell will cause an undead creature to be freed from the effects of a *Trap Undead* spell. This spell will not affect a living target, although it will remove a living person's *Shield Magic* or *Reflect Magic*.

"I call upon chaos to Free Undead."

Greater Bless

Bearkiller's Enhanced Protection

3 E P Indefinite

This spell gives the recipient 4 extra Body Points. These points are the first Body Points lost to damage. As long as these points last, they will protect a spellcaster so spells may be cast while taking damage.

This spell cannot be used to revive an unconscious person or harm an undead.

If a *Bless* and a *Greater Bless* are both present, then it is the player's choice as to which is lost first.

"I grant you the power of a Greater Bless."

Greater Shield

As long as these points last, they will protect a spellcaster so spells may be cast while taking damage.

If a *Shield* and a *Greater Shield* are both present, then it is the player's choice as to which is lost first.

"With eldritch force I grant you a Greater Shield."

Harm Undead

Doria's Bane of the Doomed

3 E Instant

This spell will do 18 Body Points of damage to an undead creature. This spell will not affect a living target, although it will remove a living person's *Shield Magic* or *Reflect Magic*.

"I call upon the earth to Harm Undead."

Help Undead

Doria's Bane of the Doomed

3 E Instant

This spell will heal an undead creature for 18 Body Points of damage. This spell will not affect a living target, although it will remove a living person's *Shield Magic* or *Reflect Magic*.

"I call upon chaos to Help Undead."

Ice Bolt

Swansona's Cold Strike

3 C S Instant

This spell does 12 points of eldritch cold damage to the victim.

"I call forth an Ice Bolt."

Ice Storm

Kalliestro's Elemental Maelstrom

7 C S Instant

This spell does 28 points of eldritch cold damage to the victim.

"I call forth an Ice Storm."

Imprison

Midguard's Forceful Imprisonment

9 C 1 Hour

This spell seals the victim into a rigid, form-fitting and unbreakable barrier, trapping them within. The victim cannot move, speak, touch-cast, *Gypsy Curse*, or perform any game skills requiring movement.

The spell lasts for one hour, but may be dropped by the caster at any time if he or she touches the victim and states "Imprison down." This statement is out-of-game, and can be used even if the caster is *Silenced* or inside the *Imprison*. Any observers who hear the statement are aware that the *Imprison* was dropped, and they might know who dropped it. A *Dispel Magic* will bring down the *Imprison*, but will not dispel any other spell effects on the creature inside.

Any creature sealed within an *Imprison* spell cannot be affected by any spell, nor will they take any damage from physical attacks or traps. However, it does not provide complete and absolute protection against harm. The victim will suffocate if placed underwater (assuming the victim needs to breathe to survive). The *Imprisoned* creature will also die from massive damage from falling from a great height. The *Imprison* spell does not stop any falling damage that is caused to a character. That encounter's marshal will decide all falling damage. The largest and most powerful mass mechanical traps are also sometimes capable of overcoming magical effects such as *Imprison*. For instance, while an *Imprisoned* creature wouldn't immediately perish from a deadly ceiling trap, the ceiling would probably give way, crashing around the creature. While others in the room would die immediately, the *Imprisoned* creature would not die until after the spell expired.

A *Vampire Charm* or other gaze attack will still work provided the *Imprisoned* creature's eyes were open at the time the *Imprison* was cast.

As with a *Ward*, no gasses other than air can get inside. The barrier is not a frictionless surface, and has as much friction as a normal creature.

A victim of the *Imprison* is completely aware of his or her surroundings and unless unconscious or otherwise impaired will remember all that occurred while *Imprisoned*.

This spell will prevent the victim from being searched and only the caster may deliver a *Killing Blow* to the recipient. If the *Killing Blow* fails (for example, if the creature inside is immune to the caster's attack), then the *Imprison* will drop as soon as the *Killing Blow* is completed and the creature may then defend itself.

"With eldritch force I build a prison."

Life

Angelica's Death Bane

9 E Instant

This spell must be cast within five minutes of a creature's death. It restores the creature to one Body Point but the creature is not forced to resurrect. This spell is the only thing that can save someone who has been given a *Killing Blow* or hit by a *Death* spell.

This spell will not normally affect a living target or an undead creature, although it will remove a living person or undead creature's *Shield Magic* or *Reflect Magic*.

If the body needing a *Life* spell has been dismembered, the caster must have the portion of the body containing the spirit. Once the spell is cast, the entire body reforms and any parts elsewhere will dissipate.

"I grant you the gift of Life."

Light

Alva's Illuminator

1 E Next Daybreak

This spell produces a glowing light and allows the caster to kindle a light wand. The light can then be used by anyone. It will not work without a phys rep. You cannot cast a *Light* spell at a person or tree and have the person or tree glow. There must be a flashlight or other out-of-game light source provided.

The spell lasts until daybreak or until it is dispelled. If using a flashlight for this spell, the lens of the flashlight must be covered by a cloth, tissue paper or a gel to diffuse the light. Do not shine the light in anyone's face. This spell (like all spells) will remove a *Shield Magic* or *Reflect Magic*.

"I grant you the power of a Light."

Lightning Bolt

Hanson's Thunderbolt Generator

2 C S Instant

This spell does 8 points of eldritch lightning damage to the victim.

"I call forth a Lightning Bolt."

Lightning Storm

Hanson's Maelstrom Effect

6 C S Instant

This spell does 24 points of eldritch lightning damage to the victim.

"I call forth a Lightning Storm."

Magic Armor

Robalyn's Mystic Protection Field

2 CE PS Indefinite

A *Magic Armor* spell will protect the wearer from the next single strike by a NERO-safe weapon. The recipient must state "Magic Armor." The attack and the *Magic Armor* will then be expended. This does not protect against a *Killing Blow* or a fall, nor does it work against any traps other than weapon traps. A *Magic Armor* will be blown even if the amount of damage called is "zero."

"I grant you the power of a Magic Armor."

Magic Missile

Cornelius' Mystic Projectile

1 C S Instant

This spell does 4 points of eldritch damage to the victim.

"I call forth a Magic Missile."

Magic Storm

Analyzix's Mystic Bombardment

9 C Concentration

At the time of casting, the caster must plant both feet. As long as both feet remain planted and the spell is not disrupted as per normal spell rules, the caster may throw a packet after completing the incant "Magic Storm." While the spell is in effect, the caster can perform no other skill nor

cast any other spell. Each packet thrown acts as a separate spell which causes 5 points of eldritch damage to the target.

"I call forth a Magic Storm, Magic Storm, Magic Storm. . ."

Paralyze

Nyrina's Nerve Blocker

8 E Line of Sight

This spell completely immobilizes the victim. The target may not move any part of their body and may be given a *Killing Blow* while thus trapped. An *Unparalyze* spell or a *Dispel Magic* will release a victim from the paralysis. A *Release* spell will not work.

This spell only works on creatures that have a metabolism. Some creatures such as undead, golems or some elementals are not affected by this spell.

"I curse you with Paralysis."

Pin

Peranore's Minor Binding

2 CE S Line of Sight

This spell will root the target's right foot in place. The target may pivot their body 360 degrees but may not move their right foot. The *Pin* can be removed with a *Release* spell or a *Dispel Magic*.

"With mystic force I Pin you."

Poison Shield

Klarissa's Poison Protector

4 E Indefinite

This spell protects the recipient from the next attack with the word "poison" in the verbal. It is then immediately used up. It will not protect against ingested elixirs.

"I grant you the power of a Poison Shield."

Purify Blood

Vorin's Antidote

5 E P Instant

This spell will cleanse the recipient's blood, removing any and all alchemical effects or monster effects with the word "poison" in the verbal that are currently active on the character, even beneficial ones.

It will not remove a *Poison Shield*, *Enslavement*, *Euphoria*, or *Love Potion #9*.

It is also a very good in-game cure for an in-game hangover.

Purify Blood will not cure any damage previously wrought by the poison effect.

"I call upon the earth to Purify your Blood."

Reflect Magic

Kincaid's Enchantment Reflection

8 CE PS Indefinite

This spell will reflect the next spell cast at the recipient back upon the caster, after which it is used up. The recipient must say "Reflect Magic" to inform the caster that the spell was returned.

The original caster is still the caster of the spell. This spell lasts until used up or *Dispelled*, and cannot be used in conjunction with a *Shield Magic*.

If you have a *Reflect Magic* active, you may still "accept" spells that are touch-cast. You cannot "accept" thrown spells. See the chapter on Magic for more details on touch-casting spells.

"I call forth mystic power to Reflect Magic."

Release

Hiro's Splendid Unbinding

5 CE PS Instant

This spell will release a creature caught in a *Bind*, *Pin*, *Web* or *Confine* effect, as well as negating all active *Paste of Stickiness* effects upon the creature.

It will not free someone who has been *Paralyzed* or *Imprisoned*.

A *Release* spell can also be used to free someone bound by any nonmagical means (such as handcuffed, tied up, gripped by a tentacle, or caught in a *Physical Web*). It will not unlock a cell door, but will open a stock if the creature is locked in one.

"With mystic force I Release you."

Remove Curse

Trisilia's Charm

7 E P Instant

This spell will cancel a *Curse* spell but will not restore any Body Points lost. Alternately, it might allow the recipient to drop one cursed item carried.

It will not rid anyone of a *Gypsy Curse*.

"I rid you of your Curse."

Remove Weakness

Tyrr's Damage Restorer

3 E P Instant

This spell will remove all active *Weakness* effects on a creature

"I rid you of Weakness."

Repel

Jondar's Force of Repulsion

2 CE S Concentration

This spell requires the caster to hit a target and hold the hand used to throw the packet palm out, facing the recipient. The victim and the target must then stay at least 10 feet apart while the spell is in effect.

When the spell is first cast, the recipient must move 10 feet away from the caster. After that, neither the recipient nor the caster may approach within 10 feet of each other; the caster cannot approach the recipient any easier than the recipient may approach the caster. Either could back away.

If it is impossible for the recipient to move more than 10 feet away from the caster because of physical obstructions when the spell is cast, the caster must first attempt to move 10 feet away from the recipient.

The caster must hold out a hand, palm out, towards the recipient. That hand cannot be used for any other purpose, although the caster may use the other hand for in-game skills.

This spell is not a charm effect and cannot be resisted with the racial ability *Resist Charm*.

"With mystic force I Repel you."

Restore Limb

Thorna's Entropy Disrupter

7 E P Instant

This spell causes the target's limb to become usable and restored. The limb must be specified by the caster (right or left leg or arm). If the caster does not specify, or if the spell is received from a potion, then it is the creature's choice as to which limb is restored.

"I call upon the earth to Restore your <limb>."

Sanctuary

Hector's Aura of Protection

4 E Indefinite

This spell will remain in effect as long as the subject's hands are clasped overhead and they do not receive any body damage. The recipient is protected against all non-ranged attacks from undead creatures. Ranged attacks (such as spells, missile weapons, and gas globes) can affect the recipient.

The character with a *Sanctuary* active may use no game abilities except touch-casting on themselves.

"I call upon the earth to grant you Sanctuary."

Shatter

Zalinarik's Shattering Force

3 CE S Instant

This spell may be cast upon any weapon or shield or any item up to a shield in size. It may also be cast at a creature, to affect such an item.

Shatter can be used to shatter a helm or arm- or leg-guard but no other armor pieces, doing armor damage as appropriate. This spell will not shatter a shield-like hole in something larger than a shield.

The item thus affected is shattered into shards and is rendered completely useless. This spell will not work on an unshatterable item, a permanent magic item or a magically protected item.

Shattering an item that has other items within or fastened to it will destroy all of the items. This spell will shatter not only a shield but also any scrolls attached to the back. Shattering a box or door will set off any traps present as well as the items within.

After the item is shattered, the debris must be cleared in-game. The in-game noise made is equivalent to the noise generated out-of-game by moving the shattered item.

"I summon a force to Shatter <item>."

Shield

Almrood's Protective Field

1 C S Indefinite

This spell gives the recipient two extra Armor Points. These extra points are the first Armor Points lost due to damage. As long as these points last, they will protect a spellcaster so spells may be cast while taking damage. If a *Shield* and a *Greater Shield* are both present, then it is the player's choice as to which is lost first.

"With eldritch force I grant you a Shield."

Shield Magic

Tyler's Improved Protection From Enchantment

5 CE PS Indefinite

This spell will cancel the next spell cast at the recipient, including beneficial spells, after which it is used up.

You must say "Shield Magic" immediately when this spell is used. *Shield Magic* cannot be used in conjunction with a *Reflect Magic*.

If you have a *Shield Magic* active, you may still "accept" spells that are touch-cast. You cannot "accept" thrown spells. See the chapter on Magic for more details on touch-casting spells.

"I call forth mystic power to Shield Magic."

Shun

Jondar's Charm of Avoidance

4 CE S 1 Hour

This spell causes the victim to feel great discomfort around the caster. The victim will not initiate attack on the caster while the spell is in effect, and the victim 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 victim is within the 10 feet when the spell is cast, the victim must move away, but never in a manner that will endanger the victim or cause direct harm to the victim. In other words, the victim 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 victim; if the victim 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 victim can take no in-game actions against the caster.

This spell is a type of charm and can be resisted with the racial 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.

"I command you to Shun me."

Silence

Turing's Mystical Muzzler

5 CE 10 Minutes

The victim of this spell cannot talk and cannot cast any spell. The victim must still call out the damage points his or her weapons do if combat ensues while the spell is in effect, as well as any out-of-game "trigger" phrases such as "Reflect Magic" or "Parry." The silence can be removed by either *Awaken* or *Dispel Magic*. This is not a charm spell and thus it cannot be resisted by those with the *Resist Charm* ability.

"I command you to Silence."

Sleep

Folson's Somnolent Vapors

6 CE PS 10 Minutes

Sleep causes the target to instantly fall into a deep sleep. The target will not awaken for 10 minutes unless someone shakes them vigorously while shouting for them to wake. It takes one minute of shaking and shouting to wake a person this way. An *Awaken* or *Dispel Magic* spell will wake the victim immediately.

This spell will not work on some creatures without a metabolism, such as undead creatures, golems, or some giant insects. It can be resisted by creatures with a *Resist Sleep* ability.

"I command you to Sleep."

Taint Blood

Vorin's Venom Blast

5 E Indefinite

This spell will introduce impurities into the victim's blood. The victim is left extremely weak, and unable to fight or move faster than normal walking speed. The victim becomes unable to use any game skills and will temporarily lose one Body Point from their maximum every 15 minutes. Note that the spells *Bless* and *Greater Bless* do not add to your maximum Body Points.

Since the victim's maximum Body Point level keeps reducing, these points lost cannot be healed. Remember, you can never be healed higher than your maximum amount.

When the victim is reduced to zero Body Points, they will become unconscious. Fifteen minutes later, they will be at -1 and dying. The skill *First Aid* applied within a minute will raise the maximum back to zero, but 14 minutes later, the victim will once again revert to -1. Since the victim is not dead, a *Life* spell will not cure him or her; however, a *Killing Blow* followed by a *Life* spell will work.

This spell might not function against creatures with no metabolism. This spell can be removed by a *Purify Blood* spell or a *Dispel Magic* spell.

"I call upon chaos to Taint your blood."

Trap Undead

Morien's Malignance Magnet

1 E Line of Sight

This spell will act upon a lesser undead as a *Pin* spell, but the undead may not rip free. This spell will not affect a living target, although it will remove a living person's *Shield Magic* or *Reflect Magic*.

"I call upon the earth to Trap Undead."

Turn Undead

Ylivik's Lesser Sphere of Banishment

2 E 1 Hour

This spell will affect lesser undead creatures, causing them to leave the area of combat immediately by attempting to break Line of Sight. A *Dispel Magic* or *Free Undead* will rid the creature of this spell, allowing it to return. Greater undead are not affected by this spell in the same manner. This spell will not affect a living target, although it will remove any creature's *Shield Magic* or *Reflect Magic*.

"I call upon the earth to Turn Undead."

Unparalyze

Nyrina's Nerve Restorer

8 E P Instant

This spell will free the subject from all paralysis effects.

"I rid you of Paralysis."

Wall of Force

Bertold's Mystic Barrier

7 C S 5 Days

This spell uses a preexisting, free standing vertical frame to create a shimmering *Wall of Force* that will stretch no more than 10 feet across. The *Wall* will rise to a height of 25 feet or the height that will fit the frame.

The frame must be completely enclosed and the *Wall of Force* must be able to be placed vertically within the frame. It must be clear to all observers where the boundaries of the *Wall* are. Normal walls may be used as the sides of the frame, but the floor should be marked with a physical representation so it is clear where the *Wall* has been placed.

Two trees 10 feet apart or less would be an acceptable physical representation for a *Wall of Force* as long as a representation for the floor is indicated, as would any doorway or portal 10 feet wide or less. If all of the sides are clearly indicated by a portal, then a floor phys rep is not required.

Once the *Wall of Force* has been cast, the physical representation cannot be moved. Neither the *Wall* nor the frame may be *Destroyed* or *Shattered*. Normal traps will not affect it, although some Massive

Mechanical traps may cause it to fail in a manner similar to the *Imprison* spell.

Wall of Force, *Circle of Power*, *Ward*, and *Wizard Lock* effects may not overlap in any way. These barriers may be within one another, but must always be fully within, or fully external to, each other. For example, you may surround a *Circle* with another *Circle*, you may put a *Ward* on a building that is fully within a *Circle*, etc. Celestial and Earth spells may combine freely for these effects.

Nothing may pass through the *Wall* once the *Wall* is cast, including spells, thrown gasses, weapons and creatures. Air may pass through, but other gasses may not. A gaze attack such as a *Vampire Charm* can be effective through a *Wall*, as will a *Gypsy Curse*.

The wall will last for five days, but may be dropped by the caster at any time if he or she touches the phys rep and states "Wall down." This statement is out-of-game, although any observers who hear the statement are aware that the *Wall* was dropped, and they might know who dropped it. The wall is also dropped if affected by a *Dispel Magic*.

"With eldritch Force I build a Wall."

Ward

Elenaro's Astral Displacement

9 CE 5 Days

This spell magically seals a single room or an entire building. The object so affected must be an actual unmovable structure such as a building, a tent, or an unmovable wagon.

This spell requires a lock and key that must be prepared from a single piece of material. The two pieces are placed upon the structure, the spell is cast, and the key is removed from the lock. A magic barrier will then appear enclosing the shielded area. All portals into the area are sealed by the barrier, including windows. Nothing may enter or leave except for air itself. No gaseous forms, gases, weapons, spells—nothing. No one (not even the caster) may enter until the key is placed back in the lock. *Ward* is not be affected by *Dispel Magic*.

Wards are 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.

In-game, the *Ward* lock is placed in midair in the portal. This way, the key can be entered into the lock from either side. Out-of-game, the lock must be attached to the door itself and must be clearly visible. The building must be visibly marked to indicate the presence of a *Ward* or *Wizard Lock*, such as by placing a large "W" on the door with duct tape or masking tape. The spell tag must be attached to the back of the lock or to the marshal notes.

The casting of this spell takes five minutes. The caster must say the incant and hold the key in the lock for the entire five minutes. If the caster takes any damage, loses any spell defense, or becomes unable to hold the key in the lock, then the spell is blown. At the end of the five minute casting time, the caster announces "Ward Up," removes the key, and the spell is complete.

It is possible to *Ward* a building and have two separate portals; for example, a building with multiple doors can be *Warded* so that any door could be used with the proper key. In order to do this, multiple casters are needed. Each portal must have a *Ward* cast upon it within the five minute time frame.

In other words, if one caster begins a *Ward* spell at the front door, another may place an additional *Ward* at the back door if it is begun within five minutes. Once completed, the building will have only one *Ward* but will have separate keys for each door. Each key must be unique and distinguishable from the other. The keys are not interchangeable.

Note that every time a new *Ward* is started, the five minute time frame begins again, so that theoretically two casters could *Ward* a building with multiple doors by "taking turns" at each door as long as the castings overlap. The *Ward* is active, blocking entry and exit, once any of the casters successfully completes his or her five minute spell. If any of the casters is interrupted, that particular casting will fail, but the others can continue and can be successful. Once the five minute time frame is broken, no further *Wards* may be cast.

Anyone inside an area being *Warded* immediately becomes aware of an "eerie sensation" and knows that a *Ward* is being cast. This eerie sensation is strong enough to awaken a normally sleeping person. If a *Ward* is being cast upon one portal and another caster begins a *Ward* at another portal, the first caster will be aware of a different "eerie feeling" than the one caused by his or her casting and will immediately be aware that someone else is attempting to *Ward* the area.

It is also possible to *Ward* or *Wizard Lock* a smaller room within the *Ward* as long as the two rooms do not share the same portal.

Ward, *Circle of Power*, *Wizard Lock* and *Wall of Force* effects may not overlap in any way. These barriers may be within one another, but must always be fully within, or fully external to, each other. For example, you may surround a circle with another circle, you may put a *Ward* on a building that is fully within a *Circle*, etc. Celestial and Earth spells may combine freely for these effects.

The size of a *Ward* key is variable but cannot be an in-game weapon such as a shield or sword. Unusual *Ward* keys must get prior approval. All *Ward* keys are indestructible.

Anything left in the way of a rising *Ward* will be pushed to the side of least resistance. Creatures with only one eligible side always go to the only eligible side. Otherwise, the "side of least resistance" is defined as follows: (1) Creatures "in the way", even if unconscious, choose the side they'd like to be on. All of their possessions go to that side, too. (2) Items "in the way", if possessed by a creature, always go to the side of the possessor. (3) Items "in the way", if not possessed by anyone, have their side chosen by the person removing the *Ward* Key.

"With eldritch force I build a Ward. . . Ward Up"

Weakness

Tyrr's Damage Reducer

3 E P Indefinite

This spell will curse the victim to do 4 points less damage with every swing (minimum damage being zero, of course). This spell does not actually reduce a creature's strength. It affects all weapon damage in the same way, whether the weapon is used with one hand or two hands. This spell lasts until removed with a *Remove Weakness* or a *Dispel Magic*.

In some chapters, this spell will reduce the "Escape from" ability of a creature.

"I curse you with Weakness."

Web

Arakin's Eldritch Binding Force

5 CE S Line of Sight

This spell snares the arms of its victim, binding them straight to its sides, and immobilizes the victim completely. The victim may talk freely, but may not use any game skills requiring use of the arms, including using a weapon or shield, casting a spell, or activating a gas globe. The victim may not walk, run, or be moved in any way. Any item the victim is holding, cannot be dropped, even if hit with a *Disarm* effect. However, since the effect allows the victim to be searched, anyone else can choose to physically remove a hand-held item from the victim simply by "searching"

them. Even a victim with *Superhuman Strength* cannot prevent himself from being “searched” in this manner. This spell does not prevent the victim from being given a Killing Blow.

“With mystic force I Web you.”

Wither Limb

Thorna's Accelerated Entropy

E 7 P Indefinite

This spell causes the target's limb to become aged and infirm. The limb must be specified by the caster (right or left leg or arm). You can have up to four *Wither Limb* spells upon you at a time.

No weapon may be wielded by that limb nor may the limb be used for locomotion or spellcasting. Only an arm or leg can be thus withered. Tentacles or similar appendages are considered arms for this purpose. The head, tongue, or any other such organ do not count as limbs.

A *Restore Limb* will heal one withered limb. A *Dispel Magic* will remove all active *Wither Limb* spells.

If the caster does not specify, or if the spell is received from a potion, then it is the creature's choice as to which limb is withered.

“I call upon chaos to Wither your <Limb>.”

Wizard's Lock

Ferakin's Magic Gated Barrier

8 C S 5 Days

This spell is identical to a *Ward* spell except that it does not take five minutes to cast and it may be cancelled by a *Dispel Magic* spell.

As with Wards, it is possible to have multiple portals each with a separate key, but to do so requires a *Wizard's Lock* to be cast on each portal at the same time. If the second verbal is not started before the first one ends, then the spell is cast and the second *Wizard's Lock* fails. Otherwise, multiple portals work in a manner similar to *Ward*.

If a room or building already has a *Ward* or a *Wizard's Lock*, another one may not be added. If you wish to upgrade your *Wizard's Lock* into a *Ward*, you must first *Dispel* the *Wizard's Lock*.

Wizard Lock, *Circle of Power*, *Ward* and *Wall of Force* effects may not overlap in any way. These barriers may be within one another, but must always be fully within, or fully external to, each other. For example, you may surround a Circle with another Circle, you may put a Ward on a building that is fully within a Circle, etc. Celestial and Earth spells may combine freely for these effects.

The building must be visibly marked to indicate the presence of a *Ward* or *Wizard Lock*. All other rules pertaining to a *Ward* must be followed.

There is no way to tell if a building has a *Ward* or a *Wizard's Lock* just by looking at it; the only way to tell is to cast a *Dispel Magic* spell and see if it remains. Dispelling a *Wizard Lock* generates as much noise as the marshal makes when opening the door to check the Marshal Notes.

In order to *Dispel* a *Wizard Lock*, the *Dispel* must be cast on the lock itself in the presence of a Marshal.

“With eldritch force I build a Wizard's Lock.”

Alchemy

Players with the skill of *Alchemy* can create certain contact substances, elixirs and gasses. These substance do not detect as magical by *Detect Magic*. Alchemical effects are not affected by *Dispel Magic*. Unless otherwise noted, they last for 10 minutes.

Anyone can drink an elixir or feed one to someone else or apply *Vorpal Coatings*. One purchase of the *Alchemy* skill allows you to mix

elixirs into food or drink. Three purchases of the *Alchemy* skill allows you to use gasses and apply contact poisons.

Creating Alchemical Substances

Creation of any alchemical substance is based on the Production Points system as described in the chapter on the Production System. In order to make the substance, you must have a recipe book and the specific recipe for that substance.

Your recipes must be in a book similar to the type of book used by spellcasters and must abide by the same rules; This book is an in-game item and can be stolen. If you lose your book, you lose all the formulas within. You will have to find someone with the recipes and recopy them into your book again before you can create any new alchemical substances. Note that unlike spellbooks, you do not have to pay game money to use a special ink to write the recipes into the book.

Damage from Alchemy

Characters can be affected by alchemical substances in many ways. The effects are instantaneous. “Cause” poisons do body damage only, since they bypass armor. This damage can not be reversed by an antidote, but can be healed as normal damage. Alchemical substances that affect metabolism will have no effect on undead.

Berserk, *Feeblemind*, *Hallucinoid*, *Laugh*, *Nausea*, *Paralysis*, *Sleep*, and *Vertigo* (or similar poisons which are chapter-specific) are all visible to any viewer while they are in effect, so long as they take the time to observe them (they must ask the affected player).

Many substances can be reversed by a specific antidote if taken after exposure to the substance. The spell defensive *Poison Shield* will not stop ingested substances from taking effect, but will stop all other attacks with the word “poison” in the verbal. The spell *Purify Blood* will cleanse the body of all active poison effects present except for *Enslavement*, *Euphoria*, and *Love Potion #9*. *Alchemical Solvents*, *Vorpal Coatings*, *Liquid Lights*, *Pastes of Stickiness*, and *Oils of Slipperiness* are not affected by *Purify Blood* and will not set off a *Poison Shield* or a *Resist Poison*.

Mixing two elixirs does not cancel them all. If a food or drink has more than one elixir present, all elixirs will affect the victim. One use of the racial skill *Resist Poison* will block all elixirs present.

Types of Alchemical Substances

Vorpal Coatings must be applied to the blade by taping the tag to the weapon or placing the tag in the weapon tag pouch. *Vorpal Coatings* add to the base damage of the weapon. They take effect immediately, doing damage to Armor Points and then Body Points.

Vorpal Coatings work only once per application. Damage should be called by adding the elixir's damage to the weapon damage (with any other magical or skill bonuses also added, of course).

The *Vorpal Coating* is used up on the first contact whether or not it hurts the opponent. A swing in the air does not use up the *Vorpal Coating* but hitting a target—even a shield or a sword—does use it up. You cannot “save” the *Vorpal Coating* for a good hit.

Applying a *Vorpal Coating* takes time to apply. It cannot be done with a quick touch in the middle of battle. The taping of the tag onto the weapon represents the time it takes, which may never be less than three seconds. If you do not have the tag taped to your weapon then the *Vorpal Coating* is not effective. A new tag must be put on the weapon each time a new *Vorpal Coating* is applied. If using a staff, you must indicate which end of the staff has the *Vorpal Coating* by attaching the tag to that end.

Elixirs may be placed in food or drink. This is signified by either attaching the tag to the underside of the food vessel, placing a token in the food, or having a marshal witness you make pouring motions over the food

or drink. (Or, of course, you could give an alchemical substance to a character who thinks you're giving him or her a Cure potion. . .) If the food or drink has more than one elixir present, all elixirs will affect the victim. One use of the racial skill *Resist Poison* will block all elixirs present.

Gasses are delivered by an orange packet. Unlike a spell packet, gas containers are in-game. They work on a single target, indoors or outdoors.

Before throwing the packet, the user must announce "<Type> gas poison;" for example "Sleep gas poison." This phrase simulates preparing the gas. The "verbal" is not in-game so even a silenced or mute character may use one. If the "verbal" is not said properly then the attack is unsuccessful as the gas was not "prepared" properly (Imagine preparing a hand grenade). The packet must hit the target or the target's possessions and otherwise must follow all spell packet rules. Even though the "verbal" is not in-game, the effect is recognized by anyone who hears it. (In-game, assume each gas has a different color and texture associated with it to allow for identification.)

Note that gas globes, since they are in-game, can be disarmed and stolen. To steal a globe, you must steal the actual globe physical representation itself and not the tag. You may then either go out-of-game to the person from whom you stole the globes in order to get the tags, or can get a Marshal to do it.

Gasses can also be put into gas traps. See the chapter on Traps and Locks for more information.

Contact poisons must be represented by a gel-like substance that can be smeared on the object to be trapped. (Petroleum jelly works fine). If the person applying the substance comes in contact with it, he or she will be affected as well (if applicable). *Poison Shield* and *Resist Poison* will protect the victim from being affected by contact poisons. Multiple contact poisons which would normally affect a victim simultaneously are protected by a single *Poison Shield* or *Resist Poison*.

Known Substances

Alchemical Solvent: This solvent, covering one square foot per dose, will remove either an *Oil of Slipperiness* or a *Paste of Stickiness*. It can also release a victim of a *Physical Pin/Bind/Web/Confine*. Once used, the entire dosage is consumed.

Antidote: Antidotes are used to cure lasting effects, such as from Sleep elixirs and not from instantaneous effects such as damage. *Antidote (Contact)* cures any contact substance. *Antidote (Ingested)* cures any ingested elixir. *Antidote (Gas)* cures any gas substance. It does not remove any monster carrier attacks. *Gas Antidote* will remove Monster Packet attacks only if the attack included the word "Gas". *Love Potion #9* has no antidote, while *Enslavement* and *Euphoria* need specific antidotes.

Berserk: This will drive the victim into an insane killing fury, causing the victim to attack all creatures in the vicinity to the best of its ability. It lasts ten minutes.

Cause Damage: This substance does 4 points of body damage.

Cause Light Damage: This substance does 2 points of body damage.

Cause Serious Damage: This substance does 8 points of body damage.

Cure Light Damage: This substance heals 2 points of body damage.

Death: The victim of this alchemical substance falls unconscious immediately, and is at -1 body points. After one minute, the victim is dead, as a *Killing Blow*. During the one minute, *First Aid* and all curing have no effect on the victim. When a *Death* (poison) effect is removed within the one minute, the victim also regains the body points lost to the *Death* effect. An *Antidote* or a *Purify Blood* given within that one minute will save

the victim, but after the minute has passed, the only thing that will save the person is a *Life* spell.

Dominate: This alchemical substance will cause the victim to be under the same effects as a *Charm* spell. The victim will be *Charmed* to the creature who administered the *Dominate*. It can be resisted by those with a *Resist Charm* ability. It will last one hour.

Enslavement: The victim of this poison will be enslaved to the person administering the poison and will obey absolutely any and all commands given by the person to whom they are enslaved, and will even commit suicide. Otherwise, it has the same effects as a *Charm* spell. *Enslavement* can only be cured by a specific antidote. This effect is also removed if the character resurrects. This effect is stronger than *Charm*, *Shun*, *Dominate* or *Fear*.

Please note that additional Enslavement effects do not affect a character that is already under an Enslavement effect. This effect is not stackable. However, please also note that Control Undead, Vampire Charm, and Enslavement are three different types of attacks with three completely different names. These attacks do stack with each other, but the most recent one takes precedence in the case of conflicting orders.

Enslavement Antidote: This antidote is the only thing that will release a victim from the effects of an *Enslavement* poison.

Euphoria: This elixir is highly addictive. It gives the victim a feeling of euphoria that will last about an hour. Any time the addicted character does not get a dose of *Euphoria* for a 24 hour period, one Body Point is temporarily deducted from that character's maximum Body Points, and one Body Point of damage is taken. This damage cannot be cured as long as the person is still under the effects of the drug. The cumulative damage will not take place between NERO events. If the victim reaches -1 Body Points, then they will die, needing a resurrection (a *Life* spell will not work, as their body point total is still -1). The grip of *Euphoria* can only be broken if the character is given the specific antidote, or by resurrection of the character.

Euphoria Antidote: This antidote is the only thing that will release a victim of *Euphoria*, restoring the victim's normal Body Point maximum and freeing the victim of the addiction. It will not cure any points lost during the addiction.

Feeblemind: This alchemical substance lowers a character's intelligence to that of an idiot for ten minutes. While under its effects, a character cannot use any skills and is so stupid that he or she is not even aware of the poisoning. An antidote or a *Purify Blood* will rid the victim of this poison.

Forget-It-Well: This poison will cause the victim to forget everything that happened within the last hour and remember a 1 to 10 word phrase in its place. The administrator of this poison must begin with "the phrase is. . ." and these words do not count toward the ten word maximum. The phrase may be given at any time within the first ten minutes; otherwise it is the same as "you remember nothing."

The victim will be in for some heavy roleplaying. The phrase given to the victim will cause the victim to manufacture memories to match the phrase that make perfect in-game sense. These memories should be totally believable to the victim and others.

For example, the phrase "You were attacked by trolls in the woods" might cause a high level character to make up memories where she was surprised and immediately hit with four *Sleep* spells while a low level player might imagine a situation where he was overwhelmed by one troll.

Forget-it poisons, like all poisons, may never be used on a creature that is dead.

Forget it poisons can be administered to an unconscious person, as the phrase acts on the subconscious.

It is not possible to administer this elixir to yourself and use a phrase.

These new memories become permanent if not cured within ten minutes by a *Purify Blood* spell or the appropriate antidote. A *Killing Blow* within the ten minutes will not reverse the effects of this poison, and neither will resurrection. The memories will remain even after resurrecting.

Forget-Me-Not: This alchemical substance will cause the victim to lose memory of the last 15 minutes. In every other way it acts the same as a *Forget-it-Well*.

Hallucinoid: This alchemical substance causes the victim to hallucinate. They will see pink elephants and other strange things for an hour. The victim will probably be aware that they are under the effects of a poison but will be unable to do much about it. When under its effects, game skills can be used, but the player will most likely use them against imaginary creatures.

Instant Death: This causes death immediately, as a *Killing Blow*. This elixir does not leave any traceable marks, and cannot be identified as the cause of death. The only thing that will save the victim of this poison is a *Life* spell given within five minutes.

Intoxicant: This acts as a strong alcoholic drink but has no smell or taste. It will render the victim quite drunk and will affect all characters and races, even those that for roleplaying reasons are “immune” to alcohol. The effects will last for one hour.

Laugh: This poison will cause the victim to laugh and giggle repeatedly for ten minutes, during which time no game skills can be used, although the victim can speak. It will affect all characters, even stone elves.

Liquid Light: This substance will allow a Cyalume light stick or other light physical representation to be used in-game as per the *Light* spell. It lasts until the next daybreak. It cannot be applied to a tree or other object to make it glow; it can only be used on a phys rep that gives off light. Please note that *Alchemy 3* is required to activate a Liquid Light, but not to hold, or otherwise use one, once it has been activated.

Love: This causes the victim to fall deeply in love with the next member of the appropriate sex seen. This lasts 28 days. Note that this is not a charm effect and it cannot be resisted by the racial skill *Resist Charm*, nor can it be removed by *Awaken* or *Break Charm*.

Love Potion #9: This Love Potion acts the same as the regular *Love Poison* except that it cannot be cured. It will run out on its own in 28 days. This effect disappears upon resurrection of the affected character. Note that this is not a charm effect and it cannot be resisted by the racial skill *Resist Charm*, nor can it be removed by *Awaken* or *Break Charm*.

Nausea: This elixir will cause the victim to be violently ill for ten minutes, during which time no in-game skills can be used.

Oil of Slipperiness: This is a contact oil that will last for one hour once exposed to air. If put on an item, the oil will make the item impossible to pick up. It could also be placed on the ground (if enough were used) to prevent anyone from standing in the area. You would not be able to even crawl out of the area unless you could grab a hold onto something or someone outside of the area to pull free. One dose will cover an object up to one square foot in area. It can be counteracted by an *Alchemical Solvent* or a *Paste of Stickiness*. If placed upon the body or clothing of a creature, this substance will protect against one *Physical Pin/Bind/Web/Confine* attack, after which it will be used up.

Paralysis: This poison is identical to a *Paralyze* spell, except it lasts ten minutes.

Paranoia: This causes the victim to think that people he or she normally dislikes are out to kill them. It lasts one hour.

Paste of Stickiness: This paste acts as a glue that lasts an hour. One dose covers one square inch of a surface. It can be used to stick things to someone so they cannot be removed until the hour runs out. It can also be used to pin people to the ground if enough is available. Note

that this paste will have no effect in combat as it takes three seconds to set; thus you cannot put it on your shield or sword to “capture” enemy weapons. If used on an item, it can prevent the item from being disarmed once only, and then it is used up. If used on a weapon and the weapon is *Shattered* or *Destroyed*, the holder will be stuck with the weapon’s pommel in his or her hand for the remainder of the hour and cannot use another weapon in that hand during that time. It can be counteracted by an *Alchemical Solvent*, an *Oil of Slipperiness*, or a *Release* spell. A *Killing Blow* does not dispel the effects of this substance, although a resurrection will reform a body free from the paste.

Poison Shield: This elixir works exactly as the spell of the same name. It grants a Spell Defense to the recipient. It cannot be stacked with the spell of the same name, nor can it be removed by *Purify Blood*.

Silence: This poison works as the spell of the same name, and lasts ten minutes.

Sleep: This poison acts as a *Sleep* spell.

Slow Poison: This poison takes half of the victim’s maximum body points immediately (round up, minimum one body point), and every 24 hours thereafter until cured, or until the victim dies. These points cannot be restored until the poison is removed by either a *Purify Blood* or an antidote.

Vertigo: This elixir will cause the victim to lose balance and be unable to remain standing for ten minutes, during which the victim can not use any in-game skills.

Vorpal Coating: Putting this contact gel on a weapon makes the weapon do extra points of damage once for the very next hit. It comes in three variations: *2 Point Vorpal Coating*, *4 Point Vorpal Coating*, and *6 Point Vorpal Coating*.

Weakness: This poison works as the spell of the same name, but only lasts one hour.

Combat

Safety is NERO’s main concern. These rules are designed to give players the feel of medieval combat without the pain and suffering of the real thing.

The Hold Rule

This is the single most important rule in this entire book. Read it and take it to heart.

Anyone can call a hold in a fight if they see an unsafe situation happening or about to happen. “Hold!” should be yelled so that everyone in battle can hear it—otherwise, it may be followed by another flurry of swings. When a Hold is called, stay exactly where you are, drop to one knee, and *Do Not Move*. Do not look around you or talk to people about anything not connected with the Hold.

You can use this time to update your tags and remove any spells that you have cast. You can also pick up spell packets from the ground or from your pouch as long as you return to your original spot before the game is resumed.

This is not a time to study someone and see if they are an NPC or a PC, nor is it a chance to look behind you and see if anyone is sneaking up on you. Please play fair and try not to gather information while the Hold is being sorted out.

When the reason the Hold was called is resolved, then the person calling the hold should call a Lay-on. First, insure that everyone is ready to resume play, then call “3. . .2. . .1. . .Lay-on!”

Hold can also be called for excessive zeal on the part of an opponent. The infraction should be reported to a marshal. Repeated complaints will get a player removed from combat.

Hold can also be called if anyone's eyeglasses make the Incredible Journey, if there is a dispute about the effects of a spell, or if you are unsure about a rule that has an immediate effect on the battle.

Understand that the game rules have been written in such a way to try to prevent Holds from being necessary except in rare out-of-game situations. Do not abuse this rule.

You cannot call a Hold to collect spell packets even though they are out-of-game. You may pick up packets during a Hold that has been called for another reason.

Collecting tags or treasure is not a legitimate reason for calling a Hold. Tag bookkeeping should be done after the battle is over, not during it. However, if someone is claiming to have an outrageous amount of power, then you are certainly free to call a Hold and challenge that person to prove that they can in fact do what they claim.

Anyone who ignores a Hold called for any reason will face severe disciplinary action and possible expulsion. This is usually used for emergencies and not to be treated lightly. Stop what you are doing *immediately* and find out why a Hold was called, then do what you can to help. You must return to your original spot before the Lay-on is called.

If you see a crowd of people kneeling down, then they are probably in a Hold. Do not approach the group until the Hold is over.

If you are in the middle of a battle and everyone starts dropping to one knee, then a Hold has probably been called and you did not hear it.

Body Contact

The only contact allowed during battle is by weapon. Any other type of fighting contact such as grabbing someone, hitting, or kicking is strictly forbidden. Violation of this rule is the shortest path to disciplinary action.

Note that because of this rule, everyone striking an opponent needs to have a weapon, although the weapon may only be there to represent a monster's claws. People playing monsters usually use short swords to represent claws even though the monster is not using a weapon. Therefore, you must pretend that the weapon being used by the monster is actually its claws. Note that a *Disarm* spell will have no effect on this type of monster. In some chapters, the monster's claws will be red to differentiate them.

Similarly, a shield may not be used to strike an opponent. Only weapons may be used to strike an opponent.

Pinning Weapons

Although pinning weapons is a mainstay of many swashbuckling movies, many of the moves used to free yourself from a weapon pinning are dangerous and as such not allowed in NERO combat. As a result, the following restrictions have been placed on pinning or trapping weapons:

Any weapon shaped in such a way as to trap weapons (whether accidentally, or by design) is expressly forbidden. "Trapping" occurs when one weapon is used to hold another weapon so that it becomes useless. A weapon with multiple tines for instance can be used to grab and twist the opponent's blade, thus "trapping" it.

Any weapon that is reported as trapping weapons will not be allowed in game. A marshal has the right to reject any weapon for this reason.

"Pinning" occurs when one weapon is used to apply force on an opponent's weapon, capturing the weapon by holding it against a wall or a tree or other stationery object.

Pinning of weapons can only be done with another weapon, and only outdoors. Indoors, the limitations of the situation lead to an unnecessary chance of injury. If your weapon is pinned, you may pull the weapon straight back to free it. If the weapon is shaped in such a way that it is not possible to pull it out, then you're stuck—the weapon is pinned and there's

nothing you can do about it. You can back up to try to free yourself and your weapon, but shoving your opponent or charging are not allowed.

Charging

During NERO combat you must never come into physical contact with your opponent. It is the responsibility of all parties involved in combat to ensure that there is always a safe distance between combatants. If you are crowding your opponent so much that she or he must step back to avoid body contact with you, you are Charging. No combatant should be able to touch the torso of an opponent in combat. If you can reach out and touch the torso of an opponent, then you are too close. Any combatant who has moved too close must increase the distance to be greater than his or her arm length, though at no time may someone shove away an opponent or otherwise initiate physical contact. In the case of extreme differences in arm length, the combatant with the shorter arm length is allowed to approach close enough to strike their opponent so long as they cannot touch the opponent's torso with their own hand.

Legal Targets

Legal targets include the entire body *except* the head, neck, throat, hands from the wrist out, and the groin. A player observed to be hitting restricted areas repeatedly is subject to disciplinary action.

You may not intentionally block a hit with an illegal target.

For example: Scooby the mage is suddenly jumped by Snotnose the goblin. Snotnose swings at the weaponless Scooby who blocks the swing with the palm of his hand. Scooby can't claim that the hit had no effect because it hit an illegal target (his hand); he has to take the damage from the swing.

Blocked and deflected shots do not count. This is admittedly a judgment call. If the block was good, then the weapon just grazed an arm or leg and the shot does not count. If the block was weak and the swing hit with about half or more normal force then the hit should count. Here is where we start getting into judgment calls by the players on themselves: Was that hit on the neck or the shoulder? Did I really get hit? (You often can't feel hits at all if you have good armor.)

If you do not have the skill to use a weapon you are carrying, or if you are presently unable to use a weapon in which you are skilled, you must either immediately drop the weapon or take any damage that hits your weapon as if you had been hit.

Example one: Scooby Disarms Snot-nose's weapon and grabs it. Just then, Stinky the goblin jumps up and strikes at Scooby. Scooby holds up Snotnose's weapon to block. Stinky hits the weapon for three points and Scooby must subtract those points in the usual way.

Example two: Dame Winsom has the skill Weapon Master. She fights against a spectre and is Drained. According to the rules for Drain, she can no longer use her skills. The spectre strikes at her many times and hits both her weapon and her shield. She must take all of the damage called by the spectre.

Example three: Dame Winsom is carrying her two handed sword when she hears "I summon a force to wither your right arm!" She drops her arm to her side and holds her weapon with one hand. Any strikes against the weapon will affect her, as you cannot use a two handed weapon with one hand.

The key to the NERO combat system working is to fight with out-of-game honor, even if your character has no honor in-game. If you don't count hits on yourself, soon your opponent will stop counting his or her own hits as well. It's a self-correcting system. Give your opponent his or her due and die gracefully.

One thing you must remember: you are only trying to make contact, not hit a home run. Do not reach back, wind up, and take a huge swing at

your opponent. On the other hand, you can't just tap the person a hundred times a second like a hummingbird wing in flight; you have to give some swing to your strikes.

A general rule is that a swing should progress between 45 to 90 degrees. The swings must be controlled and must not hit too hard. If you are swinging so fast that you cannot announce the damage fast enough to keep up with the swings, then you are "Drum Rolling" or "Machine Gunning" and your opponent should count all of that as one or maybe two hits.

It is usually not necessary to hit hard at all. When fighting an unarmored and unarmed opponent, an easy tap will do. You only need to apply enough pressure to make sure your opponent is aware of the attack.

For example, hitting an armored opponent from behind by surprise might require more vigor than a standard tap. And if it seems that your opponent is not taking his or her hits, it might be because the hits are not being felt under all that armor. You should mention to your opponent when you think you got a hit in, and all players should call hits whenever possible (see below).

"Turtling" or hiding behind an impenetrable shield (with little more than your head showing) is not allowed! Anyone using a shield in such a manner could be subject to warnings from the marshals and if necessary, loss of the shield skill. Shields in our game are not all that realistic, and as such you are artificially limited in what you can do with them. In real life you could overbear someone who was hiding behind a shield, but such contact is not allowed in our game.

Spell Packet Attacks

All packet-delivered attacks are effective on contact with the target or any of the target's immediate possessions, such as a shield or cloak.

Packet attacks include spells, gas globes, and certain monster abilities. Note that unlike the weapon rules, a packet attack will count if it hits "nonlegal targets" such as the head or groin—but that's not to say you should aim at these illegal targets.

Calling Damage

Whenever you swing a weapon in NERO, you must call out the amount of damage you do with that weapon, followed by the attributes your attack may have. When in combat with the same opponent, there is no need to continue calling your damage beyond the first or second swing.

Although Normal weapons can hurt most monsters, there are some creatures that can only be hurt by special weapons such as Silver or Magic. There are also some monsters which are only affected by Normal. It is very important that you announce your damage clearly so that everyone around you can hear.

If you have no special attributes on your attack, then you must call "Normal." If you are using a *Flame Blade* spell, you could call out "Flame." If you have a silvered weapon, then you must call "Silver." If you have a magic sword, you must call out "Magic." Please note however that if your sword is both silvered and magical, you need not call out both silver and magic. Any creature that can be hit by silver weapons can also be hit by magic, and so only the magic needs to be called. If using a *Flame Blade*, you may choose to call "Flame" instead of "Magic" or "Silver" if you know that the monster you are attacking will take more damage from the flame than from the magic.

If you use a spell or *Vorpal Coating* that adds damage to a weapon, then the spell is used up regardless of whether the blow was successful or not. You add the amount the spell would add to the damage. You do not have to announce the spell or coating.

For example, if you have a longsword doing 2 points of damage, you must call out "2 Normal!" with every hit. If you have an *Endow* or a *Vorpal*

Coating 2, it is still normal damage, so you will call "4 Normal!" If you're using a magical sword or an *Enchanted Blade* spell, you will say "Magic."

Even if under the effects of a *Silence* spell, you must still call out any damage you deliver so your opponent knows what damage to take. If under the effects of a *Gypsy Curse* that require you to stutter or otherwise speak differently, you must still call out your damage normally. Remember: the damage being called is all out-of-game.

If you are using *Florentine* or *Two Weapon* skills, then you must call out the damage of each weapon individually when using both of them to fight.

Conversational Combat

All non-ranged attacks must be delivered in a clear, conversational tone of voice (i.e., no yelling). Further, once you have announced your damage to your opponent, there is no need to continue announcing it until another opponent appears. This is in addition to existing rules for damage, and does not supercede them in any way. **At NERO West, we require all attack calls to be made clearly and completely before each attack or swing.**

Calling Hits

Calling hits against yourself is strongly encouraged by saying "hit" or "ouch!" Acknowledging which hits you are accepting and which ones you feel you blocked will help curb anger from your opponent. In large melees this is not always possible, as there are too many swings coming at you and too much confusion, but in any case, this should always be attempted to assure fair playing by all.

Killing Blows

There are many ways in our game to render an opponent completely helpless. These include *Web* spells, *Paralyze* spells, tying them up physically (thus making them immobile from the neck down), or just hitting them until they drop unconscious.

Once a person has been incapacitated, it is not too difficult to kill them. This is represented by a *Killing Blow*.

If the character is being actively guarded by companions, however, it is another matter entirely! When you have leisure to do so, it is easy to find a chink in the armor or slip a dagger under the helmet and deliver a *Killing Blow*. It is considerably more difficult to do so if someone is trying to prevent you from accomplishing that very feat. Therefore, there are a few restrictions as to its use.

To give a *Killing Blow*, you must stand over the victim, placing your weapon or your hand on their torso, and remain that way while you recite "One killing blow; Two killing blow; Three killing blow."

If anyone strikes you during the count or knocks your weapon away, then the *Killing Blow* is interrupted and fails to kill the person. Please note that even though there is a three-count for *Killing Blows*, the *Killing Blow* only counts as one strike.

A *Killing Blow* must be struck on the torso of the victim—an arm, leg, or shoulder is not enough. Likewise, the blow cannot be struck on a moving target. If you have *Waylaid* someone, you must wait for the body to come to rest before you can deliver the *Killing Blow*.

A *Killing Blow* can be delivered by anyone, whether they have a weapon or not.

Some creatures are immune to normal weapons. To be effective, the *Killing Blow* must be applied with a weapon that can damage the creature. For example, if a creature is affected by silvered or magical weapons but not normal weapons, the *Killing Blow* must be applied with a silvered or magical weapon. In such a case, using a hand to perform the *Killing Blow* would not work.

Once a *Killing Blow* has been given to you, you are dead and should begin your death count. When tags are done some time later (it may be inappropriate to do Tags while your PC is dead and on the ground), you must remember to give up a Life Spell Tag (if you were given a Life Spell within 5 minutes) or the "Alive" flag from your Life Ticket. Similarly, if you Kiling Blow someone, you should request the "Alive" Flag or a Life Spell Tag immediately or very soon afterward. The "Alive" flag itself is worthless and can be thrown away—the purpose of handing it over to your killer is to make sure that the rules are followed and that the victim's death is counted.

If the person delivering the *Killing Blow* does not stick around to get the "Alive" tag from the Life Ticket, this does not mean that the death wound has miraculously closed and you are alive again. You must rip the flag off yourself. To do otherwise would be blatant cheating and you would be subject to disciplinary action.

Armor

The type of armor you are wearing determines your base Armor Points. These points can vary depending on the type and condition of the materials of which your armor is made.

Note that these numbers are not cumulative, but in the marshal's discretion in rare circumstances, extra points may be considered.

In most cases, thickness and weight of the armor can add extra points to the base armor value. These bonus points are described below. You will receive the highest appropriate bonus for each class of bonus point. However, in no case can you have more than 22 total points of armor.

Full armor value is awarded only for a suit of armor that covers shoulder, groin/hips, and back and must cover most of the torso. Thickness/gauge bonuses apply only if at least 75% of the torso armor is of the appropriate thickness. Incomplete coverage will subtract armor points.

Armor cannot be taped together. It must have integral fastenings. Any metal plates must have round-filed edges or the edges must be covered to avoid injury. Avoid jutting edges on sheet metal armor.

Armor Values

The base armor points are as follows:

Costume = 2

Leather armor = 4

Chain mail armor = 7

Plate metal armor = 8

Costume

Costume is any sort of period costume. It has no bonuses or penalties for thickness or coverage. It is otherwise the same as other armor types regarding tags.

Leather Armor

Leather armor is made of naugahide, suede, doeskin, vinyl, or leather. Heavy canvas can also count as leather armor, as does armor made of leather scales. Extra points can be awarded for thickness of materials and for additions such as studs, rings, scales, or metal plates.

Any additions must cover at least 75% of the armor to gain a bonus. Spacing between studs is measured from center to center. Spacing between rings is measured from edge to edge. Measurement of plate additions is based on total percentage of surface area covered.

Rings must be a minimum of 14 gauge and metal plates must be at least 20 gauge to count for a bonus. Studs must be a minimum of 1/4 inch

wide, and cannot exceed 3/4 of an inch. Larger studs are considered as metal additions.

Armor Thickness

+1 for leather from 4 oz. to 6 oz.

+2 for leather 8 oz. or over

+1 for leather scale armor that overlaps at least 33% of scale below

Additions

+1 for metal studs no more than 1.5" to 2" apart

+1 for metal rings of at least 2" inner diameter space no more than 1.5" to 2" apart

+1 for metal additions covering 25-33% of the surface

+1 for non-metal plates covering over 33% of the surface

+2 for metal studs spaced up to 1" apart

+2 for metal rings (at least 1.5" i.d.) spaced up to 1" apart

+2 for metal additions covering 34-50%

+3 for metal studs spaced less than 1" apart

+3 for metal rings (at least 1" inner diameter) spaced less than 1" apart

+3 for metal additions covering 51-67%

Chain Mail

Chain mail is defined as metal with interlocking links. There are bonus points for type of metal, tightness of the links, and gauge of the wire.

In some chapters, substitutions for real metal may be used for chain mail (such as heavy plastic), but such armor will probably not receive as many points as a real suit of metal armor, no matter how nice it looks.

Tight links are defined as any links where a standard #2 pencil cannot be pushed between the links (for 16 gauge wire, this is at least 5/16" inner diameter; for 14 gauge, 3/8" i.d.; for 12 gauge, 7/16" i.d.; for 10 gauge, 1/2" i.d.). Maximum link diameter is 1" (outer diameter).

Links

+1 for tightly linked armor

+2 for links with inner diameter 1/16" less than standard tight link

Gauge of Metal

+1 for 14 gauge light metal

+2 for 12 gauge light or 14 gauge heavy metal

+3 for 10 gauge light or 12 gauge heavy metal

+4 for 10 gauge heavy metal

Plate mail

Plate mail can be made of any material that has the appearance of being metal. This includes fiberglass, wood, and metal; however, you will not receive as many points for non-metal materials as you will for full metal. Metal scale armor is also considered plate mail. Bonus points are awarded based on materials and thickness.

Metal Type

+1 for light metal from 20 gauge to 18 gauge

+2 for heavy metal (20 to 18 gauge) or light metal up to 16 gauge

+3 for heavy metal up to 16 gauge or light metal up to 14 gauge

+4 for heavy metal up to 14 gauge

Bonuses

Arm Guards

+1 for leather arm guards

+2 for metal arm guards

Leg Guards

- +1 for leather leg guards
- +2 for metal leg guards

Thigh Guards

- +1 for leather thigh guards
- +2 for metal thigh guards

Head Protection

- +1 for non-metal head protection
- +2 for metal head protection

Eye Protection

- +1 for Eye Protection (such as athletic or badger goggles; not chemical safety goggles)

Authenticity

A further +1 armor point can be added if the entire costume looks in period (no sneakers or jeans, etc.). It should also be well made and appear to be made of period materials.

In addition, you may also receive an additional +1 armor point for "Master Crafted" armor—that is, armor that is visually impressive as well as being well made.

Penalties

Missing Coverage (Cumulative)

- 1 if the shoulders are unprotected
- 1 if the groin/thighs are unprotected
- 1 if the back is unprotected

Coverage

- 1 if chain mail/plate mail only makes up 3/4 to 2/3 of the armor covering the torso
- 2 if chain mail/plate mail only makes up 2/3 to 1/2 of the armor covering the torso

Definitions

Minimum Materials: Extra leather protection must be at least 4 oz. real leather or must have additions equal to the +3 bonus category. Extra metal protection must be at least 20 gauge real metal.

Shoulder Protection: Armor protecting the area from the collarbone to 1/3 of the top of the upper arm.

Groin/Hip Protection: Armor protecting the area from the waist to just below the groin. This includes the hips and buttocks.

Arm Guards: Armor protecting a minimum of 3/4 of the area from the wrist to the elbow.

Leg Guards: Armor protecting a minimum of 3/4 of the area from the ankle to the knee.

Thigh Guards: Armor protecting a minimum of 3/4 of the area from the hip joint to the top of the knee.

Head Protection: Armor protecting the skull and covering the back of the neck. Any head protection must be padded to prevent injury while being worn. NERO recommends that any combatant wear some form of real head protection if they are going to participate in NERO combat.

Light metals: Aluminum or its alloys.

Heavy metals: Steel or copper.

Class Limitations

All classes are limited in how many armor points they can have. These maximum armor points are as follows:

Scholars are limited to 10 points.

Rogues are limited to 12 points.

Templars are limited to 14 points.

Fighters are limited to 20 points.

The skill *Wear Extra Armor* allows these classes to wear armor above their maximums.

Armor Points

Once your armor value has been assigned to you by the armmaster, they will give you Armor Points to put on a ring known as your Armor Ring.

Your character's Body Points go on the same ring, along with any defensive spells you may have active on you.

If you remove the armor at any time during the game, you should keep track of how many Armor Points you have.

If you lose all your Armor Points, then you must remove your helmet, as it is now destroyed and can no longer protect you from a Waylay.

Armor may be damaged during a battle. If the armor was not breached—that is, if it was not reduced to zero—it goes back to full value after readjusting.

If it was breached, its total value is reduced by two points, which must be removed from the ring.

"Refitting" a suit of armor takes a complete uninterrupted minute during which you can perform no other skill and cannot walk around. The player must kneel or crouch and adjust their armor to represent the act of refitting. If someone else is refitting your armor, both players will have to kneel. This should be roleplayed out, perhaps by pulling out a small bag of tools and accessories.

For example: Thor and Thorette each have suits worth 15 Armor Points. They are attacked by an evil ogre and each take 12 points of damage before the ogre is defeated. Thor kneels over, gets out his repair kit, and spends a minute refitting his armor while Thorette stands guard. When he is done, he spends another minute refitting her armor. When the two minutes are done, both have suits that are good as new and worth 15 Armor Points again.

"Refitting" cannot be used to add Armor Points back to a suit that has been breached. A suit that has been breached can only be refit up to 2 Points less than its pre-breached state.

For example, Thor has just taken 15 points of damage in a battle. His 15 Point suit has been "breached" down to zero. He gets out his tools and begins working on his armor but is only able to refit it up to 13 Points. If he takes at least 13 Points of armor damage in the next battle, he will only be able to refit the suit up to 11 Points.

Shields

Shields can be very useful in the NERO game. A blow that lands on a shield will not count (but packet delivered attacks or boulders will). Shields can be made of almost any strong material such as plastic, wood, and aluminum.

Safety is the prime consideration when constructing a shield. All edges of the shield must be padded with at least 5/8 inch thick pipe insulation. Bolts or protuberances are not allowed.

The longest dimension of a shield cannot exceed 36 inches. The maximum area of a shield is 531 square inches (a 26 inch diameter circle). This will be enforced! When calculating the area of a shield, recesses, voids, holes and concavities in the shield silhouette are counted towards the total area of a shield as if the recess, void, hole or concavity did not exist. Wrapping a taunt string along the edge of the shield and calculating the area of the figure that the string now defines allows the measurement of the shield are according to this rule.

Shields cannot be used as offensive weapons. Shields are strictly for defense.

Shield Bashing is the intentional use of a shield to gain physical out-of-game advantage over an opponent. Shield Bashing is as serious a violation of NERO safety rules—it is similar to Charging. The potential for

injury is great. Excessive use of Shield Bashing will result in warnings and possible loss of the Shield skill.

Shields cannot be used with two handed weapons. You may not wield a weapon with the hand or arm holding the shield.

"Turtling" or hiding behind an impenetrable shield (with little more than your head showing) is not allowed. The moves used to neutralize a "Turtle" are mostly against NERO rules, so Turtling is also banned.

Shields do not protect the owner from any kind of trap other than a mechanical trap, which uses a weapon blade or missile weapon to deliver its damage.

A "buckler" shield (a small shield that is strapped onto the arm) must still follow all shield rules—in other words, you cannot have a buckler on your left arm and still hold anything in your left hand. There is really no advantage in the NERO game for a buckler, so it is advised that regular shields be used instead.

The best shield for a reasonable price can be made with 1/4 inch to 3/8 inch plywood. Thicker plywood can be used, but tends to be too heavy. Aluminum is great but expensive. Sheet metal is also fairly good but to make it thick enough to not flex under attack, the cost and weight will rise.

Weapons

Weapon combat is a large part of the NERO game. Because of NERO's reliance on weapons, proper weapon construction is necessary to insure safe yet semi-realistic combat.

Before every NERO event, all weapons *must* be approved at check-in by the weapons marshal. Since the requirements for the construction of weapons are fairly strict, it is not unusual for a weapon to be disqualified at check-in. Even a weapon which qualified at a previous event may be disqualified (Weapons *do* wear out).

NERO reserves the right to fail any weapon that is deemed unsafe or hazardous.

Any experimental weapon using unusual materials can fail safety check at any time. Bring a couple of standard weapons with you as a backup in case yours fails inspection. Often the deficiency can be corrected with the addition of a little open cell foam or tape, so it is good to bring these extra supplies with you in case your weapon is not allowed so you can fix it.

If you are having trouble with weapon construction, then bring what you have so far to a NERO event, and you can show it to the marshals who will give you a hand when they can.

The old saying "practice makes perfect" is especially true with both weapon making and use.

Weapon Tags

Every weapon must have two tags attached. The first is the Weapon Safety Tag. This tag proves that your weapon has gone through safety check and is approved to be used for that event.

The second tag is the Weapon Tag. This is the tag that shows that the weapon is in-game. When you purchase a weapon from a weaponsmith or from logistics, you will be buying this tag to place on your own weapon. In most chapters, if you steal a weapon, you will take the weapon to the weaponsmith or other designated out-of-game area where you will be given this tag.

Some weapons can be strengthened to withstand two or three Destroy or Shatter spells. When you have this done to your weapon, you will be given a specific tag which must be placed on your weapon. Weapons can also be silvered which can be very useful when fighting certain monsters. (See the "Weaponsmith" skill in the Chapter on Skills.)

Weapon Guidelines

The parts on a weapon are the grip, cross-guard, blade (head), and thrusting tip. All weapons must be within the minimum and maximum length, grip and blade requirements. Blade heads are required on all axes, clubs, hammers, maces and polearms. The head extends from the blade, must be a minimum of 6 inches in length along the blade and must be "visibly larger" – that is, padded to a greater extent than the 5/8 inch wall closed cell foam of a normal sword blade. Finally, for all weapons, from the top tip of the blade (farthest from the grip) to the cross-guard or the place where your hand grips the weapon must be padded with at least 5/8 inch wall closed cell foam, regardless of blade size. As always, a local weapon safety marshal may fail any weapon deemed unsafe.

Two handed weapons must be used with both hands at all times. If you lose the use of one arm (as from a *Wither Limb* spell), then you cannot wield the weapon at all. If the weapon is approved using a stronger inner material than CPVC piping, then the weapon should have double padding by having a layer of pipe insulation covered by open cell foam.

Hammers, axes, and maces must have a thrusting tip that is padded to an even greater extent than a sword. At least 18 inches below the head must be padded with the pipe foam insulation. The heads of the weapon must be made of open cell foam. It must be noticeably thicker than the pipe insulation and should squash easily. If a blunt weapon does not have a head of some kind on it, then it will do one point less damage.

Staffs must be handled with both hands in the middle 3 feet (no sweeping swings). The middle 6" of the staff must be padded with a minimum of 1/2" thick pipe insulation.

Javelins are made from 3 feet of foam tubing (no pipe) and must have thrusting tips.

Thrown Weapons must be soft sculptured. They can be dagger shaped, star shaped, or any other shape. They must be between 6 and 18 inches in length, and all other dimensions must be no less than 2 inches. Rocks to be used as thrown weapons must be at least 6 inches in diameter and must be made of open-cell foam, not pipe foam. There cannot be any stiff corners or small protrusions on the weapon. Because they can be odd sizes and shapes, they must be approved on a case-by-case basis. Thrown weapons can never be used as a melee weapon in a fight; they must be thrown.

The following weapons may be used only after express permission has been granted by the marshals:

Monstrous hammers or maces go by the two-handed blunt weapons rules. **Monstrous Axes** fall under polearm rules. You should also be a large person in order to use these weapons.

Polearms must have a padded "blade" head at least 18 inches long. The pole must be padded at least 20 inches below the head. A polearm is considered a "two handed weapon" for racial restrictions and for *Wither Limb* rules.

One handed spears can only be used to perform thrusting attacks, and can never be thrown. A character hit by a spear by any part other than the 8 inch head takes no damage. Core material for spears or polearms must be at least 3/4 inch PVC tubing.

Hafted weapons such as **Spears, Polearms, and Axes** may have a crossguard. All such crossguards may have a maximum length of 18 inches across.

There are a number of other weapons not mentioned here. NERO allows creativity in developing new weapons but all must be approved before use. It is required to gain approval (with a working model if possible) before the beginning of an event. The weapon marshal will determine if the weapon can be used, what skills are needed, and how much damage the weapon will do.

Remember that in weapon design, safety is always the first consideration.

Archery

The NERO **bow** (referred to hereafter as Bow) must be curved and formed in the shape of a bow. Overall length in a straight line from tip to tip must be between 34 and 58 inches. Thrusting tips must be on both ends.

The NERO **crossbow** (referred to hereafter as Bow) must be a T-shape, with a stock length of 12 to 24 inches. The cross piece must be at least half the stock length and may not exceed 24 inches. Thrusting tips must be on all ends.

You can use the bow in combat for blocking, but you may not attack with it. Once it blocks an attack, the bowstring is considered cut or unstrung by combat. The PC cannot fire arrows from it until he restrings the Bow (see below). For safety reasons, no physical bowstrings are allowed.

An archer's Critical parry skill may only be used in hand to hand range. No ranged parry exists.

Restringing involves roleplaying restringing (i.e., recovering a new bowstring, setting yourself, and restringing the bow). Restringing takes approximately 3 seconds. No physical representations for extra bow strings are needed.

Arrows/Bolts (referred to hereafter as arrows) are represented by a Streamer packet in Melee. Streamer packets are a standard spell packet with a string or streamer attached to its tail. The tail streamer must be 18 to 24 inches in length. Arrows are always stoppable by shields or weapons.

The Weaponsmith Production Cost for arrows is 1 arrow per production point. Silver arrows are 1 silver arrow per production point, at the cost of one silver per 4 arrows. Arrows are not recoverable.

An archer needs a **Quiver** in which they must carry their arrows. A quiver holds up to 20 arrows. The archer may carry as many quivers as he wants, as long as he has a physical representation for each.

The Bow must be held in front of the archer at arm's length and must be aimed at the target when the packet is thrown. The archer must take the packet out of the quiver, touch the packet to the hand holding the bow, then bring the packet to the shoulder area while drawing the streamer through the two fingers of the hand holding the bow before throwing. The packet must be thrown in the normal flight path of an arrow fired from the bow. It cannot be thrown overhead or around corners. It cannot be "flicked." The damage call must be completed before throwing the packet.

The hand throwing the arrow (streaming packet) is the hand that concerns Proficiencies. Master Proficiencies carry over to archery.

All *Vorpals*, *Enchanted Blade*, *Magic Blade* and *Flame Blade* spells work normally. Vorpals should be taped to the bow, not the packet. *Damage Aura* or *Magic Aura* upon a bow does not allow an archer to throw packets for "magic." A Formal Magic Spell would need to be cast on each individual arrow. Other spells such as *Channel* will work normally upon a bow. Bows that are unshatterable still need to be restrung after blocking.

Real bows and arrows are not permitted.

Weapon Construction

All weapon construction is viewed with the idea of safety foremost. Note however that even the safest weapon could cause injury if improperly used. Therefore, in addition to weapon construction, practice in the use of the weapon is needed to allow optimal enjoyment for all players.

Weapon construction does take some practice, and it is highly likely that your first few attempts will be rejected by the marshals at check-in. Although NERO endeavors to have weapons available for loan or sale, we cannot guarantee that any will be available at the local chapter. The NERO

Intl Office (914-628-9497) can sell you a weapon or a shield at a reasonable price. It will be shipped to you within 14 days, as well.

There are a number of types of weapons that can be made to simulate weapons available in medieval and fantasy situations. NERO allows experimentation with weapon types as long as they conform to the basic standards of safety. However, you should check with the Marshals before and during construction so that you do not end up wasting time and materials on a weapon that will not be allowed in the game.

All tips must be rendered safe with tape and padding. In a melee, it is possible to accidentally hit someone with the pommel or crossguard—so even these parts must be protected.

All weapon tips and crossguards high up on the weapon must have a *Thrusting Tip*. A "Waylay Tip" (the tip closest to the handle) is considered a Thrusting tip for the purposes of Weapon Construction, whether or not the player wielding the weapon actually has the Waylay skill.

A Thrusting Tip consists of at least two inches of open cell foam padding beyond the end of the pipe insulation. If the foam tip is too small, opponents could get hurt with a stiff thrust. If the tip is too large, it could easily break off or fold over, making it useless. However, crossguards that do not contain a core do not need the 2 inches of open cell foam. All thrusting tips do, in fact, count towards the weapon's overall length. This is a matter of safety and is not negotiable by any means. This rule may not be changed by individual chapter variant. All NERO chapters are instructed to fail all weapons that do not comply with these guidelines.

No thrusting tip should be longer than its diameter. The tip must collapse about 50% of its length when pressure is applied. The tip should also be at least 2 inches across.

All blade areas or areas of the weapon that may come in contact with another player must be protected with at least 5/8 pipe insulation. This includes the shaft areas of weapons such as axes, hammers, maces, etc.

All weapons must be fairly rigid so as not to act as a whip when swung quickly. Because of this rule, ½ inch CPVC tends to be unacceptable for weapons over 32 inches long in total length. Consult the table for more information on recommended piping materials for various weapon sizes.

Under most circumstances, a weapon tip should not bend more than 6 inches from true when a moderate weight is applied to the tip and the grip is held level.

To increase a weapon's rigidity, first try using fiberglass reinforced strapping tape applied lengthwise along the pipe. If this does not reduce the whippiness, a larger pipe may be needed.

Conversely, all weapons must also have some give to them when contact is made. The pipe should flex somewhat. To insure this, you should make the weapon out of the appropriate materials. If the pipe does not flex, then you may be required either to use a smaller diameter pipe or add more open cell foam padding to insure that the weapon is safe. This is often the case with metal pipes or when the pipe diameter is too large for the weapon type.

Metal pipes—even lightweight aluminum and copper pipes—are usually not allowed. Some exceptions may be made, but will require the permission of the weapons marshal before you begin construction.

If you bring a weapon to an event that has been made with materials other than those listed under construction materials, be prepared to have the weapon fail if you have not first received permission. Wood is also not allowed as a core.

If the pipe insulation on the shaft or blade is always compressed, the weapon will hit harder than desired and will fail a weapons check. One common mistake leading to this problem is to use foam of a smaller diameter than the pipe being used, forcing the foam over the pipe. Another common mistake is to wrap the duct tape around the foam too tightly, or

even in a spiral pattern up the blade. This tends to make the insulation too stiff and gives unwanted weight.

The pipe insulation can be split lengthwise and a section of insulation added if necessary to insure the foam will fit. The insulation should slide easily over the pipe, but fit snugly so that the weapon will not rattle if the pipe is shaken.

The foam should be taped lengthwise, using 2 inch wide duct tape and overlapping about ¼ inch. This will use the least amount of tape, keeping the weapon lighter and safer than if the weapon is spiral wrapped in tape or taped with electrical tape. Vinyl electrical tape is thicker and has less give than duct tape; however, it is acceptable for use on non-contacting areas of the weapon as decoration.

Any additions to the striking surface of a weapon must be made with open-cell foam. Please note that local safety marshals may deem any weapon with additions to the striking surface unsafe, and decide not to pass it.

In addition, you may want to cover your weapon with cloth after it is completed. You should keep in mind that it is a weapon and not use paisley prints or other silly colors. The cloth should be sewn very tightly.

All blade lengths are measured from the front of the main crossguard to the end of the thrusting tip. Note that if a sword is to have a weighted pommel, that pommel must be thickly padded since it could potentially do more damage than a normal weapon blade.

Every weapon will have attached to it a safety tag and a tag which shows the valid event dates. Any player found to be using an unchecked weapon will be given a warning. Depending on the severity of the infraction, a player may be removed from game.

A player who notices another player without the proper tag should report the infraction to a marshal and should not accept any damage from the weapon if it is used. (In fact, for your own safety, you should call a "Hold" immediately and not even let the unchecked weapon come near you.)

Take this point very seriously! If you do not have your weapon checked and you hit someone and your weapon breaks and hurts them, it will be your responsibility. The legal release you sign does not cover you if you do not follow our safety rules.

Using the guidelines on the next page is a good way to make your first weapon.

How to Make a Weapon

Materials needed for creating a NERO-safe one handed weapon:

¾ inch PVC pipe (white in color) or anodized aluminum pipe (for two handed weapons only!)

5/8 inch thick pipe insulating foam (light green in color)

Open cell foam

Grey duct tape

Electrical tape

Hacksaw

Scissors

Razor blade

Ruler or yardstick

1. Using the hacksaw, cut the PVC pipe into the desired weapon length.

2. Using the scissors, cut the pipe foam into the desired blade length.

3. With duct tape, cover the ends of the PVC pipe so that there are no open ends.

4. Slide the pipe foam over the PVC pipe so that one inch of foam hangs over one end of the PVC pipe.

5. Measure a section of pipe foam for the crossguard. Cut a hole in the middle of the crossguard and slide it onto the end of the PVC pipe. Secure the crossguard to the blade using two strips of duct tape.

6. Stuff the ends of the crossguard with open cell foam to strengthen the crossguard. Close off the ends of the crossguard with duct tape.

7. Cut off one inch from the pipe foam and cut it into two equal halves. Compress one of the halves and stuff it into the end of the blade end. Using the duct tape, cover the blade end.

8. Cut three inches to be used as the butt end (the "Waylay tip"). Place the butt end over the end of the weapon so that the foam hangs one inch over PVC Pipe. As with the blade tip, place a half circle compressed into the end of the butt end and cover it with duct tape. Secure the butt end to the PVC pipe with duct tape.

9. Cut a three inch thick section of open cell foam to cover the thickness of the pipe foam. Secure the open cell foam to the pipe foam with a few layers of duct tape (but not too many layers, as the tip will become too stiff and unpassable).

10. Repeat this process for the butt end.

11. Poke a few holes into the tips to allow air to flow more freely.

12. Place the duct tape lengthwise to cover the blade, butt end and crossguard.

13. Wrap electrical tape in a spiral around the hand grip.

Your weapon is now complete! Check it for safety. (Is it too stiff? Too whippy? Is the pipe protruding? etc.)

Stealing and Searching

Stealing an Item

"Stealing an item" refers only to the in-game stealing of in-game items.

You must be very careful when attempting to steal anything in-game. You are never allowed to destroy anything in order to steal something (no cutting purse strings, no breaking windows to get into a home, no harming real property). If you can somehow manage to open someone's pouch and take the game items within without that person noticing, then that is fine.

There are special rules for each type of in-game item and you are required to know them. If you are caught stealing something incorrectly, then you are cheating—and ignorance of the rules is no excuse!

Note that all tags and physical representations for magic weapons, magic items, and formal components are the property of NERO.

Game Money, Magic Items, and Jewelry: You are always allowed to take whatever game money you can find in-game. When taking jewelry or an item, always check to make sure there is a number scratched into it. If there is a number, then the item is now yours. If there is no number, then the item is personal property and not a NERO game item. If you are unsure, you may find a marshal with a game item list who can check to make sure that it really is a game item. The major guilds will usually have this list. In addition, you may want to have someone cast a *Detect Magic* on the item to see if it's magical (go to the Mages' Guild out-of-game to find out). You may also try to sell it to another player or merchant in-game (or the Thieves' Guild once you find out where it is).

If you have a magic weapon or item stolen, you must immediately head to the Mages' Guild and turn over the magic item tag. You can go to the guild out-of-game.

If you have a piece of jewelry or other game item that you wish to make into a stealable item, you must contact your chapter before the event begins. They will assign a number to the item and figure out its monetary value. You will then be required to pay the in-game amount that the item is worth (we're not going to give you something for nothing!).

Weapons: You must actually take the weapon you are stealing. And be reasonable about it—if these weapons were real, they would weigh quite a bit. You cannot grab ten weapons and walk through town with them.

Once you have stolen a weapon, you should then head immediately to the designated area for stolen weapons (usually the NPC camp or an NPC Weaponsmith shop). You cannot actually keep that particular weapon phys rep since it is the personal property of the player from whom you stole it, but the marshal in charge will give you the tag from that weapon which you can then attach to your own weapon phys rep or attempt to sell in-game.

If your weapon is stolen, you should head to the designated area. That is why it is so important for you to write your name on your weapon! (In some chapters, you do not steal the weapon, but only the tag.)

Some monsters will have weapons that are stealable. However, for logistical reasons, these monsters will simply hand you a tag instead of the actual weapon.

In some NERO chapters, magic weapons are covered with white duct tape or white cloth, and you are not allowed to have a white weapon that is non-magical. Magic weapons are easily identifiable by anyone looking at them and are treated as magic items. They are NERO property. If you steal one, you do not have to turn the phys rep in.

If your character can afford to have the Mages' Guild make a magic weapon, NERO may provide you with one. If you wish to make your own, you must have it approved by a weapon marshal. When it goes into game, it will become NERO property and thus stealable.

Spell Books and Recipe Books: In order to steal a spell book or an alchemical recipe book, you should take the card that is attached to the book. The actual book is the private property of the player. Some players will mark their spell books with a note saying "this spell book is stealable." In that case, you must take the actual book itself and not just the card.

Other in-game items: NERO often provides props such as maps, notes, books, and other informational items. If you find these in a module or on an NPC, they're yours. If you steal them from another player, you should either contact the person you stole it from out-of-game and make sure that they were stealable, or alternatively see a marshal to make sure. You don't want to take someone's personal notes that have absolutely nothing to do with NERO and then waste your time on them, do you?

Searching a Person

If you waylay, kill, or control a person or monster through a spell, you may search that being. Simply say "I search you." All game items must be turned over at that point.

Note that it is impossible to completely hide something on your body. If you are searched, you cannot claim that something was "really, really hidden."

If you are searched, you also have the option of saying, "Go ahead and describe your search and I will tell you the results step by step." This is not only to help you to hide items, but it also takes up the time that the search should take. You must really have the item hidden where you say it is. In other words, you can't say "I'm pretending to have a secret compartment in my shoe, and he didn't search for secret compartments!"

If someone steals your magic item, do not give them the tag that describes your magic item. Immediately go to the appropriate logistical site (usually the Mages' Guild in most chapters) and turn over the tag. It is up to the person who stole the item to find out what the item is and how it works. This applies to magical weapons as well.

Searching a Cabin

In order to search a cabin, you *must* have a marshal present (unless the cabin is occupied!). We cannot overemphasize this point! If you enter a cabin without a marshal, you are really breaking and entering and NERO may be forced to bring legal action against you!

The marshal does not have to actually be right next to you (after all, how can you sneak with someone else tagging along beside?), but the marshal must be within sight somewhere.

Once you have managed to successfully open the door, the marshal will then check the marshal's notes that will be affixed to the inside of the door. The list will include any items that are in-game, any magic spells that may be active in the cabin, and what damage the thief may have just taken from traps on the door.

You must actually search the cabin yourself. The marshal will not simply look at the notes and go and retrieve items for you.

Do not take any items marked "personal" or any items stored under a bed. In-game items may not be put under a bed. When you leave the cabin, you must show all items you have taken to the marshal. Only game items can be stolen! The marshal will return non-stealable items.

The marshal is also there to make sure that you properly disarm any traps that may be on the door or window. Destroying property such as window screens or door hinges is not allowed.

Remember: you can search anywhere in a cabin except for bags marked personal or behind dividing curtains or under beds. However, not everything in gameplay is stealable. Make sure there is a number on the item you want to steal.

For example: Sneeki the Thief wants to break into Darleena the Mage's cabin. (A marshal is nearby of course.) Sneeki picks the lock on the cabin door but, not having searched for traps, did not notice the trip wire on the trap until it goes off. The marshal reads the note left by the trap setter and tells Sneeki how much damage was taken. Sneeki then enters.

There is a tapestry dividing the room, behind which there is a bed and personal property belonging to the player who plays Darleena. Sneeki cannot go there. On a table in front of the tapestry is a wand, a ring, two books, and a box.

Sneeki looks at the wand and notices that it has a NERO number on it, so he takes it. The ring does not have a number, so he leaves it. The box does not have a number so he cannot steal it but he can try to open it. He picks the lock on the box and takes the NERO money and NERO potions inside and any other items that have numbers.

The books do not have numbers, but Sneeki can still search them. He opens the first book and notices that it has the player's notes about NERO rules in it. It is obviously an out-of-game book, so Sneeki leaves it where it is. The second book has Darleena's notes about an adventure she knows about. Since this is all in-game material, Sneeki can steal the book.

Securing your Cabin

Tyrra can be an unsafe place, so it's always a wise idea to guard your valuables. There may be places in-game where you can buy or rent a lock for your cabin. Some of these places will also install it for you for a small fee. Of course, these locks can be picked by a good thief, but at least it will slow the rascal down.

You can also buy or make traps for your cabin. Each trap must be accompanied by a trap card (see the section on traps).

It is a smart idea to take your personal items and put them under your bed. Any items placed under the bed are considered to be out of play, so don't cheat and put game items there. If you like, put a dividing curtain up in your cabin, and place all the beds and your personal items behind it. Put any game items in front of the divider.

If you are sleeping in-game during the night, make sure that your bed is in front of any dividing curtain or barrier you have put up.

Any special security precautions you take must be entered on the marshal's notes sheet in the holder on your cabin door. Make any appropriate entries there, with the spell labels and/or trap cards necessary. That way anyone marshaling a thief through your cabin can dole out any damage that the villain may take. If no precautions have been entered on the marshal's notes, then there is nothing protecting the cabin in-game!

Anyone who does not reside in a particular cabin caught reading the marshal's notes will be subject to disciplinary action. These notes are for marshals only, and only when marshaling a thief into the cabin.

Traps and Locks

In order to make a trap, you must have the skill *Create Traps*. This skill works on the Production Point system as described in the chapter on the Skills System. All trap designs must be checked and approved by a properly authorized marshal. All traps must make a noise or flash a light or otherwise be constructed so that it is obvious when the trap has been set off.

Weapon Traps

A weapon trap is a trap which contains a weapon on a spring-mounted mechanism. These traps cost 2 Production Points per point of damage with a minimum damage of 2 and a maximum damage of 40. Weapon traps may be reset by anyone with the *Disarm/Arm Traps* skill without paying the cost to rebuild them.

These traps must be mounted to a door, wall or inside a large chest to be effective. If not mounted to a heavy, stable object of this sort, they cannot be set with enough force to be effective. You cannot attach these traps to a body.

The mounted weapon must be any standard NERO-safe boffer weapon. This is the only trap that can be blocked, *Parried*, *Dodged* or stopped by the *Magic Armor* spell.

Massive Mechanical Traps

Massive mechanical traps represent collapsing ceilings, rockfalls, giant scythes, and other such contraptions. They are completely immovable. They have a minimum size of 3" by 3" by 3". Anyone struck by any part of the trap when it goes off takes the full damage of the trap. Massive mechanical traps must be rebuilt after they are set off; they cannot be reset.

These cost 1 Production Point per point of damage with a minimum damage of 16 and a maximum damage of 80.

Massive mechanical traps are usually represented with pillows, plastic trash bags filled with newspapers, and other soft items. Whoever is touched by the phys rep will take the complete damage from the trap.

Fire / Acid Traps

A fire or acid trap represents a trap which sprays a burning or caustic liquid in a five foot radius. Anyone inside this radius when it detonates takes the full damage of the trap plus the additional effects listed below. In addition to a trigger and detonating mechanism, there must also be a physical representation for the oil / acid "container." The required size of this container is on the table on the next page. The detonation mechanism must be attached or adjacent to the container. The radius effect is measured out from this container.

These traps destroy all "fragile" items within their radius, unless they are protected within a sealed metal container. Common "fragile" items include scrolls, potions, papers, glass items, ritual components, and any

other non-metal, non-weapon/shield/armor items. Only in-game items are destroyed by this effect.

These cost 2 Production Points per point of damage with a minimum damage of 12 and a maximum damage of 40. This trap is destroyed when it detonates.

Explosive Traps

Explosive traps are very similar to Fire/Acid Traps except that the container now represents the explosive. It is also somewhat larger. Explosive traps will destroy all shatterable items in the area of effect as the *Destroy* spell. Sealed containers will not protect items from explosions. All in-game items except unshatterable items will be destroyed by an explosive trap. Items within an indestructible sealed container will not be affected if they are in the radius of an explosive trap, unless the trap is inside that container or the container is open.

To make these traps costs 2 Production Points per point of damage with a minimum damage of 16, and a maximum damage of 40. This trap is destroyed when it detonates.

Gas Traps

The Production Point cost for creating a gas trap is the same as the cost for the gas itself. The trap builder must also include a dose of the gas poison in the trap itself. To make a gas trap with a *Paralysis* gas within will cost 36 Production Points for the trap (and 36 production points for the gas, which must be supplied separately).

For example: Edison the trapmaker has the skill Create Trap 4, giving him 16 Production Points. He can make a trap capable of holding any gas that costs 16 Production Points or less to make. To make a Weakness gas trap (costing 16 according to the chart on page 29), he must pay logistics in-game money and he will receive a trap card. He does not have to have any alchemical skill to place the gas in the trap but must have the actual gas itself, represented by a Weakness gas tag which he can get from an alchemist in-game.

Remember that the trap must contain both a trap card and the gas poison tag.

Multiple *Cause Damage* gasses can be placed into a single gas trap but no other gasses can be "stacked" to increase their damage potential.

These traps have a 5' radius. Anyone inside this area when the trap goes off will be affected as if they had been struck by the a gas poison of the same name. The effects of any gas trap, even traps with multiple gasses, will be blocked by a *Poison Shield* or the skill *Resist Poison*. If two or more traps have the same trigger, then they are all set off together and one *Poison Shield* or *Resist Poison* will block them all.

Gas traps, like Fire/Acid traps and Explosive traps, must have a "container." This container is always 32 cubic inches, regardless of the trap's effects. Gas trap mechanisms that go off are reusable.

Alarms and Noise Makers

These are traps that do no damage but set off loud alarms and other noises. They cost 4 Production Points apiece to make but do not cost any in-game money.

Containers

Fire / Acid, Explosive and Gas traps must have a container representing their explosive or liquid contents. The more damage the trap does, the larger the trap container need be. After all, the boxes must be large enough to hold the contents.

The accompanying chart shows the minimum sizes for these containers in cubic inches. (As previously noted above, all gas trap containers are always 32 cubic inches.)

Miscellaneous Trap Rules

Both weapon traps and mass mechanical traps must be mounted on large or heavy objects to be properly set. They cannot be carried and used as weapons.

Gas which is contained in a Gas trap cannot be removed, reused, or "salvaged," under any circumstances. (If the trap was successfully disarmed, the gas trap may of course be reset, but in no case can the gas be taken from the trap.)

Containers may not have a minimum dimension less than 1 inch. Setting a trap takes the real setting time of the trigger followed by 60 seconds of counting while both hands remain on the trapped item.

If either hand is removed from the trap, or the person setting the trap is struck by a physical blow or packet attack, then the trap backfires on the setter. The backfire will hit only the person setting the trap; there is no radius effect.

After a trap has been set, it cannot be moved more than five feet without automatically setting it off, even if the person moving it has a *Disarm Traps* skill. In the case of weapon traps, they will automatically hit the person carrying the chest.

An armed trap will be set off (and destroyed) if affected by a Shatter or Destroy effect. This includes traps and other game effects that duplicate Shatter and Destroy. Traps that are not armed will not be set off in this manner (although they will still be destroyed)..

Traps are *never* considered "NERO-safe" weapons and cannot be thrown or used in battle as a weapon.

Trap Triggers

All traps must have a real, physical trigger. Setting off the trap must produce a noise or light that is detectable by an impartial observer. It must always be possible to see how to disarm a trap, although it may require light and a small mirror. To be used, a trap must be approved by a Marshal on the Trap Card.

A simple trap trigger can be made out of a clothespin (the kind with a spring in it), two tacks, some string or thread, two pieces of wire and a small piece of cardboard. Attach the wire to the tacks just below the heads of the tacks.

Now pull the clothespin apart and place the parts outside-down on a table. Push a tack through each half of the clothespin so that the two tack heads will contact each other when the clothespin closes. Reassemble the clothespin.

Punch a small hole in the piece of cardboard and tie one end of the piece of thread to the cardboard. The cardboard can now be placed between the jaws of the clothespin to keep the tacks from conducting electricity.

The other end of the string can be tied across a doorway or path so that when someone hits it with their leg it will pull out the cardboard and make a connection. This trigger can then be used to set off a buzzer or other device to indicate the trap has gone off.

Disarming Traps and Picking Locks

Traps may be disarmed by any method that does not permanently destroy the trap. For example, popping a battery clip off would represent disarming a spring.

Permanent damage is defined as any damage that cannot be fixed by the marshal within ten minutes with no tools.

Anyone wishing to put a lock on a box, chest, or door must use one of the NERO approved locks (for sale by various characters). These locks are simple and can be fairly easily picked using thieves' tools.

Generally speaking, if you wish to place a lock on your door and you can pick the lock yourself in the presence of a Marshal, then you will be

allowed to use that lock. Combination locks are not allowed to be used by players (although they may be found in modules).

For more advice on thieving skills, see the chapter "So You Want to Be a Thief".

Special Abilities

There are many creatures in the NERO world that have special abilities or powers. The effects of these are described below. This list is not necessarily complete, and new abilities will be added as needed. Documentation for any ability is always required.

You may always request to see a skill card for any NPC you encounter. Checking documentation must always be done in a courteous and polite manner. Accusatory tones and yelling cannot be tolerated. If a marshal is nearby, the NPC can refuse to show you the card and show it to the marshal instead, but the basic theory still applies: you are always allowed to check to make sure that the NPC has the skill he or she is claiming. Any problems should be brought to the attention of a marshal so that it can be verified if the player is playing the correct part and then provide the correct documentation to the player.

Some monsters are made of multiple NPCs. These are either organisms that can divide into many segments, or are larger than man sized. In some cases, these creatures will be affected differently by battle magic spells. The spell may only affect one of the creature's segments. A spell such as *Pin* may only affect the segment it hits, allowing the creature to pivot around the affected part.

Once again, the monster should have documentation describing any special allowances it may have.

Occasionally, a monster's abilities may change from event to event or even during an event! This can be the result of many things, from mutation to strange magics to a new tribe moving into the area.

Remember: The information on the NPC cards and in this section is out-of-game. Even though you saw a monster card that said a monster was immune to sleep, your character would only know that your *Sleep* spell had no effect when you tried it or when you were told in-game that it would not work.

Special Attacks

The following powers are used mainly in combat, and most of them require that the creature do body damage in order to affect you. The few that do not are labeled as such in their description. Some, such as *Superhuman Strength*, modify the monster instead of the monster's chosen prey.

The people playing the monsters will call most special attacks every time they hit you, even if the power may not affect you on that particular swing.

Special Attacks that require body damage do not work unless the damage they do is applied to your Body Points. In other words, the monster must get through your armor and touch your skin with their "claws." (*Bless* and *Greater Bless* spells do not count as "Body" Points for this purpose.) If you are incapacitated or unconscious, then they merely have to touch you for the attack to affect you.

"Arcane", "Magic", and "Elemental" effects that are identical to spells have exactly the same qualities as the spell, including duration, effect removal, etc. "Physical" effects are not affected by Dispel Magic, "Physical" cannot be applied to other effects besides Pin/Bind/Web/Confine. "Poison" effects that duplicate alchemical effects have exactly the same qualities as the Alchemical Substances, including duration, effect removal, etc. "Carrier" effects that duplicate spells are treated like "Arcane". "Carrier" effects that duplicate alchemical substances are treated like "Poison". All "Carrier" effects that are ambiguous are treated as "Arcane". "Mixed"

effects, like “Magic Feeblemind” should rarely be seen, and can all be removed by either *Dispel Magic* or *Purify Blood*. Also note that the <Damage> portion of “Elemental” is optional, since not all “Elemental” effects include damage.

Packet Attacks: Some creatures can generate a ranged attack using spittle, magic, elemental power, or some other method. The creature throws a packet and must hit another character. If the attack is poisonous (cured by a *Purify Blood*), the packet must be orange. If the attack is not poisonous, then orange packets may not be used. The effects depend on what is thrown.

Magic attacks are blocked by a *Shield Magic* or reflected by a *Reflect Magic*. The creature calls out “Magic <effect name>.”

Poison attacks are blocked by a *Poison Shield*. The creature calls out “<type> Poison.”

Elemental attacks are blocked by an *Elemental Shield*. The creature calls out “<damage> Elemental <Effect>.”

Physical attacks have no standard spell defense. The creature calls out “Physical <spell name or effect>.”

Arcane attacks have no standard spell defense. The creature calls out “Arcane <spell name or effect>.”

Packet delivered special attacks must hit you or your immediate possessions in order to be effective.

Carrier Attacks: Some creatures can generate unusual damage by using body weaponry or claws which will affect a victim if the attack does body damage. The effect is called with the weapon strike instead of the usual “normal” verbal. The creature will call out the carrier attack with every swing, even if the power may not affect you on that particular swing. These attacks do not work unless the damage they do is applied to your Body Points. In other words, the monster must get through all of your Armor Points and all of your defensive spells and damage your Body Points with their claws. (*Bless* and *Greater Bless* spells do not count as “Body” Points for this purpose.) If you are incapacitated or unconscious, then they merely have to touch you for the attack to affect you.

Carrier attacks can never “heal” creatures. For example, a creature healed by fire cannot be healed by a creature swinging “12 Elemental Fire.” Some creatures can use their magical carrier attacks through weapons.

Whenever any defense is used against a carrier attack (or any other attack for that matter), the defense affects the entire attack. For example, if a weapon call of “10 Sleep” is used upon an Elf, they might choose to call “Resist”. In this case, the entire attack is negated – no damage is taken at all. The same goes for defenses like *Cloak* and **Bane**. If a **Bane** is used, the entire attack is sent back, and applied to, the attacker.

Effects

Base Claws/Body Weaponry: Monsters with this ability can strike with large claws or fists. The phys reps will always be covered in red duct tape; however, you cannot tell the difference between claws and real weapons unless you can actually see the red tape. The claws cannot be *Disarmed*, *Shattered*, or *Destroyed*. The NPC cannot call a Hold to pull out claws. Consider the claws retractable.

Control Greater Undead: Some undead creatures can control other less powerful undead in the area, making them do whatever they want. This effect is stronger than *Charm*, *Shun*, *Dominare* or *Fear*. The most recent *Control Undead*, *Vampire Charm* or *Enslavement* effect will take precedent if there is a conflict.

Curse of Transformation: Some monsters (notably werewolves and vampires) have the ability to curse their victims so that they will turn into versions of themselves under appropriate circumstances. Werewolves can turn their victims into werewolves who will then change on the next full

moon (and every full moon thereafter). Vampires can turn their victims into lesser vampires. Both curses can be reversed if appropriate steps are taken before the victim changes.

Deadly Spittle: Some monsters have a toxic spittle that they can shoot at characters. This attack will be represented by the NPC throwing a spell packet at the player and calling out the attack type (either “Poison” or “Acid” or whatever). If the packet hits you, then you will take the damage of the attack. If the verbal contains the word “poison,” then the *Poison Shield* spell defense will block it, as will the racial ability *Resist Poison*.

Disease: This attack acts exactly like the spell *Cause Disease*.

Drain: This attack acts as the spell *Taint Blood* but without the loss of Body Points. *Drain* will last for ten minutes or it can be removed with a *Life* spell. This effect is not affected by a *Dispel Magic*.

Drain Life: This attack is the same as *Drain* but lasts until a *Life* spell is given or the victim resurrects. It cannot be removed by a *Dispel Magic*.

Elemental Damage: The attacker will call a type of damage followed by a number. This type of attack is an elemental attack. “10 Elemental Fire” does 10 points of damage to any creature affected by fire.

Engulf: Some monsters have the ability to engulf or absorb an unconscious character in preparation of digesting them. In some cases the creature’s digestion is very rapid, and the body is dissolved quickly. In other cases the character’s body is taken into the monster and carried along with it. The creature will have to be slain in order to recover the body so that it may be given a *Life* spell. If you are engulfed by such a monster, you must walk around with the creature until you are beyond the help of a *Life* spell. You may then proceed to the Healers’ Guild for resurrection.

Fear: Some creatures have the ability to invoke a magical fear. The racial ability *Resist Charm* can be used as a defense against this ability and an *Awaken* spell will free someone who is *Feared*. The feared victim must attempt to break Line of Sight and cannot attack the creature they fear in any way. If breaking Line of Sight is impossible, the victim will stay as far from the attacker as possible. Even if Line of Sight is broken, the effect lasts ten minutes or until the creature is dead. *For example, Drina gets Feared by a vampire. She runs screaming around a corner and ten seconds later (as per the “Line of Sight” rule), she feels calm again. If the vampire then appears around the corner, Drina must run screaming again, as the ten minutes are not up.* The victim cannot cast an *Awaken* spell on himself or herself until out of Line of Sight.

Infection: Some creatures have the ability to infect helpless victims with material that will turn the person into a version of the creature. Unlike a werewolf or vampire curse, this is only a physical transformation of the victim’s body. Players will be told of specific triggers if necessary. Victims will lose all memory of their former lives, and the player must follow the commands they are given by the Monster Master until the character is slain. The spirit may then proceed to the Healers’ Guild to be resurrected as normal. Infection is done just as a *Killing Blow*, with a count of “1 Infection, 2 Infection, 3 Infection.” An infected character will remain so even if killed and then given a *Life* spell. Sometimes only a resurrection will free a character from an Infection.

Nausea: Some creatures generate a noxious odor with which they can affect their foes. The effect is the same as a *Taint Blood* spell except that the effect only lasts for 10 minutes and no Body Points are lost. A *Purify Blood* cast before that time will free the character from the effects of the *Nausea*.

Physical Pin/Bind/Web/Confine: Some monsters can shoot a substance that uses a physical means to trap victims (such as giant sticky strands of silk). The physical effect is not stopped by any spell protections as it is not magical. The effect lasts for 10 minutes. An *Oil of Slipperiness* applied to the Body less than an hour beforehand will protect against one such attack. A *Release* spell or an *Alchemical Solvent* will free the victim.

The victim can be cut 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 a Physical binding, the character calls “Endow – I rip free one, I rip free two, I rip free three”, roleplays that he is ripping free of the binding, and is free of the effect. An *endow* may be used to break another character out of a Physical binding, with the same call and similar roleplay.

Poison: Some creatures can shoot poison which will cause damage. The monster will call out the poison name followed by “Poison” to indicate that anyone struck is affected. The packet thrown must be orange. Any poison is rendered inert quickly after removal from the monster’s body or the death of the creature and thus is not available for use by characters. Anyone struck by a poison attack is affected by the poison as if they had ingested the poison. *Poison Shield* and *Resist Poison* blocks this.

Ricochet: Some monsters can redirect a battle magic spell that hits them. This is represented by the creature stating “Ricochet <spell incant>” and throwing a packet. This ability follows all of the normal spellcasting rules. If the monster says the verbal incorrectly, doesn’t throw a packet, or the packet misses, the ability is used up; however, the monster will not be affected by the original spell. This ability must be used immediately or the chance to use it is gone, and cannot be used before a *Shield Magic* or other appropriate spell defense.

Spell Strike: A few powerful magical creatures and magical items have the ability to generate spell effects in their weapons. The spell effects are just as the spell, except that they are delivered with a weapon strike instead of a spell packet. As with any weapon strike, all weapon safety rules must be followed. The spells are still subject to spell defenses as a normal spell, but parrying the weapon indicates that you have been affected by the spell. This ability does not require Body contact. When this power is used, the player will call “Spell Strike <spell name>” and will deliver a NERO-safe hit. The skill can still be used even when silenced. This call is out-of-game but in-game, the effect is recognizable to all who hear it.

The spell portion of a *Spellstrike* is only stopped by defenses that would stop the attack if it were delivered by packet. Therefore, *Magic Armor*, although it stops “the next single strike by a NERO-Safe weapon”, does not stop a *Spellstrike*. Since a *Spellstrike* is weapon-delivered, the user must have the in-game skill to wield the weapon in order to use the *Spellstrike*. For example, if the user is under a game effect that prohibits the use of in-game skills, then they cannot use a *Spellstrike*. Also, if the *Spellstrike* is in a non-ranged weapon, then the attack might not affect creatures under the effects of a *Sanctuary* and *Desecrate*, as per the spells’ description. Spellstrikes of any other type are not recognized; “Arcane-strike”, “Elemental-Strike”, “Poison-Strike”, and weapon-delivered “Physical” attacks cannot be used, even by variant.

Superhuman Strength: Any creature with superhuman strength can do more damage with any particular weapon than can a normal human. This bonus damage is split in half if the creature is fighting with any weapon other than a two handed one. Note, however, that creatures with *Superhuman Strength* can gain only limited advantage from either an *Endow* or a *Delayed Endow*. (See the spell description for more details). Creatures with *Superhuman Strength* may also throw “boulders.” A NERO boulder is a large bag filled with loosely wadded newspaper or similar fill. A boulder is a two handed weapon and cannot be used with only one hand. Boulders do a base of 4 points of damage plus the strength bonus of the creature who throws it. A boulder cannot be *Parried* but can be *Dodged*. If you accidentally parry or block a boulder then you must take the damage. The skill of *Thrown Weapon* is needed to throw a boulder. Creatures with

Superhuman Strength can also smash down doors. Walls may never be smashed. This ability can also be used to perform certain limited roleplaying tasks such as dragging an unconscious or debilitated creature for ten seconds. It cannot be used to throw other creatures or jump long distances. Note that this ability does not grant the creature the ability to “rip free” from binding effects.

Vampire Charm: Vampires can charm a person if they can maintain eye contact for 10 seconds. This power does not require body contact. If you are charmed by a Vampire, then you must obey all commands the Vampire gives you. These commands are absolute and are much more powerful than a *Charm* spell; if a vampire tells you to commit suicide, you will do so unquestioningly. Spell defenses will not stop a *Vampire Charm*; however, the racial skill *Resist Charm* will protect the character from this effect. Unless stated differently on the monster card, the effect lasts ten minutes. This effect is stronger than *Charm*, *Shun*, *Dominate* or *Fear*. The most recent *Control Undead*, *Vampire Charm* or *Enslavement* effect will take precedent if there is a conflict.

Special Defenses and Vulnerabilities

Some creatures have special defenses that protect the creature from attacks, or make it more vulnerable to certain effects.

Remember, local chapters can use these definitions and/or change individual monster cards. For instance, a particular chapter may have a plot that makes all Lesser Undead vulnerable to Ice. In this case, the chapter would have monster cards that read “Lesser Undead, *No Metabolism*, affected by Ice normally”. Or, they might use the normal monster cards, and pass out an additional card to each NPC that say “Weekend of March 1st, 1999, - all Lesser Undead are affected by Ice normally”. As always, all documentation must be produced if any other player asks to see it.

Acidic Skin/Acidic Blood: Some monsters are covered with a corrosive material that will slowly eat away at any material that comes in contact with the creature. After the battle is over, the NPC will take all weapons tags from anyone who struck it with a weapon, as the acid has destroyed them. Unshatterable items are not affected by this attack.

Bottles: Some creatures have a “bottle” that holds the monster’s spirit separate from their body. These creatures can die many times and will remember everything up to the moment of death. Bottled creatures are not affected by *Life* or *Death* spells.

Damage Cap: This ability allows the creature to take a maximum amount of damage from weapon attacks that would otherwise affect it. Damage Caps can affect all damage based weapon attacks that affect the creature, or it may be limited to a certain category of attacks. Damage Cap is never applied to spells. In all cases, other attributes of the attack will still apply even if only partial damage was taken. The call for a Damage Cap is “Cap x”, where “x” is the amount of damage the creature is taking. Please note that this ability is not the same as “Reduced Damage” or “Threshold”. For example, Jeff the NPC leaves monster camp with a monster card which says “Damage Cap 6”. Jeff faces off with two PCs, one who swings “4 Normal” and another who swings “8 Normal”. When hit with “4 Normal”, Jeff will simply take the damage, responding with a roleplaying “ouch!” if possible. When hit with “8 Normal”, Jeff will respond “Cap 6” – meaning he’s only taking 6 points from all attacks 6 or higher. If Jeff were hit by a *Dragon’s Breath*, he would simply take the spell, since *Damage Cap* never affects spells. If Jeff were hit with a “7 *Waylay*”, and his creature wasn’t immune to the *Waylay* skill, he would fall down (and still call “Cap 6”).

Double from <damage type or effect>: Some creatures take double damage from certain effects or spells. All damage of that type that would normally affect the creature is doubled.

<Effect> Shield: This monster ability acts just like *Resist* except that it must be used on the first applicable attack that would affect the creature. This means they can only be used after Spell Defenses like *Shield Magic* and *Reflect Magic*. This is a “dumb resist” in that the monster cannot choose when to use it. *For example, a creature with a Magic Shield must resist the first spell that would affect it; a creature with Lightning Shield must resist the first lightning based attack that would affect it.*

Escape Pin/Bind/Web/Confine: Some creatures can rip free from binding spells. Ripping free of a binding spell will still hurt the creature. Ripping free from a *Pin* spell will cause 2 points of body damage to the creature. Ripping from a *Bind* will cause 4, from a *Web* 8, and from a *Confine* 16 Body Points. This is a three-count action with the phrase “One I rip free, two I rip free, three I rip free.” Damage is taken at the beginning of the three-count, so that if the creature is forced to start over, they will take the damage again. While the creature is doing the three-count, it is vulnerable to attack. While ripping free, the creature may not use any skill requiring movement, such as *Dodge*. This ability has nothing to do with *Superhuman Strength*. A creature with the skill *Escape Pin/Bind/Web/Confine* can only use this skill upon itself, never upon others.

Gaseous Form: Creatures that are forced into gaseous form when they are killed, drop their possessions. Creatures which can turn into gaseous form while still “alive”, whether a certain number of times per day or “at will”, can bring their possessions with them. Creatures that turn gaseous will drop any other creatures being carried at that time. While they are in this form they are immune to all attacks except *Solidify*. They may move at a normal walking rate. They cannot fly, nor can they move objects they aren’t already carrying. Gaseous creatures can be seen but cannot be communicated with in any way whatsoever.

Group Mind: Some types of creatures (notably some giant insects) have a group mind. Each creature’s mind is but part of a larger whole. What one of them sees or experiences, they all know; however, Holds cannot be called for the NPCs to converse. Creatures that are part of a Group Mind are immune to control affects. An *Awaken* spell will not free them of the group mind’s control.

Harmed by <damage type or effect>: Some creatures take damage when struck by certain spells or effects.

Heal from <damage type or effect>: Some creatures are healed by certain types of spells or effects (For example, air, earth, fire, water, or all of them). Creatures with this ability cannot be healed by carrier attacks, but can be healed by packet attacks.

Immune to/from <damage type or effect>: Many creatures have immunities to some spells or effects. Creatures must call “No effect” when using this ability.

Immune to <Type> Weapons: Several types of creatures require special weapons (for example, silver or magic) to hit them. Normal weapons will do no damage, but the special weapon (or better) will do full damage. These creatures will tell you “no effect” if your damage is not affecting them. It is possible in very rare circumstances for a creature to be affected by Normal weapons but be Immune to Magic weapons.

Mind Abilities: Some creatures can perform mental abilities such as “mind melds.” These abilities are all completely roleplaying in nature. Generally speaking, a creature with this ability can instill or remove roleplaying insanity or otherwise “cure” mental damage. This ability can not be used to tell if another player is telling the truth or to have that player remember his or her death or otherwise get around any NERO rule. A player always has the right to refuse to roleplay any of these skills and can at any time decide to “break off” the contact or be cured. In order to use this roleplaying skill, the players must be touching each other and be concentrating completely by either staring in each other’s eyes or having

their eyes closed. You cannot perform any in-game skills while roleplaying this.

Natural Armor: Some monsters have a skin that acts like armor. It can be refit in sixty seconds but cannot be breached. It cannot be *Shattered* or *Destroyed* in any way nor can it be salvaged after the creature is killed. Creatures with natural armor can never wear physical armor.

No Metabolism: Some monsters have an alien or complete lack of metabolism. For those with an alien metabolism, all immunities, defenses, etc., must be listed on the monster’s card. (The card cannot simply state “Alien Metabolism”, since there is no standard definition for this.) However, the statement “*No Metabolism*” on a monster’s card now has a standard definition, as follows: “*Immune to Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poisons, Sleep, Taint Blood, Waylay, Wither Limb. May cast spells while taking body damage.*”

Non-Corporeal Form: Some monsters are non-corporeal, having no physical form but made mainly made of magic or energy. While they are in this form they are immune to normal weapons, and cannot be affected by most binding magics. They may move at a normal walking rate, and may pass through objects if the object is not living matter (wooden walls are fine, but trees are living and cannot be passed through). While walking through an object, they may not change directions. They cannot walk through walls at an angle, nor stop inside a wall or walk backwards through a wall. They cannot fly or move up through an object; they may only move down. They cannot carry or move objects they aren’t already carrying.

Phase: Some creatures can become non-corporeal for an instant, avoiding an attack as the *Dodge* skill, and announcing “Phase.” Unlike *Dodge*, *Phase* can be used even if the creature is completely immobilized, such as if in a *Confine*, *Physical Web* or a *Paralysis*.

Reduced Damage: Some monsters take less than full damage from physical weapons or types of eldritch damage. Some monsters can even take a maximum amount of damage (a “damage cap”) from every blow. The NPC must call “reduced” when using this ability.

Regeneration: Some creatures can regenerate Body Points by spending time to regenerate, much like refitting armor. The time it takes to regenerate is most often one minute but this may vary from creature to creature. If the regeneration time is interrupted by a weapon blow or a spell that affects the creature, the process must begin again. If the process is completed, then the creature regains all lost Body Points.

Renew skills: This ability allows a creature to renew one or more abilities or skills that have limited uses by fulfilling some condition defined by that creature’s abilities. The most common condition is to take a minute to reset the ability in a manner similar to resetting armor, where any interruption prevents the abilities from returning. Some creatures may also renew skills when entering an area or even if they use another power like *Revive*.

Resist: This ability is similar to an Immunity except that it is for a limited number of times per day. Unlike an *<Effect> Shield*, the creature with this skill can decide when to use it.

Revive: A creature with this skill can rise back up after five minutes of semi-death. Instead of dissipating and going to resurrect, the creature rises with full Body Points. The creature will either have a limited number of uses of this ability or there will be some special method of preventing the creature from reviving; for example, some creatures can be prevented from using this skill by applying a Killing Blow with a silver blade.

Rift: Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three counted action.

Solidify: This skill forces a gaseous form to become immediately solid. It is packet delivered with the verbal "solidify." Note that the creature may still turn gaseous again.

Suicide Ability: Some creatures have the ability to destroy themselves if they are captured. This ability is the equivalent of a *Killing Blow*. In some cases, it can be triggered by a Group Mind even if the creature itself is incapacitated.

Threshold: This allows the creature to take Reduced Damage (only a single point of damage) from any blow equal to or below its *Threshold*. As per the skill *Reduced Damage*, the creature must call "Reduced" whenever a blow is landed. However, don't expect to hear the call for every blow. Once you've acknowledged the call, the creature is under no obligation to continuously call "Reduced", unless new players join the fight. These fights sometimes last a long time, so common courtesy on both sides is highly recommended. If you can exceed the limit of the hide, then the creature will take full damage from your blow. A *Killing Blow* can always go through a *Threshold*. Spell Defenses and suits of armor are affected by all blows, even if the creature wouldn't normally be affected. *For example: Fred the troll has a Threshold of 4, a suit of armor worth 10, and a Shield spell and a Bless spell active. He is attacked by Mirse the Merciless Mercenary who is calling "two normal." The first hit from Mirse will remove Fred's Shield spell, the next five will breach Fred's armor, and the next hit will remove his Bless spell. After those points are lost, Fred will begin saying "no effect" to the rest of Mirse's blows*

RACE	ADVANTAGES	DISADVANTAGES
Barbarian	+2 Body Points to Start Detect Celestial Magic: 2BP	Double cost for Scholarly skills
Biata	Break Charm: 2BP Resist Charm: 3BP Resist Sleep: 2BP	Cannot buy Read Magic
Drae	Resist Charm: 3BP Resist Sleep: 2BP Half cost for Archery	-2 Body Points in the day Cannot buy Two Handed Blunt Cannot buy Two Handed Sword
Dwarf	+1 Body Point to Start Resist Poison: 4BP -1 cost for Armorsmith and Weaponsmith	Double cost for Read Magic Cannot buy two handed weapons
Elf	Resist Charm: 3BP Resist Sleep: 2BP Half cost for Archery	-1 Body Point to start Cannot buy Two Handed Blunt Cannot buy Two Handed Sword
Gypsy	Gypsy Curse/Remove Gypsy Curse: 2GP	-
Half Ogre	+2 Body Points to start	Double cost for Scholarly skills
Half Orc	+2 Body Points to start	Double cost for Scholarly skills
Hobling	Resist Poison: 4BP Half cost for Pick Locks Half cost for Disarm Traps	-1 Body Point to start Cannot use two handed weapons Cannot be a Fighter
Mystic Wood Elf	Break Charm: 2BP Resist Charm: 3BP -1 cost for Craftsman (Type)	Must buy "craft" skills each level
Sarr	Resist Poison: 4BP Scenting Ability	Cannot buy blunt weapons or ranged weapons Cannot buy Waylay
Scavenger	Resist Poison: 4BP Scenting Ability	Double cost for Scholarly skills

Total BP	Level	XP/ BP	Body Points			
			F	R	S	T
15 - 24	1	3	6	4	3	4
25 - 34	2	7	8	5	4	5
35 - 44	3	12	10	6	4	6
45 - 54	4	18	12	7	5	7
55 - 64	5	25	14	8	6	8
65 - 74	6	33	16	9	6	9
75 - 84	7	42	18	10	7	10
85 - 94	8	52	20	11	8	11
95 - 104	9	63	22	12	8	12
105 - 114	10	75	24	13	9	13
115 - 124	11	88	26	14	10	14
125 - 134	12	102	28	15	10	15
135 - 144	13	117	30	16	11	16
145 - 154	14	133	32	17	12	17
155 - 164	15	150	34	18	12	18
165 - 174	16	168	36	19	13	19
175 - 184	17	187	38	20	14	20
185 - 194	18	207	40	21	14	21
195 - 204	19	228	42	22	15	22
205 - 214	20	250	44	23	16	23
215 - 224	21	273	46	24	16	24
225 - 234	22	297	48	25	17	25
235 - 244	23	322	50	26	18	26
245 - 254	24	348	52	27	18	27
255 - 264	25	375	54	28	19	28
265 - 274	26	403	56	29	20	29
275 - 284	27	432	58	30	20	30
285 - 294	28	462	60	31	21	31
295 - 304	29	493	62	32	22	32
305 - 314	30	525	64	33	22	33

Minutes	No Killing Blow		Killing Blow
	Unconscious (at 0)	Dying (at -1)	
1	Any healing will work	First Aid brings to 0 (unconscious); Any healing will work	Life spell needed
2			
3			
4			
5			
6			
7			
8			
9			
10			
11	Regains consciousness with 1 Body Point	Must be resurrected	Must be resurrected

XP	XP/BP	B	L	XP	XP/BP	B	L
0 -	2	3	15	1	160 -	171	12 40 3
3 -	5	3	16	1	172 -	183	12 41 3
6 -	8	3	17	1	184 -	195	12 42 3
9 -	11	3	18	1	196 -	207	12 43 3
12 -	14	3	19	1	208 -	219	12 44 3
15 -	17	3	20	1	220 -	237	18 45 4
18 -	20	3	21	1	238 -	255	18 46 4
21 -	23	3	22	1	256 -	273	18 47 4
24 -	26	3	23	1	274 -	291	18 48 4
27 -	29	3	24	1	292 -	309	18 49 4
30 -	36	7	25	2	310 -	327	18 50 4
37 -	43	7	26	2	328 -	345	18 51 4
44 -	50	7	27	2	346 -	363	18 52 4
51 -	57	7	28	2	364 -	381	18 53 4
58 -	64	7	29	2	382 -	399	18 54 4
65 -	71	7	30	2	400 -	424	25 55 5
72 -	78	7	31	2	425 -	449	25 56 5
79 -	85	7	32	2	450 -	474	25 57 5
86 -	92	7	33	2	475 -	499	25 58 5
93 -	99	7	34	2	500 -	524	25 59 5
100 -	111	12	35	3	525 -	549	25 60 5
112 -	123	12	36	3	550 -	574	25 61 5
124 -	135	12	37	3	575 -	599	25 62 5
136 -	147	12	38	3	600 -	624	25 63 5
148 -	159	12	39	3	625 -	649	25 64 5

XP	XP/BP	B	L	XP	XP/BP	B	L
650 -	682	33	65	6	1660 -	1711	52 90 8
683 -	715	33	66	6	1712 -	1763	52 91 8
716 -	748	33	67	6	1764 -	1815	52 92 8
749 -	781	33	68	6	1816 -	1867	52 93 8
782 -	814	33	69	6	1868 -	1919	52 94 8
815 -	847	33	70	6	1920 -	1982	63 95 9
848 -	880	33	71	6	1983 -	2045	63 96 9
881 -	913	33	72	6	2046 -	2108	63 97 9
914 -	946	33	73	6	2109 -	2171	63 98 9
947 -	979	33	74	6	2172 -	2234	63 99 9
980 -	1021	42	75	7	2235 -	2297	63 100 9
1022 -	1063	42	76	7	2298 -	2360	63 101 9
1064 -	1105	42	77	7	2361 -	2423	63 102 9
1106 -	1147	42	78	7	2424 -	2486	63 103 9
1148 -	1189	42	79	7	2487 -	2549	63 104 9
1190 -	1231	42	80	7	2550 -	2624	75 105 10
1232 -	1273	42	81	7	2625 -	2699	75 106 10
1274 -	1315	42	82	7	2700 -	2774	75 107 10
1316 -	1357	42	83	7	2775 -	2849	75 108 10
1358 -	1399	42	84	7	2850 -	2924	75 109 10
1400 -	1451	52	85	8	2925 -	2999	75 110 10
1452 -	1503	52	86	8	3000 -	3074	75 111 10
1504 -	1555	52	87	8	3075 -	3149	75 112 10
1556 -	1607	52	88	8	3150 -	3224	75 113 10
1608 -	1659	52	89	8	3225 -	3299	75 114 10

XP	XP/BP	B	L	XP	XP/BP	B	L
3300 -	3387	88	115	11	5785 -	5901	117 140 13
3388 -	3475	88	116	11	5902 -	6018	117 141 13
3476 -	3563	88	117	11	6019 -	6135	117 142 13
3564 -	3651	88	118	11	6136 -	6252	117 143 13
3652 -	3739	88	119	11	6253 -	6369	117 144 13
3740 -	3827	88	120	11	6370 -	6502	133 145 14
3828 -	3915	88	121	11	6503 -	6635	133 146 14
3916 -	4003	88	122	11	6636 -	6768	133 147 14
4004 -	4091	88	123	11	6769 -	6901	133 148 14
4092 -	4179	88	124	11	6902 -	7034	133 149 14
4180 -	4281	102	125	12	7035 -	7167	133 150 14
4282 -	4383	102	126	12	7168 -	7300	133 151 14
4384 -	4485	102	127	12	7301 -	7433	133 152 14
4486 -	4587	102	128	12	7434 -	7566	133 153 14
4588 -	4689	102	129	12	7567 -	7699	133 154 14
4690 -	4791	102	130	12	7700 -	7849	150 155 15
4792 -	4893	102	131	12	7850 -	7999	150 156 15
4894 -	4995	102	132	12	8000 -	8149	150 157 15
4996 -	5097	102	133	12	8150 -	8299	150 158 15
5098 -	5199	102	134	12	8300 -	8449	150 159 15
5200 -	5316	117	135	13	8450 -	8599	150 160 15
5317 -	5433	117	136	13	8600 -	8749	150 161 15
5434 -	5550	117	137	13	8750 -	8899	150 162 15
5551 -	5667	117	138	13	8900 -	9049	150 163 15
5668 -	5784	117	139	13	9050 -	9199	150 164 15

XP	XP/BP	B	L	XP	XP/BP	B	L
9200 -	9367	168	165	16	13785 -	13991	207 190 18
9368 -	9535	168	166	16	13992 -	14198	207 191 18
9536 -	9703	168	167	16	14199 -	14405	207 192 18
9704 -	9871	168	168	16	14406 -	14612	207 193 18
9872 -	10039	168	169	16	14613 -	14819	207 194 18
10040 -	10207	168	170	16	14820 -	15047	228 195 19
10208 -	10375	168	171	16	15048 -	15275	228 196 19
10376 -	10543	168	172	16	15276 -	15503	228 197 19
10544 -	10711	168	173	16	15504 -	15731	228 198 19
10712 -	10879	168	174	16	15732 -	15959	228 199 19
10880 -	11066	187	175	17	15960 -	16187	228 200 19
11067 -	11253	187	176	17	16188 -	16415	228 201 19
11254 -	11440	187	177	17	16416 -	16643	228 202 19
11441 -	11627	187	178	17	16644 -	16871	228 203 19
11628 -	11814	187	179	17	16872 -	17099	228 204 19
11815 -	12001	187	180	17	17100 -	17349	250 205 20
12002 -	12188	187	181	17	17350 -	17599	250 206 20
12189 -	12375	187	182	17	17600 -	17849	250 207 20
12376 -	12562	187	183	17	17850 -	18099	250 208 20
12563 -	12749	187	184	17	18100 -	18349	250 209 20
12750 -	12956	207	185	18	18350 -	18599	250 210 20
12957 -	13163	207	186	18	18600 -	18849	250 211 20
13164 -	13370	207	187	18	18850 -	19099	250 212 20
13371 -	13577	207	188	18	19100 -	19349	250 213 20
13578 -	13784	207	189	18	19350 -	19599	250 214 20

Trades and Crafts	F	R	S	T	Prerequisite
Alchemy	6	3	4	5	Herbal Lore
Armorsmith	3	4	4	3	
Craftsman (Type)	3	3	3	3	
Create Potion	6	5	3	4	Any 4 th Level Earth Spell
Create Scroll	6	5	3	4	Any 4 th Level Celestial Spell
Create Trap	6	3	4	5	Disarm/Arm Trap
Disarm/Arm Trap	9	3	6	9	
Evaluate Item	6	3	6	6	
Herbal Lore	6	3	4	5	Read and Write
Pick Locks	9	3	9	9	
Weaponsmith	3	4	4	3	Read and Write
Racial Abilities	F	R	S	T	Prerequisite
Break Charm	2	2	2	2	Biata, Mystic Wood Elf
Detect Celestial Magic	2	2	2	2	Barbarian
Gypsy Curse / Remove Gypsy Curse	2	2	2	2	Gypsy
Resist Charm	3	3	3	3	Biata, Drae, Elf, Mystic Wood Elf
Resist Poison	4	4	4	4	Dwarf, Hobbling, Sarr, Scavenger
Resist Sleep	2	2	2	2	Biata, Drae, Elf
Weapons and Armor	F	R	S	T	Prerequisite
Archery	6	10	15	12	
One Handed Blunt	3	4	8	5	
One Handed Edged	5	5	10	7	
Polearm	8	10	12	10	
Shield	5	10	15	7	
Small Weapon	2	2	2	2	
Staff	4	4	4	4	
Thrown Weapon	4	4	4	4	
Two Handed Blunt	6	8	12	8	
Two Handed Sword	8	12	16	12	
Florentine	6	6	12	8	A weapon skill
Style Master	10	15	20	15	A weapon skill
Two Weapons	2	4	4	4	Florentine
Weapon Master	15	18	20	18	
One Handed Weapon Master	8	10	14	10	
Two Handed Weapon Master	12	14	18	14	
Wear Extra Armor	2	2	4	2	
Scholarly Skills	F	R	S	T	Prerequisite
Read and Write	6	6	3	3	
Read Magic	8	6	4	4	Read and Write
Healing Skills	F	R	S	T	Prerequisite
First Aid	4	3	2	2	None
Healing Arts	4	3	2	2	Read and Write and First Aid

Celestial Magic (Primary)	F	R	S	T	Prerequisite
C.M. Level 1	3	2	1	1	Read Magic
C.M. Level 2	3	2	1	1	C.M. Level 1
C.M. Level 3	6	4	2	2	C.M. Level 2
C.M. Level 4	6	4	2	3	C.M. Level 3
C.M. Level 5	9	6	3	3	C.M. Level 4
C.M. Level 6	9	6	3	4	C.M. Level 5
C.M. Level 7	12	8	4	5	C.M. Level 6
C.M. Level 8	12	8	4	5	C.M. Level 7
C.M. Level 9	15	10	5	6	C.M. Level 8
Formal C.M.	12	8	4	4	C.M. Level 9
Celestial Magic (Secondary)	F	R	S	T	Prerequisite
C.M. Level 1	6	4	2	2	Read Magic
C.M. Level 2	6	4	2	2	C.M. Level 1
C.M. Level 3	12	8	4	4	C.M. Level 2
C.M. Level 4	12	8	4	6	C.M. Level 3
C.M. Level 5	18	12	6	6	C.M. Level 4
C.M. Level 6	18	12	6	8	C.M. Level 5
C.M. Level 7	24	16	8	10	C.M. Level 6
C.M. Level 8	24	16	8	10	C.M. Level 7
C.M. Level 9	30	20	10	12	C.M. Level 8
Formal C.M.	24	16	8	8	C.M. Level 9
Earth Magic (Primary)	F	R	S	T	Prerequisite
E.M. Level 1	3	2	1	1	Healing Arts
E.M. Level 2	3	2	1	1	E.M. Level 1
E.M. Level 3	6	4	2	2	E.M. Level 2
E.M. Level 4	6	4	2	3	E.M. Level 3
E.M. Level 5	9	6	3	3	E.M. Level 4
E.M. Level 6	9	6	3	4	E.M. Level 5
E.M. Level 7	12	8	4	5	E.M. Level 6
E.M. Level 8	12	8	4	5	E.M. Level 7
E.M. Level 9	15	10	5	6	E.M. Level 8
Formal E.M.	12	8	4	4	E.M. Level 9
Earth Magic (Secondary)	F	R	S	T	Prerequisite
E.M. Level 1	6	4	2	2	Healing Arts
E.M. Level 2	6	4	2	2	E.M. Level 1
E.M. Level 3	12	8	4	4	E.M. Level 2
E.M. Level 4	12	8	4	6	E.M. Level 3
E.M. Level 5	18	12	6	6	E.M. Level 4
E.M. Level 6	18	12	6	8	E.M. Level 5
E.M. Level 7	24	16	8	10	E.M. Level 6
E.M. Level 8	24	16	8	10	E.M. Level 7
E.M. Level 9	30	20	10	12	E.M. Level 8
Formal E.M.	24	16	8	8	E.M. Level 9

Fighting Skills	F	R	S	T	Prerequisites
1 st Set Critical Attack #1	3	4	8	3	Weapon skill
1 st Set Crit Att #2	3	4	8	3	1 st Set Crit Att #1
1 st Set Crit Att #3	3	4	8	3	1 st Set Crit Att #2
1 st Set Crit Att #4	3	4	8	3	1 st Set Crit Att #3
Weapon Proficiency +1	3	4	8	3	1 st Set Crit Att #4
2 nd Set Crit Att #1	3	4	8	4	Weapon Prof +1
2 nd Set Crit Att #2	3	4	8	4	2 nd Set Crit Att #1
2 nd Set Crit Att #3	3	4	8	4	2 nd Set Crit Att #2
2 nd Set Crit Att #4	3	4	8	4	2 nd Set Crit Att #3
Weapon Prof +2	3	4	8	4	2 nd Set Crit Att #4
Additional Crit Attacks	3	4	8	5	Weapon Prof +2
Weapon Prof +3 and up	3	4	8	5	Additional Crit Attacks
1 st Crit Slay / Parry	10	15	20	15	Weapon Prof +2
2 nd Crit Slay / Parry	10	15	20	15	Weapon Prof +4
1 st Set Master Crit Att #1	3	4	8	4	Weapon skill
1 st Set Master Crit Att #2	3	4	8	4	1 st Set Master Crit Att #1
1 st Set Master Crit Att #3	3	4	8	4	1 st Set Master Crit Att #2
1 st Set Master Crit Att #4	3	4	8	4	1 st Set Master Crit Att #3
Master Prof +1	5	7	12	7	1 st Set Master Crit Att #4
2 nd Set Master Crit Att #1	3	4	8	4	Master Prof +1
2 nd Set Master Crit Att #2	3	4	8	4	2 nd Set Master Crit Att #1
2 nd Set Master Crit Att #3	3	4	8	4	2 nd Set Master Crit Att #2
2 nd Set Master Crit Att #4	3	4	8	4	2 nd Set Master Crit Att #3
Master Prof +2	5	8	12	8	2 nd Set Master Crit Att #4
Additional Master Crit Attacks	3	6	8	6	Master Prof +2 or greater
Master Prof +3 and up	5	8	12	8	Additional Master Crit Att 4
1 st Master Crit Slay / Parry	13	18	25	18	Master Prof +2
2 nd Master Crit Slay / Parry	13	18	25	18	Master Prof +4
Stealth Skills	F	R	S	T	Prerequisite
Waylay	12	6	12	12	None
1 st Set Back Attack #1	6	3	6	6	Weapon skill
1 st Set Back Att #2	6	3	6	6	1 st Set Back Att #1
1 st Set Back Att #3	6	3	6	6	1 st Set Back Att #2
1 st Set Back Att #4	6	3	6	6	1 st Set Back Att #3
Backstab +2	6	3	6	6	1 st Set Back Att #4
2 nd Set Back Att #1	6	3	6	6	Backstab +2
2 nd Set Back Att #2	6	3	6	6	2 nd Set Back Att #1
2 nd Set Back Att #3	6	3	6	6	2 nd Set Back Att #2
2 nd Set Back Att #4	6	3	6	6	2 nd Set Back Att #3
Backstab +4	6	3	6	6	2 nd Set Back Att #4
Additional Set Back Att #1-4	6	3	6	6	Backstab +4
Assassinate / Dodge	20	10	20	20	Backstab +4
Second Assassinate / Dodge	20	10	20	20	Backstab +8
Third Assassinate / Dodge	20	10	20	20	Backstab +12

POTIONS			
Awaken	16	Elemental Shield	24
Bless	4	Greater Bless	12
Cause Critical Wounds	24	Magic Armor	8
Cause Disease	12	Purify Blood	20
Cause Light Wounds	4	Reflect Magic	32
Cause Mortal Wounds	32	Release	20
Cause Serious Wounds	16	Remove Curse	28
Cause Wounds	8	Remove Weakness	12
Cure Critical Wounds	24	Restore Limb	28
Cure Disease	12	Shield Magic	20
Cure Light Wounds	4	Sleep	24
Cure Mortal Wounds	32	Taint Blood	20
Cure Serious Wounds	16	Unparalyze	32
Cure Wounds	8	Weakness	12
Curse	28	Wither Limb	28
Dispel Magic	32		

SCROLLS			
Awaken	16	Lightning Storm	24
Bind	16	Magic Armor	8
Delayed Endow	8	Magic Missile	4
Destroy	24	Pin	8
Detect Magic	8	Reflect Magic	32
Disarm	4	Release	20
Dispel Magic	32	Repel	8
Dragon's Breath	32	Shatter	12
Enchanted Blade	24	Shield	4
Endow	4	Shield Magic	20
Flame Blade	16	Shun	16
Flame Bolt	16	Sleep	24
Greater Shield	12	Wall of Force	28
Ice Bolt	12	Web	20
Ice Storm	28	Wizard's Lock	32
Lightning Bolt	8		

ALCHEMY	C	I	G
Alchemical Solvent	8		
Antidote (Contact)		8	
Antidote (Gas)		16	
Antidote (Ingested)		20	
Berserk		40	
Cause Damage		8	12
Cause Light Damage		4	8
Cause Serious Damage		16	20
Cure Light Damage		4	
Death		36	
Dominate			32
Enslavement Antidote		40	
Euphoria Antidote		40	
Feeblemind		24	28
Forget-it-Well		40	
Forget-Me-Not		28	
Hallucinoid		8	
Instant Death		40	
Intoxicant		2	
Laugh		20	24
Liquid Light	4		
Love		12	
Love Potion #9		40	
Nausea		20	24
Oil of Slipperiness	20		
Paralysis		32	36
Paranoia		8	12
Paste of Stickiness	20		
Poison Shield		16	
Sleep		24	28
Slow Poison		12	
Vertigo		20	24
Vorpal Coating 2	4		
Vorpal Coating 4	12		
Vorpal Coating 6	20		
Weakness		12	16

WEAPONS			
Bludgeon	4	Shield	8
Bow	12	Short Axe	16
Crossbow	12	Short Hammer	12
Dagger	4	Short Mace	12
Hatchet	4	Short Sword	20
Javelin	8	Silvering a Weapon	10
Long Axe	20	Spear	12
Long Hammer	16	Staff	4
Long Mace	16	Strengthening a Weapon	80
Long Sword	24	Throwing Dagger	4
Polearm	32	2 Handed Blunt	32
Quiver of Arrows / Bolts (Quantity 20)	4	2 Handed Sword	36
Sap	4		

ARMOR			
1	1	12	24
2	2	13	28
3	3	14	32
4	4	15	36
5	6	16	40
6	8	17	45
7	10	18	50
8	12	19	55
9	15	20	60
10	18	21	66
11	21	22	72

Trap Damage	Fire/Acid (cubic inches)	Explosive (cubic inches)
12	8	-
13-16	16	24
17-20	32	52
21-24	64	114
25-28	128	250
29-32	256	548
33-36	512	1208
37-40	1024	2656

TRAPS		
Weapon	2-40 points	2/point
Fire & Acid	12-40 points	2/point
Explosive	16-40 points	2/point

Level	Celestial	Earth
1	Disarm Endow Magic Missile Shield	Bless Cure/Cause Light Wounds Disarm Trap/Free Undead Light
2	Delayed Endow Detect Magic Lightning Bolt Magic Armor Pin Repel	Cure/Cause Wounds Detect Magic Magic Armor Pin Repel Turn/Control Undead
3	Greater Shield Ice Bolt Shatter	Cure/Cause Disease Greater Bless Harm/Help Undead Shatter Weakness/Remove Weakness
4	Awaken Bind Flame Blade Flame Bolt Shun	Awaken Bind Cure/Cause Wounds Poison Shield Sanctuary/Desecrate Shun Serious
5	Release Shield Magic Silence Web	Purify/Taint Blood Release Shield Magic Silence Web
6	Destroy Enchanted Blade Enflame Lightning Storm Sleep	Cure/Cause Wounds Destroy Elemental Shield Sleep Critical
7	Charm Ice Storm Wall of Force	Charm Curse/Remove Curse Destroy/Create Undead Restore/Wither Limb
8	Confine Dispel Magic Dragon's Breath Reflect Magic Wizard's Lock	Confine Cure/Cause Mortal Wounds Dispel Magic Paralyze/Unparalyze Reflect Magic
9	Circle of Power Duplicate Ward Key Eldritch Blast Imprison Magic Storm Ward	Banish Circle of Power Life/Death

Spell Verbals

I call forth		
C	1	a Magic Missile
C	2	a Lightning Bolt
C	3	an Ice Bolt
C	4	a Flame Bolt
C	6	a Lightning Storm
C	7	an Ice Storm
C	8	a Dragon's Breath
C	9	a(n) <Flame, Ice, Lightning> Blast
C	9	a Magic Storm

I call forth mystic power to		
C,E	2	Detect Magic
C,E	5	Shield Magic
C,E	8	Dispel Magic
C,E	8	Reflect Magic

I call upon chaos to		
E	1	Cause Light Wounds
E	1	Free Undead
E	2	Cause Wounds
E	2	Control Undead
E	3	Cause Disease
E	3	Help Undead
E	4	Cause Serious Wounds
E	4	Desecrate you
E	5	Taint Your Blood
E	6	Cause Critical Wounds
E	7	Create Undead
E	7	Wither Your <Limb>
E	8	Cause Mortal Wounds

I call upon the earth to		
E	1	Trap Undead
E	1	Cure Light Wounds
E	2	Cure Wounds
E	2	Turn Undead
E	3	Cure Disease
E	3	Harm Undead
E	4	Cure Serious Wounds
E	4	Grant You Sanctuary
E	6	Purify Your Blood
E	6	Cure Critical Wounds
E	7	Destroy Undead
E	7	Restore Your Limb
E	8	Cure Mortal Wounds

I command you to		
C,E	4	Awaken
C,E	4	Shun Me
C,E	5	Silence
C,E	6	Sleep
C,E	7	be Charmed

I curse you with		
E	3	Weakness
E	7	Destruction
E	8	Paralysis

I grant you the gift of		
E	9	Life
E	9	Death

I grant you the power of		
E	1	a Bless
C	1	an Endow
E	1	a Light
C	2	a Delayed Endow
C,E	2	a Magic Armor
E	3	a Greater Bless
C	4	a Flame Blade
E	4	a Poison Shield
C	6	an Enchanted Blade
E	6	an Elemental Shield

I rid you of		
E	3	Weakness
E	7	your Curse
E	8	Paralysis

I summon a force to		
C,E	1	Disarm your <item>
C,E	3	Shatter <item>
C,E	6	Destroy <item>
C	6	Enflame your <item>

With eldritch force I build a		
C	7	Wall
C	8	Wizard's Lock
C,E	9	Circle of Power
C	9	Duplicate Ward Key
C	9	Prison
C	9	Ward...Ward up

With eldritch force I grant you a		
C	1	Shield
C	3	Greater Shield

With mystic force I		
C,E	2	Pin you
C,E	2	Repel you
C,E	4	Bind you
C,E	5	Release you
C,E	5	Web you
C,E	8	Confine you
E	9	Banish you

Spell	School	Level	Potion or Scroll	Duration
Awaken	C&E	4	Potion & Scroll	Instant
Banish	E	9		Instant
Bind	C&E	4	Scroll	Line of Sight
Bless	E	1	Potion	Indefinite
Cause Critical Wounds	E	6	Potion	Instant
Cause Disease	E	3	Potion	Indefinite
Cause Light Wounds	E	1	Potion	Instant
Cause Mortal Wounds	E	8	Potion	Instant
Cause Serious Wounds	E	4	Potion	Instant
Cause Wounds	E	2	Potion	Instant
Charm	C&E	7		1 hour
Circle of Power	C&E	9		1 hour
Confine	C&E	8		Line of Sight
Control Undead	E	2		1 Hour
Create Undead	E	7		1 Hour
Cure Critical Wounds	E	6	Potion	Instant
Cure Disease	E	3	Potion	Instant
Cure Light Wounds	E	1	Potion	Instant
Cure Mortal Wounds	E	8	Potion	Instant
Cure Serious Wounds	E	4	Potion	Instant
Cure Wounds	E	2	Potion	Instant
Curse	E	7	Potion	Indefinite
Death	E	9		Instant
Delayed Endow	C	2	Scroll	Indefinite
Desecrate	E	4		Indefinite
Destroy	C&E	6	Scroll	Instant
Destroy Undead	E	7		Instant
Detect Magic	C&E	2	Scroll	Instant
Disarm	C&E	1	Scroll	5 seconds
Dispel Magic	C&E	8	Potion & Scroll	Instant
Dragon's Breath	C	8	Scroll	Instant
Duplicate Ward Key	C	9		5 Days
Eldritch Blast	C	9		Instant
Elemental Shield	E	6	Potion	Indefinite
Enchanted Blade	C	6	Scroll	Indefinite
Endow	C	1	Scroll	Indefinite
Enflame	C	6		Instant
Flame Blade	C	4	Scroll	Indefinite
Flame Bolt	C	4	Scroll	Instant
Free Undead	E	1		Instant
Greater Bless	E	3	Potion	Indefinite

Greater Shield	C	3	Scroll	Indefinite
Harm Undead	E	3		Instant
Help Undead	E	3		Instant
Ice Bolt	C	3	Scroll	Instant
Ice Storm	C	7	Scroll	Instant
Imprison	C	9		1 Hour
Life	E	9		Instant
Light	E	1		Indefinite
Lightning Bolt	C	2	Scroll	Instant
Lightning Storm	C	6	Scroll	Instant
Magic Armor	C&E	2	Potion & Scroll	Indefinite
Magic Missile	C	1	Scroll	Instant
Magic Storm	C	9		Indefinite
Paralyze	E	8		Line of Sight
Pin	C&E	2	Scroll	Line of Sight
Poison Shield	E	4		Indefinite
Purify Blood	E	5	Potion	Instant
Reflect Magic	C&E	8	Potion & Scroll	Indefinite
Release	C&E	5	Potion & Scroll	Instant
Remove Curse	E	7	Potion	Instant
Remove Weakness	E	3	Potion	Instant
Repel	C&E	2	Scroll	Concentration
Restore Limb	E	7	Potion	Instant
Sanctuary	E	4		Other
Shatter	C&E	3	Scroll	Instant
Shield	C	1	Scroll	Indefinite
Shield Magic	C&E	5	Potion & Scroll	Indefinite
Shun	C&E	4	Scroll	1 Hour
Silence	C&E	5		10 minutes
Sleep	C&E	6	Potion & Scroll	10 minutes
Taint Blood	E	5	Potion	Indefinite
Trap Undead	E	1		Line of Sight
Turn Undead	E	2		10 minutes
Unparalyze	E	8	Potion	Instant
Wall of Force	C	7	Scroll	5 days
Ward	C	9		5 days
Weakness	E	3	Potion	Indefinite
Web	C&E	5	Scroll	Line of Sight
Wither Limb	E	7	Potion	Instant
Wizard's Lock	C	8	Scroll	5 days

Weapon	Blade/Head		Overall Length		Recommended Pipe Diameter	Max Grip	Min. Tip	Base Dam-age
	Min	Max	Min	Max				
Arrow	-	-	12"	-	-	-	2"	3
Bludgeon	8"	17"	12"	26"	½" CPVC	6"	2"	1
Bolt	-	-	12"	-	-	-	2"	3
Dagger	8"	17"	12"	26"	½" CPVC	6"	2"	1
Hatchet	8"	17"	12"	26"	½" CPVC	6"	2"	1
Javelin	-	-	36"	40"	-	-	2"	2
Long Axe	12"	18"	34"	46"	¾" CPVC	14"	2"	2
Long Hammer	12"	18"	34"	46"	¾" CPVC	14"	2"	2
Long Mace	12"	18"	34"	46"	¾" CPVC	14"	2"	2
Long Sword	25"	36"	34"	46"	¾" CPVC	14"	2"	2
Polearm	18"	24"	60"	72"	1" PVC	36"	3"	3
Sap	8"	17"	12"	26"	½" CPVC	6"	2"	1
Short Axe	12"	18"	26"	34"	½" or ¾" CPVC	14"	2"	2
Short Hammer	12"	*	26"	34"	½" or ¾" CPVC	14"	2"	2
Short Mace	12"	*	26"	34"	½" or ¾" CPVC	14"	2"	2
Short Sword	18"	24"	26"	34"	½" or ¾" CPVC	14"	2"	2
Spear	8"	8"	48"	58"	¾" PVC	30"	2 ½"	2
Staff	-	-	60"	72"	¾" PVC or ¾" Conduit	2 x 9"	2"	2
Throwing Dagger	-	-	12"	18"	-	-	-	1
Two Handed Blunt	18"	*	48"	62"	¾" PVC or 1" PVC	36"	2"	3
Two Handed Sword	40"	48"	50"	62"	¾" PVC	22"	2 ½"	3

- = the maximum volume for a blunt weapon is 2 cubic feet