



CLASSIC RULEBOOK

FIRST EDITION

JUNE, 2019

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FORWARD

The Early Days of NERO

30 Years ago, a merry band of gamers decided to run an event.

It wasn't like any event we had heard of before. It was a challenge that we were in no way ready for. We had no idea what it would take to run a LARP. In fact, we had never heard the word "LARP" before. We were not the first to run a live version of the table-top games we ran. We had heard of a game in NH that ran short adventures with few rules. We decided to try it and came away with a thousand ideas. We decided to make those ideas real.

We invented LARP. There may have been others working on the same things at the same time, but we didn't know about them. We invented our game in a vacuum of knowledge, coming up with solutions as we came up with new problems. Most of those solutions have managed to survive, and many are considered to be just the way you do things.

The big thing we did was invent Episodic LARP. Before NERO, events were what we now call "Modules", which are adventures centered on one group of Characters. They didn't exist in a larger world. All the resources of the game centered on that group for the time they were in the game world. Then they left, and another group came in.

Don't get me wrong: we have run a lot of adventures like this, and they can be a lot of fun. But we wanted the feel of a greater world out there, one that you could venture into, so we let all the Characters occupy the world at the same time.

We wanted to give the Characters a history that they could share in the game with other Characters. And we did: you can sit in the Tavern and share your stories in the game with other Characters. And now, some of those characters have 30 years of stories. After all these years, we find that we not only brought the initial spark of life to shared world, but shared a game across an entire continent, and inspired the birth of many more communities.

Turned out to be flawed, but pretty cool.

Ford Ivey
June 15, 2019

For the Love of the Game

NERO means a great deal to many people. It has become so much more than anyone could have ever imagined, from its humble beginnings, to where it finds itself today after three-decades of life.

When I was approached by Ford Ivey to re-work and update these rules, I felt incredibly fortunate and humbled with the trust bestowed upon me. It was something I had longed to do, despite (or perhaps because of?) its daunting stature. I love this game - it's a game I have played since 1996, traveling all over the United States, playing hundreds of live-action games - as many of its thousands of players have also done.

Every game needs rules of some form or another - a foundation on which all the rest of the world is built. Although the words in this book are mine, the concepts, history, and its very core are a tribute to the all those countless hours dedicated by so many others who have had a hand in its shaping. This book would be simply impossible without them. This is how I know there is still life in these old bones yet... the real magic within this game of fantasy and make-believe.

These rules comprise a new First Edition of the NERO World Classic Rules. They are similar to the rules we have been playing with for years with all the existing corrections, errata, rulings, changes, and updates included into the core rulebook. This book has been re-written from the ground up, with an eye towards what is familiar, while trying to trim down duplicate areas and needless bloat, keeping all the core concepts the same.

It has been my privilege to contribute to this game and its ongoing legacy, but mostly, I did it for the love of the game. Now, are you ready? Three... Two... One... Lay on!

Jason Mote
June 15, 2019

CHAPTER ONE:

GETTING STARTED

THE 4 MOST IMPORTANT RULES

There are many rules in this book, however there are four rules which are so important we want to make sure you understand them right up front. These rules are mandatory and all players are required to follow them without exception or debate. Players should let a Marshal or staff member know about and violations to these rules.

Body Contact

You are not allowed to touch another person without their express consent. Melee combat takes place only with approved weapons. You may never use any hand-to-hand attacks, kick, grab or grapple other players. Participants are not allowed to strike certain areas of the body with melee weapons for safety reasons, these invalid areas are: head, throat, groin, and hands from the wrist down. Melee weapon hits to these locations do not count against the character. This limitation does not apply to ranged attacks (such as packets or thrown weapons) which are still counted if they hit any part of the body. Still, you may not intentionally target these locations even with ranged attacks (occasional accidents will happen). See Chapter 6, *Combat* on page 77 for expanded rules.

Alcohol & Illegal Substances

You are forbidden from using any alcohol or illegal drugs at any gathering or event. You are never allowed to participate while under the influence of alcohol or illegal drugs regardless of where you consumed them (even off-site). If you are impaired you are not safe, even if you think you are. This is never ok.

Hold

This statement is used to stop the game immediately, usually for safety reasons or concerns. When you hear someone yell "Hold" you must immediately stop all combat or anything else you are doing, drop to one knee, and stay silent until the situation is resolved. A Hold should never be called to check a rule or to confirm if you hit someone with a spell or ability, except in the most critical situations where clarity is vital because it would impact everyone involved. A *Hold is over and game-play resumes, when you hear the person who called the Hold (or Marshal) ask everyone to stand and resume their previous positions. They will then yell "Three... two... one... Lay-On!"* See Chapter 6, *Combat* on page 77 for expanded rules.

Sneaking & Theft

Sometimes you may want for your character to engage in some in-game law-breaking or thievery, which is permitted, however there are some tight controls on this activity. You must first get a Marshal (an official or staff member who will witness and monitor your actions) before you are allowed to sneak into any building (including a tent, or other sleeping area) where there another players' personal property might be present. The Marshal is there to ensure personal property is not accidentally taken and that all game rules are observed. You are never allowed to steal personal property or break a real-world law. See *So You Want to Be a Thief?* on page 87 for expanded rules.

INTRODUCTION

The first thing to realize when you play any type of game is that everyone is a "new player" at some point. NERO World is no different. You're going to make a few mistakes, forget things, or get them wrong, and this is expected. This rulebook has a lot of information within it and learning every part of it is daunting. Some concepts presented in these pages will reference other areas of the book or rely on other rules in such a way that you might find it confusing until you understand all the rules encompassed in the concept (this kinds of things are called rules-dependence and rules-synergy). Just do your best. You'll gain more understanding and confidence with the game system in time and learn how the game is played the more you participate. Ask lots of questions!

RULES OVERVIEW

NERO World is a Live-Action Roleplaying Game (LARP). You will portray a character during a game event and control the actions of that character within the game world.

Before you can play, you need to make some choices in order to create your character. First, you need to pick from one of the approved *Races*, such as *Dwarf*, *Elf*, or *Human*. Each Race has certain advantages associated with them, and most have costume or makeup requirements which must be adhered to when playing a member of that Race. For a full list of each of the different Races and their detailed description, see *Races* on page 9.

Next, you'll need to pick a *Class* for your character. Your Class determines all of your Skill costs, starting Body Points, Body Point increases each time your character gains a level, and the maximum number Armor Points you can wear by default. For a full list of each of the different Classes and their detailed description, see *Classes* on page 8.

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Your character has game-related skills, abilities, and powers which allow them to do things in-game. Some skills may be used whenever you want (like weapon skills), while others have a limited number of times you can use them (such as spells). You will gain more skills as you play the game and as your character gains Experience Points (XP).

XP is gained by attending official game events. You may decide to participate in a game event in one of two ways: as a Player-Character (PC) or as a Non-Player Character (NPC). As a PC you will gain a base of experience equal to half your Build Points rounded down each event day (more on Build Points below), but can increase your total event experience in some additional ways. You may turn in game money (called Maxing-Out or Max-Out), volunteer for a few hours of NPC duty (check with your local chapter for more information about this), or your local chapter might use a rule called Auto Max-Out, which grants every PC the XP increase but without the need to turn in coin or volunteer as an NPC. If you are attending the event as a NPC you are rewarded with the maximum amount of XP for your volunteer service to the game; you choose which character will get that XP award. Being an NPC is a great way to advance in the game and learn the rules, plus it helps everyone have a great time!

Earned XP is then converted into Build Points (BP), which you can then spend to buy new skills for your character. The XP to BP rate changes as you gain character levels so more XP is required to get one BP thereby slowing the rate you increase in power. Every 10 BP will increase your character level by one.

Combat is an integral part of the game. When you swing a weapon, such as a sword, you will announce to your opponent the amount of damage dealt by that weapon if it hits them. The standard damage for a long sword is 2 points of damage; this is known as the Base Weapon Damage. When you are hit by a weapon, you will subtract the damage amount called out by your opponent from your remaining Armor Points (if you have any), and any remaining damage will then be subtracted from your Body Points. While you're doing all that, so will your opponent. For more information, see *Combat* on page 77.

Magic Spells are physically represented by birdseed-filled cloth fabric balls, or approved soft foam balls (check with your local chapter for approved materials). When casting a spell you must clearly and accurately recite the verbal incant for the spell you are casting and then throw the packet (or ball) and hit the target with the spell. If you hit, the target is affected and must call a defense or take the effect. You will need to be familiar with spells to understand what they do and roleplay the different types of effects.

To track which character skills, abilities, and spells you have used, you have a character sheet and also a Battle Board or Spell Tags. A Battle Board is a list of your per-day abilities which you can cross off when used. Spell Tags are small tags you remove from your spell ring when they are cast.

Now we're going to put it all together and see how your first event might look.

BEFORE YOU PLAY

It's a good idea to check out our website's *New Players* section (www.nero.world/new-players) – here you'll find three documents you need to print, fill out, and bring with you to your first event: *Legal Release/Consent Form*, *Medical History Emergency Contact Form*, and *Photograph & Publicity Release Form*. These will also be available onsite at your local chapter event, but it's best to have them ready so you don't have to spend time filling them out at the event.

Login to the NERO World Character Database, register to create a new account, and create a character before the event at www.nerodatapage.com – this will allow you to jump right in. Don't worry, you can change things around at the event before you play and if you need help making a character, your local chapter staff can assist you. You can reset your character in the database as often as you like, up to level 10.

Remember to Pre-Register for the event through the NERO World Character Database. This lets you pre-order crafting production and other similar requests, and lets the local chapter know you're planning to attend. Print your character sheet and bring it with you.

Remember to check out the local chapter's website for any local policies, announcements, or special optional rules being used. All this information will be posted for players prior to the event.

YOUR FIRST GAME EVENT

Once you have your character set, have packed all your costuming and gear, and arrived at the game site, you'll head to the Logistics area to get checked-in. Your character sheet will be validated by the local chapter staff. Weapons and armor will also be evaluated by a local staff Marshal for safety and armor point values, and you'll be issued safety tags. You'll also get starting tags for weapons, armor, and other gear based on your character, as well as a small amount of starting coins. If the site has buildings, you might get a cabin assignment at this time; if the site

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has tent-camping, you might be assigned a location to pitch your tent. The local staff will give you all pertinent information for how this works.

After going through Logistics, you'll don your white headband (letting others know you are out-of-game) and proceed your cabin/room to get into costume. Everyone wears a costume at the event and your costume will allow you to get into your character and fit into the game atmosphere.

The start time of the event will be announced and will vary depending on the local chapter. There may be an Opening Ceremonies where important things are discussed or the game might just get started at the designated time (weekend events often start between 8pm to 11pm Friday night).

The staff will be portraying Non-Player Characters (NPCs) to represent townsfolk, nobles, monsters and creatures, under the control of the local staff Plot Team. They will be driving the story forward and running all the adventures that the Player Characters (PCs) will be encountering. If you want to play an NPC, you'll have a great time! Report to the NPC "Monster Town" area to be given your assignments.

Weapon combat is conducted with safe foam weapons. These are padded and soft so they don't cause injury when used. NERO provides players with some basic instructions for how to use these weapons safely. You can make your own weapons or buy them from other players or online. NERO has construction guidelines (found within this rulebook). It is always the responsibility of the person using the weapon to use it safely and keep it in good working condition.

BEING A SUCCESSFUL PLAYER

Before you even start actually playing your character, you'll need a character concept. It might be something as simple as "pirate" or "gladiator" or "wizard", but you can do a lot more even with these basic concepts. Flesh out your background. You should know your character like you know yourself. How will they react when faced with choices? A character background provides you with answers before you'll need them in-game when faced with choices or situations. A written history is helpful, but not required. If you do write a character history, you can submit it to your local chapter Plot Team. This gives them information to work with to help them work you into the existing story.

It's best to avoid all the clichés. We've all read books and watched movies. Your character name should be something original, even if you love a character from a fantasy story, you're not playing that character. Change letters

around or come up with something all your own. Be creative!

Remember that you're not the hero yet, you're just starting your adventuring career. You're not powerful, well known, or rich, the daughter of a King, or any of the other all-to-often used tropes. That's not to say you can't write your character history to include these things, but you might get overruled by the local Plot Team. Your character history should contain lots of challenges and things that can be used to create drama and story in the game.

Who were your influences? Who were your heroes? Who did you despise growing up? Where did you go to school (if you even went)? Who are you parents? Any siblings? Where did you live? Did you travel? Do you have any fears or phobias? What are your ambitions? Do you have a trade skill? How did you learn it? Do you have any strong opinions? Think of your life and everything you have done – pick some highlights and include them. Your character history should be about a page long (or less), easy to read, and leave a few things unresolved. You'll find it easier to get into character and stay there longer if you're well acquainted with your character persona.

MULTIPLE CHARACTERS

A player is permitted to play one character at an event (unless you are participating in the event as an NPC) even if they have costuming, makeup, and a completely different character in the NERO World online database. It is simply too confusing to everyone else at the event because they will not know for sure which character you are playing (especially at a distance in the dark). The only exception to this rule is if you are at an event and the character you are playing happens to be permanently killed. In that case you are permitted to make a new character or switch to a secondary for the remainder of the event (the event XP is applied to this character after the event). If you create a new character, we strongly suggest that you make a character of a different race and class than the one you might normally be playing. Again, this is to prevent them getting mistaken for your other character(s). Costuming is sometimes expensive, but please try and take whatever steps you can to add to or change up your old costume. Your characters may never know one another or interact with each other, just as one character will not know the same information or have the same past adventures as the other. They should be as distinct as possible.

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PLAY-TESTS & OPTIONAL RULES SUPPLIMENTS

All NERO World chapters and games agree to accept the Core Rules in this book and are not allowed to change, alter, omit, or invalidate anything within these pages. Some chapters might be testing out new official rules, but if they are, a full copy (or a link) will be made available on their website for players to download and read before the event.

Play-Test Rules are works-in-progress and might change frequently to accommodate feedback and alterations made to the system by the rules team. Chapters are permitted some flexibility in testing these rules, however changes must be fully documented and submitted after the event for evaluation. This must be done each event where any change is made.

Optional Rules Supplements are rules which a chapter can choose to use in addition to the rules in this Core Rulebook (there are a few optional rules in these pages as well). They are fully tested and balanced by the time they get to this stage. Just like the Core Rulebook, all chapters agree that if they choose to use any of the available optional rules, they will use them as written and will not change them in any way.

RULES UPDATES, ERRATA, & CORRECTIONS

These rules are not perfect and neither are we. From time to time there will be updates needed to the rules, changes to correct a loophole or a fix to prevent an exploit. These will come in the form of official documents posted on the NERO World website (www.nero.world) and will have a date and a version number. These documents take precedence over this book and other documents as the official rule. When those documents get a full review and update, the changes will be folded into the core material to bring it fully up to date. If you discover an error, a loophole, or an exploit, you should report it right away so it can be corrected. Using a known error or exploit to your advantage is no better than cheating. Help us to keep the game fair for all participants.

CHAPTER TWO:

THE BASICS

CHARACTER CREATION

Characters can differ wildly from each other within this framework of rules. It depends largely on the desires of the player, the roleplay quirks you give to them, their background story, mannerisms, costuming, and a hundred other things that make up this character who is more than just numbers and skills listed on a sheet of paper. Your character doesn't have to be a copy of you, even though you are representing that character, they can be vastly different if you want. You are acting a part, playing a persona, telling your character's story by living it. Make it memorable!

CHARACTER CLASSES

Your character Class is the method used to describe the types of skills and abilities your character has a knack for, although it might not have anything to do with their actual in-game profession (although it might). Every player must choose one class for their character and can choose from: Fighter, Rogue, Templar, or Scholar.

FIGHTER

Fighters are physical masters of weapon combat. They are often strong, sturdy, have the most starting Body Points (gaining them faster than the other classes too), and wear the most armor.

ROGUE

Rogues are masters of dexterity and quickness. They are often fast, resourceful, and are the best with Alchemy. They have less body points and wear less armor than fighters, but this allows them to be sneakier, which is how they like it.

SCHOLAR

Scholars are experts the art of magic and rely on their mental skills over their physical prowess to win the day. They wear the least amount of armor and the least body points of any class.

TEMPLAR

Templars are a mix between a scholar and a fighter. They are less adept at magic than scholars, but superior to fighters and rogues at it. However, they are also less talented at combat skills than fighters. It is a delicate balance between the mental and physical worlds; too much time in study takes away from time training with the sword after all. They have less body points and wear less armor than fighters, but their studies give them the edge to surprise their opponents.

Racial Comparison Chart

Table 2-1

RACE NAME	TRAITS	RACE FEATURE ABILITY
Baljar	Survivor, Tradesman	Dagger Mastery, Hex
Barbarian	Strong, Wild	Two Handed Weapon Mastery
Biata	Telepathic, Willful	Mentalist
Drae	Fast, Willful	Crossbow Mastery
Dwarf	Tough, Tradesman	Hammer Mastery
Elf	Fast, Willful	Bow Mastery
Half Ogre	Strong, Tough	Two Handed Weapon Mastery
Half Orc	Strong, Wild	Axe Mastery
Hobling	Fast, Tough	Short Weapon Mastery
Human	Choice of One	None
Mystic Wood Elf	Tradesman, Willful	Break Charm
Sarr	Fast, Survivor	Claw Mastery
Scavenger	Survivor, Tough	Claw Mastery
Stone Elf	Telepathic, Willful	Mentalist
Wild Elf	Fast, Wild	Bow Mastery

CHAPTER TWO:

THE BASICS

CHARACTER RACES

Our game world is based in fantasy, and as such humans find themselves in the company of mythical and fantastic races like Dwarves, Elves, Sarr, and many others.

Only the approved races listed in this section are allowed to be portrayed as a PC race. The PC races are not the only races which exist in the world and you will encounter many strange and mysterious creatures; these are all portrayed by NPCs and are not available to play as a player character race.

Each of the character races is culturally different from each other in order to encourage roleplay and give the game a fantasy feel. There are certain specific characteristics, mannerisms, and costume requirement which you must adhere to when playing one of the non-human races. We hope you will find yourself embracing these cultural and societal differences as you roleplay a member of your chosen race. Some of the races are loosely based on the real-world societies and cultures we are already familiar with (such as humans and barbarians). This makes them easy to jump into and understand their motivations. Other races are based on mythology, legend, and folklore (such as elves and dwarves), allowing us to pretend to live the long lives of these people. Some of the races found here are unique to our fantasy world (such as Biata and Sarr).

If you are portraying a non-human race, you must follow all the requirements for that race including wearing appropriate makeup, prosthetics (such as elf ears) and specific costuming at all times, to make it clear you are a member of that race to anyone who sees you. This allows other players to make certain assumptions about your character, such as Racial Abilities, cultural attitudes, and other characteristics.

Anyone not following the racial requirements will be warned by the local chapter staff. If after being warned, they still fail to comply with minimal standards, their character may be stripped of their race and they will become a human. The penalty of having your race stripped is being shunned by members of your former race in-game.

There are no half-races in our world. You are a member of one race or another, even if your mother was human and your father an elf, you are either an elf or a human, not a half-elf. You only get the benefits from one race, although you can certainly roleplay and tell everyone you are a half-elf.

Each of the races has a cultural uniqueness. You'll need to know and understand these advantages in order to get into the role you've chosen.

Each of the various different races have certain advantages called *Traits* and *Features*. Some races have an affinity to a specific weapon type or group of weapons, and/or an ability which is restricted to members of that race. *Traits* are groups of similar skills and abilities which are available to the specific race at standard cost. Any race may purchase any racial ability available, however the cost is doubled if the race does not possess the Trait. Each of the Racial Abilities is detailed in the *Skills* section on page 18 and the costs for races with the appropriate Trait and those without it are listed in the *Skills Chart* on pages 19-21 (see charts 3-1 through 3-8). The character is limited to one Racial Ability per Character Level.

RACIAL DESCRIPTIONS

The following is a basic overview of each of the playable races. Your local chapter might have a Local Culture Handbook for your chosen race.

BALJAR

The Baljar wander from place to place enjoying life as it comes. They are a fiery, passionate people who are larger than life and love a good party. They have an enormous loyalty to their people, as a large extended family. They often refer to each other as "brother" or "sister". Usually the family is further divided into "Kiths" which is made up of immediate family members and can have their own colors or markings.

Baljar follow a Code of Honor which requires them to be completely honest and trustworthy to fellow family members and to do whatever is required for support. They prefer to handle justice within the family, and avoid figures of authority from the outside. Anyone who wrongs a Baljar might find themselves at the wrong end of a *Hex*, until such time as honor is restored through recompense. Baljar don't take the Hex lightly and reserve it for a truly worthy transgression

Costuming & Roleplaying Requirements:

Thick accent, flashy colorful clothing, boisterous, extroverted, and larger than life. They love a party and follow a specific *Code of Honor*.

Racial Traits: Survivor & Tradesman

Racial Features: Dagger Mastery & Hex

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BARBARIAN

Barbarians are a race of savage nomads who live naturally off the land roaming where they please. They are not accustomed to “civilized” society and customs, they have their own ways. They are a superstitious people, deeply entrenched in ceremonies and traditions. They are uncultured and, to a certain degree, primitive, but they are not stupid.

Barbarians are often organized into tribes, usually named after animals, and are competitive with other such tribes. Barbarian tribes lean heavily on the natural aspects of earth and earth magic. There is still a lingering distrust of celestial magic as “not natural” and was unheard of until introduced to the Barbarians by the “civilized” races. Some Barbarians distrust celestial magic so much, they dislike having Celestial Defensive spells cast upon them. This is entirely up to the player how they choose to view celestial magic and is not a roleplay requirement; it’s part of the lore of the people.

Costuming & Roleplaying Requirements:

Dress in furs, leathers, and “primitive” looking clothing. Speak in gruff, low-octave, simple speech.

Racial Traits: Strong & Wild

Racial Feature: Two-Handed Weapon Mastery

BIATA

The lore of the Biata suggests they are descended from a lost Barbarian tribe, however they do not behave or resemble Barbarians in any way. They often act with a purpose, are sometimes stubborn, and have their own personal code of ethics which they adhere to. They are a secretive people about their origins and view non-Biata races and “outsiders” as those who must earn their trust.

Biata often find Celestial Defensive spells cast upon them to be uncomfortable and often will refuse them. Some will refuse to sleep behind a *Ward* or even use celestial magic items. This is entirely up to the player how they choose to view celestial magic and is not a roleplay requirement; it’s part of the lore of the people.

Costuming & Roleplaying Requirements:

Large upturned feathery eyebrows, feathers in hair, act with purpose (not whimsical), orderly, goal orientated, code of ethics.

Racial Traits: Telepathic & Willful

Racial Feature: Mentalist

DRAE

Drae, also called dark elves, are a shadowy people who live mostly underground and tend to avoid sunlight. The most important thing to a Drae is honor, and they value it to such a high degree, they will commit suicide if they feel they have lost honor, in order to regain it. Drae, even the most evil one, will keep their word once given. Disgrace and dishonor and always at the forefront of the thoughts and actions of a Drae.

Costuming & Roleplaying Requirements:

Pointed ears, dark grey skin tones (can have dark highlights), white or silver hair. Emphasize honor to highest degree, generally keep to fellow Drae, feeling of superiority.

Racial Traits: Fast & Willful

Racial Feature: Crossbow Mastery

DWARF

Dwarves live in mountainous regions, sometimes deep within them. They are tough and pride themselves on their beards. They are friendly and have a great appreciation for food, drink, laughter, and fine craftsmanship. They tend to take a longer view of history due to their long lifespans, and a long memory for allies and enemies alike. They love to tell stories and tales of their adventures, sometimes taking several hours or even days to tell them (with many side stories along the way). Their history and ancestors are important to them and will recount legends and lore from memory.

Costuming & Roleplaying Requirements:

Long beard (females can have a long goatee), appreciation of craftsmanship, extreme hatred of Trolls.

Racial Traits: Tough & Tradesman

Racial Feature: Hammer Mastery

ELF

Elves consider themselves the oldest and most civilized of all the races. They have the most beautiful cities and the oldest historical society, and the most knowledgeable academics. They have a longer lifespan than most other races and often view the other races as “children” or barbaric. They are friendly but can be viewed as aloof or condescending at times.

Costuming & Roleplaying Requirements:

Pointed ears, smug attitude.

Racial Traits: Fast & Willful

Racial Feature: Bow Mastery

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STONE ELF

Stone Elves are a very serious people that have spent years honing their mental abilities. They tend to be logical, methodical, and analytical. They never show emotions and never smile.

Costuming & Roleplaying Requirements:

Pointed ears, upturned eyebrows, white skin. Show no emotion, humorless, serious, and intense (If you cannot keep a straight face and act in a serious manner at all times, then you should consider playing another race).

Racial Traits: Telepathic & Willful**Racial Feature:** Mentalist

originally, or something else. They are not very intelligent and have a hard time understand complex situations and subjects. They are a strong people and rather die in battle, than of old age. They are confident in their strength and seek to make a name for themselves, but will not throw away their life if the battle is overwhelmingly against them. They have a relatively short lifespan compared to the other races, but mature very quickly.

Costuming & Roleplaying Requirements:

Green skin, large protruding lower fangs, low intelligence, willing to die in battle instead of by old age.

Racial Traits: Strong & Tough**Racial Feature:** Two-Handed Weapon Mastery

WILD ELF

Wild Elves are a race of savage nomads who live naturally off the land and forests, wandering from place to place. They are similar to Barbarians in look, except they are Elves, and so have pointed ears. They often have “tribal” markings on their face and body. Wild Elves are not treated as “true elves” by the rest of the elves, and often feel like they often feel looked down on as second-class within the social structure. They live for the hunt and tracking.

Costuming & Roleplaying Requirements:

Pointed ears, dress in furs, leathers, “primitive” looking clothing. Often have “tribal” markings on their face and body.

Racial Traits: Fast & Wild**Racial Feature:** Bow Mastery

HOBBLING

Hoblings love working with their hands, whether it's crafting, baking, building, or other work. The cheerfully go about most tasks, seeking the fun and humor in everything. Hobblings are business-minded people, they are honest, hardworking, and generous, but not naïve – they're not going to do something for nothing and expect fair compensation for their work. They love to enjoy food, drink, fine clothes, and mementos of their life and exploits of adventure.

Costuming & Roleplaying Requirements:

Large bushy sideburns and eyebrows, furry hands and feet, cheerful and full of humor, hardworking, love of fine goods (especially food and drink), charismatic.

Racial Traits: Fast & Tough**Racial Feature:** Short Weapon Mastery

HALF-OGRE

Half-Ogres are not hybrids or a half-race, they are a race which very closely resembles Ogres in look and temperament. They are not very intelligent and have a hard time understand complex situations and subjects. They are a tough people and they love to prove themselves, but have an innate fear of undead creatures, and must summon up the courage to fight even the lowliest zombie. They have a relatively short lifespan compared to the other races, but mature very quickly.

Costuming & Roleplaying Requirements:

Yellow skin, large protruding lower fangs, low intelligence, ready to prove themselves.

Racial Traits: Strong & Tough**Racial Feature:** Two-Handed Weapon Mastery

HUMAN

Humans are known as the “jack-of-all-trades” people. They are the most plentiful of all the races and can be found in every aspect of life, in nearly any profession, all across Tyrra, even in the harshest environments imaginable. Human are a diverse people which have the capacity adapt and excel at nearly anything, however they have nothing they all do exceptionally well.

Costuming & Roleplaying Requirements:

There are no standards for human behavior and no costume guidelines to follow. Players must avoid duplicating the characteristics and mannerisms of any of the other races, but are otherwise free to dress, speak, or act however they choose.

Racial Traits: Choice of any one Racial Trait**Racial Feature:** None

Humans have no set the *Racial Traits*. Instead, they are required to choose any one Racial Trait from the list and gain the full benefits of that trait. Humans do not gain any Racial Feature option.

HALF-ORC

The exact origins of the Half-Orcs is something of a mystery, they may have been a hybrid of humans and orcs

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MYSTIC WOOD ELF

Mystic Wood Elves are a race of people originally from the Mystic Wood. Even though they are inaccurately viewed by other races as “elves”, they are not actually elves. Their society is structured into three major clans. They often hide their “real” name from others and adopt a “road” name which they use commonly when dealing with outsiders, only sharing their real name with their most trusted friends. They are secretive about their motivations and personal lives except to those who have earned their trust. They hold oaths as extremely important and will hold others to their word, just as they hold themselves to theirs.

Costuming & Roleplaying Requirements:

Pointed Ears, small horns on the forehead, distaste of (and in some cases, hatred of) all forms of forced subjection including slavery, kidnapping, charms, and enslavements. They will attempt to free others from captivity, servitude, and magical / alchemical charming effects. They are often seen as eccentric by the other races. They have a love of travel and adventure.

Racial Traits: Tradesman & Willful

Racial Feature: Break Charm

SARR

Sarr are a race of humanoids which resemble large hunting cats (also known as “Felinoids”). Their society is divided into a clan-like structure (sometimes called “Prides”), each with different mannerisms, leaders, beliefs, and history. Sarr are an independent, curious, and proud people, which places tradition in high regard. Sarr form strong attachments to others and are very loyal once trust is earned. They have long memories and never forget an enemy, no matter how long their revenge might take.

Costuming & Roleplaying Requirements:

Makeup or prosthetics to appear as a member of one of the large hunting cats. Bottom of the nose must be dark. Whiskers are optional. If you are playing a “Black Panther” you must wear a prosthetic nose, cat ears, and mix your makeup so it has a dark purple (or dark blue) hue; you may not be solid black. Peppermint sometimes acts as a kind of “catnip” for Sarr (entirely as roleplay, the player decides if and how this works).

Racial Traits: Fast & Survivor

Racial Feature: Claw Mastery

SCAVENGER

The term “Scavenger” is a general term which refers to any kind of humanoid mundane animal. Players may only choose a mundane land animal or reptile (no birds, fish, insects, or the like) which is not covered by another race (no cats because there is a Sarr race, no birds because there are Biata). Players are free to choose things like dog, skunk, raccoon, turtle, lizard, rat, badger, or some-

thing similar, but may not choose magical creatures such as Unicorns, Drakes, Gryphons, or the like. They have no society of their own and no specific culture.

Costuming & Roleplaying Requirements:

Makeup and roleplay specific to the animal type chosen.

Racial Traits: Survivor & Tough

Racial Feature: Claw Mastery

Cultures

Cultures represent the differences of in-game areas and regions. Your local chapter may have developed cultures specific to your game-area, and they may be different from another member of your same race from another area. This allows local chapters additional flavor. Local chapters are not allowed to alter the racial structure outlined in this rulebook, or grant races additional racial abilities, traits, features or requirements.

If you want to create your own culture, you should submit your write-up to your local chapter and work with them to get it approved for use. Characters cannot be from another planet, plane, or another time. If your culture is based on real-life culture, be careful about how you portray them and be respectful. Do some research and be very knowledgeable about the culture you are using, otherwise you're likely to play stereotypes and caricatures instead of a true representation of the culture. We never want anyone to play a culture which is offensive or insulting, even if unintentionally. Therefore we suggest it's best for players create a fresh new culture no one has ever seen or heard of before (even if you borrow a little from elsewhere). This is about what you're doing and about how others might see it.

NON-PLAYER CHARACTERS (NPCs)

Within the game there are other characters besides the PCs. They are the townsfolk, monsters, mythic creatures, and other members of the playable races, however all these characters are NPCs controlled by the game staff. They are managed and coordinated by the Monster Master who assigns each NPC player their roles and character cards. The Monster Master reports to the Plot Team who directs them on who is needed. The Plot Team reports to the Event Director who is in charge of the weekend event and making sure everything runs smoothly.

NPCs are given tasks, goals, and instructed how to complete these (including combat). When an NPC completes their goals (including death) they will return to Monster Town (an out-of-game area which is off-limits to PCs) where they will get a new NPC role and set of instructions, then sent out again to interact with the PCs. NPCs are limited and required to follow all instructions given to them by the game organizers and cannot just make up skills or

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powers not listed on their character card; they must follow the rules. They are there to fill a specific purpose – to help entertain the PCs and further the game plot and action.

Not all NPCs are monsters, some are merchants, townsfolk, other races, town leaders, knights, nobles, or a hundred other things.

Players who wish to volunteer their time to be an NPC will get compensated for their hard work and dedication. NPCs are the backbone of the game.

Sometimes during the game, a PC might wish to help out too. PCs are allowed to volunteer for NPC-shifts and donate their game time. They then stop playing the PC character, go to Monster Town and report to the Monster Master for role assignments just like regular NPCs. PC performing NPC-shifts are also compensated for their hard work. Sometimes when your in-game PC is doing something like traveling to a remote area or doing research to divulge the secret answer to a forgotten tomb, it might require game time to accomplish – this is a great way to do both and serve the local chapter by helping out.

MONSTER SIZE

NPC characters and monsters are physically represented by the player portraying them, therefore they are the size of the player. If a creature requires something to be 10 feet tall there needs to be a person who is actually 10 feet tall or a costume which makes it possible.

MATTERS OF LIFE & DEATH

A player has three Standard States of Existence while at an event:

1. Out-of-Game (OOG) – not visible to in-game characters, cannot interact with the game or environment. Not participating in the game.
2. In-Game – visible to in-game characters, able to interact with the game and environment. Active participant.
3. Spirit – *In-Game* but as a spirit. Not visible to in-game characters, cannot interact with the game or environment. Must proceed to an Earth Circle for resurrection.

OUT-OF-GAME

Sometimes players will need to remove themselves from the game, either for convenience or necessity. Before you make go out-of-game you must first don a white headband which signifies to the other participants around you (and who might be able to see you) your desire be ex-

cused from the game. You should make every attempt to go out-of-game in such a way that it will not disrupt the game and do so in as much seclusion as possible. You may never go out-of-game while in combat unless there is a medical need.

All of your in-game items must remain in-game at the location where you went out-of-game. For this reason, it's best to go out-of-game in a secure area such as your cabin or tent so your gear remains safe from in-game theft.

Bathrooms and similar areas are always out-of-game. However, you may not go out-of-game or into an area designated out-of-game if you are being pursued in-game by another player (PC or NPC). The game-area is limited and as such certain limitations are placed to when you can go out-of-game. If you do go out-of-game while being pursued, the fate of your character may be reviewed by a Marshal and you must accept the outcome.

Sleeping out-of-game is allowed as a courtesy. However all in-game items must still remain in-game. Sometimes you might be pulled back into the game if there is a sufficient reason to do so, however reasonable accommodations should be permitted to you if this is required by a Marshal.

HIT POINTS

The character you are portraying has Body Points, representing their health, and Armor Points representing the physical defenses against weapon damage – these are collectively referred to as Hit Points.

Your character starts with Body Points based on your character Class. As your character advances on level, they will gain additional Body Points (also based on your chosen Class). Your base Armor Points are also assigned by your Class, but these do not increase, but are increased by spending Build Points to buy the skill *Wear Extra Armor* (see page 36 for more information).

When you are in combat you will need to keep track of hits against both your armor and health. Armor Points are usually lost first when you suffer damage and when your armor is reduced to zero points, its protection is exhausted. Further damage is then applied to your Body Points. There are additional considerations, such as magical effects and protections which can change how damage is applied to your character, but this is the basics (see *Protection Hierarchy* on page 82 for more information).

Body Points don't regenerate over time and you must get some form of healing in order to restore them. You can never have more Body Points than your maximum, and any additional healing beyond your maximum is lost.

Every character starts each new game event with full Body Points.

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After combat, you will need to adjust your Armor Points, Body Points, and skills used. You will do this by marking your Battle Board, Character Card, or adjusting your tags. There is no method by which any character can be dismembered by another character in the game. You cannot have your arm or finger severed or your head cut off. Likewise, it is impossible to burn or destroy the body of any character, speed up a character's dying-count or death-counts, or force a character to resurrect earlier than normal (except where specifically allowed in the rules). This might seem unreal because in real-life you could obviously do these things (no this is not real life). There is no way to adequately represent these actions because you, the player, will still have these appendages out-of-game. These limitations are in place for fair play.

LIFE & DEATH

This section of the rules is very important and covers important information about many things pertaining to life, death, and everything in-between. You may need to refer back to this section after you have read further and gained understanding of certain concepts.

Alive

Your character has at least one Body Point.

Unconscious

If your character has exactly zero Body Points, they are Alive but are unconscious. After one-minute of being unconscious, they will automatically gain one Body Point, and then wake up. While unconscious, the character is oblivious to their surroundings and will not remember anything while they are unconscious.

Dying

If your character takes Body Point damage which would reduce them below zero Body Points, they are instead reduced to -1 Body Points, but not any farther than that. No matter how much damage a character suffers, they may never fall below -1 Body Points. Your character is now dying and you must begin your silent one-minute dying-count. Your character will be dead if they don't receive *First Aid* or healing before the one-minute count is up.

First Aid is a skill which allows one character to pause the dying-count of another character. After one uninterrupted minute of *First Aid* the recipient is brought to zero Body Points and is unconscious (see above). To begin *First Aid*, the character administering the aid must first have learned the skill, then state the verbal phrase "First Aid." That character may do nothing but concentrate on the recipient or roleplay bandaging the wounds of the recipient and may not use any other game skills or the *First Aid*

is interrupted. If the process is interrupted, the dying character must resume their count at the point they paused it. *First Aid* is also interrupted if the recipient or the person administering the *First Aid* suffer any Body Point damage, if the person stops giving *First Aid*, or if they are more than an arms-length away from each other. You cannot use *First Aid* if either person is in motion, such as while walking, running, being dragged, or carried. When the one-minute *First Aid* count is completed, the character using the skill must state the verbal phrase "Stabilize" to signify the *First Aid* has completed successfully.

If you receive any healing or cure effects, you will immediately become *Alive* again, conscious, and able to act. Your character will have their total of Body Points restored equal to the amount of healing, minus one (-1 Body Points plus healing amount). Remember you may never have more Body Points than your maximum.

Dead

If your character does not receive healing or *First Aid* before the one-minute dying-count elapses, your character had died. Death may also come from a spell or effect, or from a *Killing Blow* (see below). Upon a character's death all active spells, alchemical effects or other affects are removed from the character. The only exception are *Hex*, *Forget-Me-Not*, *Forget-It-Well*, *Enslavement*, *Curse of Transformation*, *Infection*, and certain Formal Magic effects.

Once your character is dead, you must begin your silent five-minute death-count. Your character will be forced to resurrect if they don't receive *Life* spell or effect before the five-minute count is up. If the five-minute death-count elapses and your character does not get a *Life* spell, then the body of the character dissipates and they become a spirit (see *Spirits & Resurrection* below).

MOVING INCAPACITATED CHARACTERS:

Sometimes a character will want to drag or carry another character who is incapacitated (meaning they cannot move on their own). It is not safe to actually carry or drag a person, so you must roleplay doing it (no touching). To do this you will place your hand near the torso of the recipient and inform them "I am carrying you." The recipient will then stand. Both your hands must be free and placed near their shoulders to indicate you are carrying them. You both can only move at a normal walking pace, either forward (carrying) or backwards (dragging). If either person is more than arm's length away from the other person are hit with any effect (damage, spell, Alchemy, etc.), the person hit with the effect must take the effect (following all normal rules), you must both stop moving, and the person being carried must be dropped. If you cast a spell upon yourself, the carried person is not included in the effect (such as an *Imprison* spell or become a gaseous form); the body will

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be dropped. You may not carry or drag the same person again until they have stopped moving after being dropped. Having an *Endow*, *Strong Arm*, or *Superhuman Strength* bonus does not allow you to pick up a person faster or to run with them – nothing special is granted by these spells or abilities.

KILLING BLOW

This is an attack which immediately causes the death of the victim, bypassing the dying state and placing them directly into the dead state. You may only deliver a *Killing Blow* to a character who is incapacitated or helpless. A helpless character is unable to defend against the attack because they are unconscious, dying, paralyzed, affected by a *Web* or *Confine*, or are “physically bound” by ropes or chains as a prisoner (don’t actually restrain people, that’s against the safety rules). In these cases it is easy to deliver a coup de grâce in order to finish them off.

To issue a *Killing Blow*, place your weapon on the torso of the victim (or touch them with a packet you are holding in your hand) and remain there while stating the verbal phrase “*Killing Blow one, Killing Blow two, Killing Blow three <damage type>*.” The delivery of a *Killing Blow* is a *Counted Action* and must take at least 3-seconds no matter how fast you say it. If anyone hits your weapon away during the *Killing Blow* count, then it is interrupted and is unsuccessful. You cannot prevent a *Killing Blow* by saying “I stop you” - you must actually do it (within safety). You cannot deliver a *Killing Blow* to an arm, leg, or shoulder of the victim, only on the torso. A *Killing Blow* can be delivered by anyone even if they don’t have a weapon or the skill to use a weapon.

A *Killing Blow* is not an attack in the normal sense, but is a special attack. It bypasses physical armor and most magical protections such as *Magic Armor*. Even though there is a three-count to deliver the *Killing Blow* to the victim, it is only considered a single attack.

Some creatures have special abilities or conditions which must be met in order to deliver a successful *Killing Blow*. They might be immune to certain weapon damage types or might require a very specific damage type in order to be successful. For example: a werewolf might be immune to “normal” damage but be affected by “silver” damage. These conditions would make delivering a *Killing Blow* with your hand impossible, but even a character with no weapon skill could still use a silvered or magic weapon to deliver the *Killing Blow* and have it be successful.

A successful *Killing Blow* means the character is dead and that player must begin their silent five-minute death-count (see *Dead* above).

SPIRITS & RESURRECTION

After a character dies because they didn’t get a Life spell or effect in time to save them, their body dissipates and they become a spirit. All in-game items are left where the character died, the player dons their white headband to signify they are no longer there, and they must immediately travel to an *Extended Earth Circle* to seek Resurrection. Spirits are completely invisible to the world and characters around them. Spirits may not interact with other characters or the game world in any way (no talking, noises, charges, or anything at all). Spirits move at normal walking pace (no running) to the resurrection point where the player will record the death of their character with a Marshal or other official.

Once your character arrives at an *Extended Earth Circle* (created via Formal Magic) and enter it, any character who is *Invested* in that specific circle and who is nearby will “sense” a presence within the circle. They will enter the circle and concentrate for three-seconds to determine if that spirit is familiar to them (they will quietly ask the player if they know their character or not). The invested person may then decide to attempt resurrection of the spirit within.

The resurrection process may involve concentration, storytelling, or other role-play to signify drawing the spirit back into the physical world (remember to follow the rules and decorum of good-taste). Once resurrection has begun, the process may be passed to any other character within the circle so long as that character has the *Healing Arts* skill. The spirit can resurrect on its own without any guidance once the resurrection process is started if no other characters with *Healing Arts* are available, but this causes emotional anguish to the spirit and is unpleasant in-game.

If the spirit of the character is also *Invested* in the *Extended Earth Circle* they are in, they may instead choose to resurrect themselves without any aid from others. This is also unpleasant in-game.

The spirit must accept the person attempting to resurrect them and may reject any specific person attempting to resurrect them, preventing the resurrection from starting. They may not specify why or give any indication who the spirit is waiting for. The rejected character will be aware of the rejection, but nothing else.

Spirits will normally be drawn to the closes *Extended Earth Circle* to resurrect, even if they are unaware in-game (or out-of-game) where that circle is or may have never seen it (check with a Marshal). Characters cannot make prior plans to resurrect in specific circle based on method of death or if someone specific killed them.

A player who is aware of a specific circle they do not wish to use, may choose to go to a different circle which is not hostile to them. It is the choice of the Player (not the char-

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acter) to decide if a specific circle is “hostile”. Reasons might include that the circle is owned by evil NPCs, is owned by an enemy or rival seeking to do them harm, or any reason the player decides. Even after the resurrection has started, but before it is completed, the spirit may abandon the circle and go elsewhere for resurrection.

Resurrecting at a circle other than the official in-game circle (often located in the Healer’s Guild) may require you to be out-of-game for a period of time to represent the travel time needed to get there and back to the game area (remember spirits move at normal walking pace). You will need to seek a Marshal to record your death and outline your plans to them. No character may ever resurrect in another chapter from where they suffered the death.

It takes five uninterrupted minutes to complete resurrection of a spirit, after which the body of the character will reform in the physical world. The body reforms at the end of the five-minutes and the player must state the verbal phrase “*I reform one, I reform two, I reform three.*” Nothing can affect the reforming character until the count is completed. This count must take at least three-seconds. After the body forms, the character is Unconscious for one-minute, after which they will awaken automatically.

A successfully resurrected character is restored back to life with their maximum Body Points and all daily skills will be renewed as if they had not been used, with the exception of Crafting skills, Trade skills, or used magic item charges. Characters reform without any gear, unless such gear is *Spirit Linked* or *Spirit Locked* to them, and form with basic clothing.

Any active spells or effects are still lost. Lingering effects such as *Hex*, *Curse of Transformation*, and *Infection*, will be removed (unless otherwise noted on your character card). Some special plot effects will remain even through resurrection and require specific remedies in order to remove them. *Forget-It-Well* and *Forget-Me-Not* effects are not removed, nor are the lost memories restored upon resurrection. It is not possible to determine how a character died.

Every time a character dies and seeks resurrection, a Marshal will add one death to their Death Total on their character card. At character creation, each new character starts the game with two free guaranteed resurrections. After those two free resurrections are used up, the player must draw from the Bag of Chance. Inside the bag are ten stones; one Death Stone for each time your character has resurrected beyond the two free resurrections. Life Stones are added to bring the total to ten. The player draws and the resulting pull is what happens next: Life Stone, the character will resurrect successfully or Death Stone, the character has suffered permanent death.

If you draw the Death Stone, your character is now a

corpse. The body of the character will reform in the exact spot where they permanently died and will remain there until found by someone else. All your gear will remain in that spot (unless already claimed) and any Spirit-Lined magic items your character had will be Spirit-Linked to the next person who touches them, if possible.

We understand that lying in the woods by yourself all night might not be the most fun thing to do for a lot of players. It is perfectly reasonable to leave a note to specify that your permanently dead corpse is lying there.

Any problems with your resurrection should immediately be reported to a Marshal.

FIRST EVENT RESURRECTIONS

If you have never played NERO World before and are a first-time player, there is a special rule to accommodate your inexperience with the game and rules.

If you are unlucky enough to die and be forced to resurrect during your first event, we’re not going to count it against your character. This is a courtesy to new players and should not be abused. This is not a way for you to be reckless with your character and the resurrections should be roleplayed just like normal. Any person deemed to be abusing this rule will face disciplinary action and have the full amount of deaths applied to their character. Experienced players will not gain any benefit from this rule.

CHARACTER ADVANCEMENT

Experience Points

When you attend a NERO World event you will earn Experience Points (XP) for your character. Each game day of the event your character gains a one-half “blanket” of Experience Points. A “blanket” is equal to the current Build Point total of your character (rounded down). This method is used because some events have different lengths and it allows for the most flexibility. A one-day event is called an “Adventure Day” will get your character 0.5 blanket, a standard two-day “Weekend Event” gets you 1 blanket, a three-day “Extended Weekend Event” is 1.5 blankets, and so on. So a long event which is five-days will get you 2.5 blankets (your get the idea).

You can double the amount of XP awarded to your character by turning in coins to “train your character” – this is called “Maxing-Out” (because it’s the most XP you can get). The cost to max-out is one silver coin per additional XP point you want to get, up to the total earned for the event (you can pay less, but you will also get less XP).

If you are helping out your chapter by playing as an NPC,

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Advancement Chart Table 2-2						
LEVEL	Total Build	XP per Build	Body Points			
			F	R	S	T
1	50 - 59	18	12	7	5	7
2	60 - 69	25	14	8	6	8
3	70 - 79	33	16	9	6	9
4	80 - 89	42	18	10	7	10
5	90 - 99	52	20	11	8	11
6	100 - 109	63	22	12	8	12
7	110 - 119	75	24	13	9	13
8	120 - 129	88	26	14	10	14
9	130 - 139	102	28	15	10	15
10	140 - 149	117	30	16	11	16
11	150 - 159	133	32	17	12	17
12	160 - 169	150	34	18	12	18
13	170 - 179	168	36	19	13	19
14	180 - 189	187	38	20	14	20
15	190 - 199	207	40	21	14	21
16	200 - 209	228	42	22	15	22
17	210 - 219	250	44	23	16	23
18	220 - 229	273	46	24	16	24
19	230 - 239	297	48	25	17	25
20	240 - 249	322	50	26	18	26
21	250 - 259	348	52	27	18	27
22	260 - 269	375	54	28	19	28
23	270 - 279	403	56	29	20	29
24	280 - 289	432	58	30	20	30
25	290 - 299	462	60	31	21	31
26	300 - 309	493	62	32	22	32
27	310 - 319	525	64	33	22	33
28	320 - 329	558	66	35	23	35
29	330 - 339	592	68	36	24	36
30	340 - 349	627	70	37	24	37
For levels beyond Level 31, check the online database.						

you will automatically get the maximum amount of XP allowed. Some chapters allow PC players to volunteer for NPC shifts and reward them with their max-out, so no coin is required to be turned in at the end of the event to get the XP doubling for your character. Some chapters use an optional system called "Auto-Max-Out" and this means that every single player gets double XP without needing to turn in coin. Auto-Max-Out also means that the local chapter must reduce their treasure output to compensate for this optional system (so less treasure will be available for the event). Check with your local chapter for what they allow.

BUILD POINTS

Experience Points get converted into Build Points (BP) automatically. These Build Points are used to buy skills and abilities for your character. The XP to BP conversion rate is based on your character level and as you gain levels it takes more and more XP to equate into one BP. Every 10 BP you earn raises your character level by one. All new characters start the game with 50 BP (Level 1 with zero XP).

CHAPTER THREE: THE SKILL SYSTEM

The Skill System

This is a fantasy game which allows players to simulate doing things which they might not be able to do in real-life. Your real-life skills and abilities often don't relate to what your character is ble of doing in-game. If there is a skill or ability used by the game, your character must first have learned it before they may use it. If they don't have the skill to use a weapon, you may not pick up a weapon or use it in any way (even to block with it), regardless of your out-of-game ability to use a weapon. Your character is simply unskilled in its use and their feeble attempts to perform an action relating to that skill will result in abysmal failure. This simulated skill system also allows your character to do things better (and safer) than you could perform that same feat in real-life or to do impossible things such as create Alchemy and Potions or to cast magic spells.

Some skills and abilities may be used continuously throughout the day, while others are limited to the number of times per day. Certain skills may be purchased multiple times, improve an existing skill, or allow you to perform the related ability more times per day. Read the specific skill or ability for the full details on each one.

Standard Reset

Resource management is part of the game. Characters will have skills and abilities which can only be used a limited number of time per-day (such as spells or Dodges), and when they are used, they are expended for the rest of the day. All per-day skills reset at 6 PM each day of the event.

Limited Reset (optional rule)

Local Chapters may choose to use an optional system called a "Limited Reset". This is a special skill reset which happens at 6 AM each day of the event. This limited reset does not restore Crafting skills, Tradecraft skills, Formal Magic skills, Cantrip levels, or magic items already expended for the day. If your Local Chapter is using this optional system, they will announce it before the event and remind players during check-in or during the game Opening Ceremonies.

MAGIC SPELLS & SPELL SLOTS

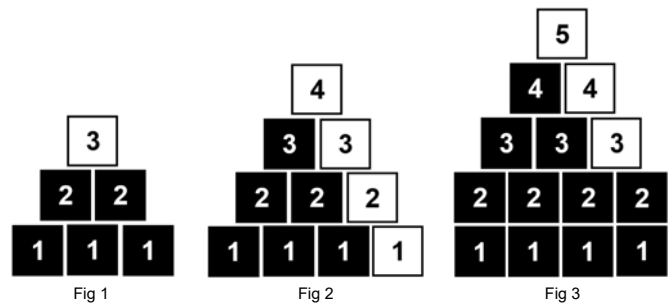
Before your character can learn to cast magic spells, they must first learn the associated prerequisite skills, which are the foundation for the school of magic they want to cast. The prerequisite skills are listed in the skill chart and also detailed in the skill description.

Once your character has the necessary prerequisite skills, they may then buy *Spell Slots* associated with that school

of magic. This represents the essential understanding of how channel magic power and deliver the magic effect for the spell. A Spell Slot is essentially an empty vessel by which your character may memorize any one magic spell of the same level and school of magic as the Spell Slot. Characters chooses one spell to memorize which is stored within that empty slot, filling it until it is cast and used up. Once a spell is cast, the Spell Slot is empty and remains unusable again until the next *Standard Daily Reset* (or *Limited Reset* if your chapter is using this optional system), or it can be refilled again in some other way allowed by the rules (such as by the *Meditation* skill).

Spell Slots are learned in a pyramid structure. This means you must have two *Spells Slots* of a lower level before you can by the next higher level of the pyramid, and there cannot be more than one *Spell Slot* difference between a higher level spell and the layer below it.

For Example: your character has one first level spell and wants to buy a second level spell. They must first buy another first level spell which will support the purchase of the second level spell they want to learn. They need the foundation to build the new layer of spells upon.



Once you have four *Spell Slots* of a specific level, you do not need to buy more to support the next level. At this point the "pyramid" will then start to resemble an obelisk; a long column block with a pyramid at the top (or a brick wall where you are adding bricks to only one side). As you buy more spells, you will still need to expand the bottom spells to support the ones above it, but do not need to keep the "true pyramid" progression – although you could certainly continue this way (called "bottoming out"). Remember there can never be more than one *Spell Slot* difference between adjacent levels.

SKILLS COSTS CHART

The following charts and table list each available Racial Ability, Racial Feature, and Skill. There are four columns associated with each of the four Classes: Fighter (F), Rogue (R), Scholar (S), and Templar (T). The costs might be dramatically different between the classes. This simulates the strengths of each (lower costs) as well as the difficulties (higher costs). Be sure you have chosen a class which fits within the character concept you have chosen.

CHAPTER THREE:

THE SKILL SYSTEM

Racial Abilities

Table 3-1

ABILITY NAME	TRAIT TYPE	COST WITH TRAIT	COST WITHOUT TRAIT
Adept Dodge	Fast	10	20
Light Touch ∞	Fast	2	4
Sneak Attack	Fast	8	16
Mighty Slay	Strong	10	20
Rip From Binding ∞	Strong	4	8
Strong-Arm	Strong	10	20
Detect Poison ∞	Survivor	3	6
Ready Armor ∞	Survivor	4	8
Will to Live	Survivor	10	20
Awaken ∞	Telepathic	3	6
Break Charm	Telepathic	5	10
Calm ∞	Telepathic	2	4
Resist Physical	Tough	5	10
Resist Poison ∞	Tough	4	8
Toughness ∞	Tough	4	8
Harvester	Tradesman	5	10
Merchant	Tradesman	5	10
Production Master	Tradesman	10	20
Battle Rage ∞	Wild	2	4
Detect Magic	Wild	4	8
Dispel Magic ∞	Wild	4	8
Remove Fear ∞	Willful	2	4
Resist Charm ∞	Willful	3	6
Resist Sleep ∞	Willful	3	6

∞ This Racial Ability may be bought multiple times.

Magic Skills

Table 3-2

SKILL NAME	F	R	S	T	PREREQUISITE
SCHOLARLY SKILLS					
Read and Write	6	6	3	3	
Read Magic	8	6	4	4	Read and Write
HEALING SKILLS					
First Aid	4	3	2	2	
Healing Arts	4	3	2	2	Read and Write & First Aid
HARMONICS SKILLS					
Manifold	9	3	2	2	Prepare Hearth
Prepare Hearth	6	4	2	3	Level 1 Spell Slot

Trades & Crafts

Table 3-3

SKILL NAME	F	R	S	T	PREREQUISITE
Alchemy ∞	6	3	4	5	Herbal Lore
Craft Potion ∞	6	5	3	4	Any 4th Lvl Earth Spell
Craft Scroll ∞	6	5	3	4	Any 4th Lvl Celestial Spell
Craft Trap ∞	6	3	4	5	Disarm/Arm Trap
Disarm/Arm Trap	9	3	4	5	
Evaluate Item	6	3	6	6	
Herbal Lore	6	3	4	5	Read and Write
Pick Locks	9	3	9	9	
Smithing ∞	3	4	4	4	
Tradecraft <type> ∞	3	3	3	3	

∞ This Skill may be bought multiple times.

CHAPTER THREE:

THE SKILL SYSTEM

Weapons & Armor

Table 3-4

SKILL NAME	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	9	14	10	
Two Handed Weapon Master	12	14	18	14	
Dexterity Armor ∞	3	3	3	3	
Wear Extra Armor ∞	3	3	4	3	

Fighting Skills

Table 3-5

SKILL NAME	F	R	S	T	PREREQUISITE
Critical Attack ∞	3	4	6	3	A weapon skill
Weapon Proficiency ∞	3	4	6	6	Critical Attack x4
Critical Slay / Parry ∞	10	15	20	13	Weapon / Master Proficiency x2
Master Critical Attack ∞	3	4	6	4	A weapon skill
Master Proficiency ∞	5	8	10	6	Master Critical Attack x4
Master Slay / Parry ∞	13	18	25	15	Master Proficiency x2
One Handed Block	0	0	0	0	Two Handed Weapon skill
Stop Thrust ∞					
1st Purchase	0	0	0	0	Two Handed Melee Weapon
Additional Purchase	2	2	2	2	Weapon / Master Proficiency x2

Stealth Skills

Table 3-6

SKILL NAME	F	R	S	T	PREREQUISITE
Waylay					
1st Purchase	6	3	6	6	Short / Small Weapon skill
Additional Purchase	6	3	6	6	Character Levels x5
Back Attack*	6	3	6	6	A weapon skill
Backstab*	6	3	6	6	Back Attack x4
Assassinate / Dodge*	20	10	20	20	Backstab x2

∞ This Skill may be bought multiple times.

CHAPTER THREE:

THE SKILL SYSTEM

Table 3-7

Primary School of Magic

SKILL NAME	F	R	S	T	PREREQUISITE
Level 1 Spell Slot ∞	3	2	1	1	Celestial: Read Magic Δ Earth: Healing Arts Δ
Level 2 Spell Slot ∞	3	2	1	1	Level 1 Spell Slot
Level 3 Spell Slot ∞	6	4	2	2	Level 2 Spell Slot Δ
Level 4 Spell Slot ∞	6	4	2	2	Level 3 Spell Slot Δ
Level 5 Spell Slot ∞	9	6	3	3	Level 4 Spell Slot Δ
Level 6 Spell Slot ∞	9	6	3	4	Level 5 Spell Slot Δ
Level 7 Spell Slot ∞	12	8	4	5	Level 6 Spell Slot Δ
Level 8 Spell Slot ∞	12	8	4	5	Level 7 Spell Slot Δ
Level 9 Spell Slot ∞	15	10	5	6	Level 8 Spell Slot Δ
Formal Magic ∞	12	8	4	6	Level 9 Spell Slot

Table 3-8

Secondary School of Magic

SKILL NAME	F	R	S	T	PREREQUISITE
Level 1 Spell Slot ∞	6	4	2	2	Celestial: Read Magic Δ Earth: Healing Arts Δ
Level 2 Spell Slot ∞	6	4	2	2	Level 1 Spell Slot
Level 3 Spell Slot ∞	12	8	4	4	Level 2 Spell Slot Δ
Level 4 Spell Slot ∞	12	8	4	4	Level 3 Spell Slot Δ
Level 5 Spell Slot ∞	18	12	6	6	Level 4 Spell Slot Δ
Level 6 Spell Slot ∞	18	12	6	8	Level 5 Spell Slot Δ
Level 7 Spell Slot ∞	24	16	8	10	Level 6 Spell Slot Δ
Level 8 Spell Slot ∞	24	16	8	10	Level 7 Spell Slot Δ
Level 9 Spell Slot ∞	30	20	10	12	Level 8 Spell Slot Δ
Formal Magic ∞	24	16	8	10	Level 9 Spell Slot

Δ This Skill requires “Pyramid-Style” purchase.

∞ This Skill may be bought multiple times.

CHAPTER THREE:

THE SKILL SYSTEM

Some skills have *Prerequisite Skills* you must buy before you can buy at specific skill. Be sure that you understand this when designing your character and spending Build Points.

Ability

An *Ability* is an innate action the character may perform and may even be used if they cannot use game skills (such as if they are affected by *Taint Blood*).

Magical Ability

The character has an innate power which allows them to generate an effect which mimics an existing spell or effect, but does not require any of the normal required prerequisites to cast. The use of the *Magical Ability* is delivered by the character speaking the verbal phrase "Magic <spell name or effect> <option or number>", even if the character is bound (such as in a *Bind* or *Web*), may be used if they cannot use game skills (such as if they are affected by *Taint Blood*), but they must still be able to speak (cannot be used when *Silenced*). All other standard rules for casting spells must be followed. The Magical Ability spell or effect matches the school listed in the spell description. If the spell is normally able to be cast as Celestial or Earth (either school) the Magical Ability is also considered to be "both schools" for the purposes of *Spell Defenses*, *Detect Magic*, and removal. If the Magical Ability normally has no school, it is considered "both schools". A lingering Magical Ability is removed by any means which would normally remove the spell or effect. A *Dispel Magic* remove any Magical Ability effect unless it is a Cantrip or Formal Magic type effect (in which case a *Destroy Magic* will remove it). Magical Abilities are subject to *Spell Disruption* just like standard spells. A Magical Ability may never be used to qualify as a prerequisite for any other skills, it is a stand-alone ability.

Evoked

This is a special form of *Magical Ability*. This ability grants one or more effects simultaneously to the character themselves (personal) and may not be used on another character. To evoke the effect(s), the character must speak the in-game verbal phrase (the ability may not be used if *Silenced*). Evoking is not subject to *Spell Disruption* and may be used while skillless.

Racial Feature Ability:

<type> Weapon Mastery

The specified race has an aptitude for using certain weapon types or groups of weapons. The character is required to learn any weapon skill (not necessarily one included in the *Racial Mastery*) before their Weapon Mastery Racial

Feature is allowed. The character gains the Mastery at no cost (0BP).

Any *Assassinates*, *Backstabs*, *Blade Furies*, and *Weapon Proficiencies* the character learns for any weapon, are treated instead as Master Weapon Proficiencies/Slays/Blade Furies for the purposes and may be used in conjunction with the Racial Feature Weapon (including handedness if applicable). If the character also has the skills Florentine, Two Weapons, or Weapon Master, then Master Weapon Proficiencies/Backstabs may be applied to both weapons as appropriate when used (regardless of normal handedness). If the character is using a two-handed weapon, then Master Weapon Proficiencies/Backstabs may be combined as appropriate when used (regardless of normal handedness). Backstabs and Assassins must still follow the normal rules when they are used.

RACIAL ABILITY DESCRIPTIONS

This section details the available Racial Abilities your character can gain. Racial Abilities may never be used to qualify as a *Prerequisites* for any other skills, it is a stand-alone ability. Abilities listed with a ∞ symbol may be purchased multiple times. Remember you can only have one Racial Ability per Character Level.

Adept Dodge

The character has the ability to *Dodge* once per-day. The ability functions exactly as the *Dodge* portion of the *Assassinate/Dodge* skill in every respect (see *Assassinate/Dodge* on pages 27-28).

Awaken ∞

The character has a Magical Ability which allows them to cast one *Awaken* spell per-day for each time this ability is purchased.

Battle Rage ∞

The character may deal five-points of bonus damage for five consecutive swings with a melee weapon. The character must have the skill to use the chosen weapon(s) and all attacks must be delivered within one-minute of evoking Battle Rage. If the character has the skill to wield a weapon in each hand, each weapon gains the bonus damage (maximum of +5 damage per weapon). This skill does not grant any bonus to ranged weapons (bow, crossbow, thrown weapon, etc.). The character may use this skill once per-day for each time they have purchased it. To use this skill, the character must state the in-game verbal phrase "I evoke Battle Rage" after which the skill is expended. The verbal phrase is in-game and may not be done if the character is *Silenced* or is unable to speak, but is not subject to *Spell Disruption*.

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The character may expend this skill to *Resist* one *Berserk* effect. After Resisting the Berserk effect, the character may immediately evoke Battle Rage without expending another use of the skill. To use the ability in this way, the character must state the in-game verbal phrase “Resist. I evoke Battle Rage”, after which the ability is expended.

Break Charm

The ability allows the character to remove *Charm* effects on another character (but not themselves). This ability may be used by the character an unlimited number of times each day without being expended. *Break Charm* will remove any of the follow effects on the recipient: *Vampire Charm*, *Fear*, *Charm / Charm Animal*, *Shun / Shun Animal*, *Calm / Calm Animal* (one at a time). To use this ability, the character must be close enough to touch-cast, must have the full attention of the recipient, and spend one-minute role-playing (this is a *Concentration* action). The attempt to Break Charm fails if either character is attacked (even if they suffer no Body Point damage), either character uses any other in-game skill, or the conversation ends before the one-minute elapses.

The character may expend the Break Charm ability for the day (until the next Standard Reset, even if the optional rule *Limited Reset* is used) to remove an *Enslavement* effect on another character. If the recipient is not Enslaved or the attempt is not successful for any reason, the Break Charm is not expended. Break Charm is not a spell and will not trigger Spell Defenses. This ability may only be purchased once.

Calm ∞

The character has a Magical Ability which allows them to cast one *Calm* spell per-day for each time this ability is purchased (see *Calm* on page 56).

Detect Magic

The character has a Magical Ability which allows them to cast a *Detect Magic* spell at-will. The spell functions exactly as the spell Detect Magic in every respect, except must be touch-cast on the target. This ability is not expended when used, but may only be purchased once (see page 61).

Detect Poison ∞

This ability allows the character to detect the existence of poisons and Alchemical substances and to identify them on a target, as if they had the *Herbal Lore* skill (see page 30). This ability may be used by the character at-will each day without being expended. To use this ability, the player must spend three-seconds role-playing the detection process and then speak the verbal phrase “I evoke Detect Poison.” This ability does not allow the character to ana-

lyze blood or determine any information about a person or creature. This ability may still be used even if the character has no uses of *Detect Poison* remaining for the day.

In addition, the character may expend *Detect Poison* to cast one *Purify Blood* spell. Detect Poison be expended once per-day for each time this ability is purchased. The spell functions exactly as the Earth spell *Purify Blood* in every respect (see *Purify Blood* on page 67, except it must be touch-cast to the target (including on themselves).

Dispel Magic ∞

The character has a Magical Ability which allows them to cast one *Dispel Magic* spell per-day for each time this ability is purchased. The spell functions exactly as the spell *Dispel Magic* in every respect (see page 61).

Harvester

The character is able to gather their own “raw materials” for use with Crafting Skills at no coin cost. The character may still choose to pay the coin cost for “raw materials” and if they do, they gain a second Materials Bonus for Crafting Levels (see *Crafting* on page 36). This ability may only be purchased once.

Light Touch ∞

This ability may be used in one of the following four ways for each time it is purchased: *Pick Locks*, OR *Disarm / Arm Trap*, OR use any one *Alchemy* poison (regardless of level or type), OR use the character’s purchased *Backstab* bonus damage or *Assassinate* skill at range with a Thrown Weapon for a single attack (the character does not need the Thrown Weapon skill and the rear requirement is temporarily removed for this single attack). When using this ability to *Pick Locks* or *Disarm / Arm Trap* the player must state the out-of-game verbal phrase naming the chosen option (for example “Pick Locks”) after which the character temporarily gains the named skill for a single attempt for up to one-minute (see the specific skill descriptions for the full details on how these skills work).

Merchant

The character is able to use any number of *Master Crafting Levels* they have in any Crafting skill they have purchased to produce any item able to be crafted by the skills *Alchemy*, *Create Potion*, *Create Scroll*, *Create Trap*, or *Smithing*. This ability may only be purchased once.

Mighty Slay

The character has the ability to deliver a *Master Slay* once per-day. The ability functions exactly as the *Slay* portion of the *Master Slay/Parry* skill in every respect (see *Master Slay/Parry* on page 31).

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THE SKILL SYSTEM

Production Master

The character gains the *Workshop Bonus* Crafting Levels even if they don't have access to a workshop. The character may still use a workshop (if they have access to one) and if they do, they gain a second Workshop Bonus for Crafting Levels (see *Crafting* on page 36). This ability may only be purchased once.

Ready Armor ∞

The character has a Magical Ability which allows them to evoke the effects of one *Shield* spell and one *Eldritch Shield Cantip* upon themselves once per-day for each time this ability is purchased. The spells function exactly as the spells of the same names in every respect (see the specific spell descriptions for the full details on how these spells work). To use the ability, the player must spend three-seconds role-playing, then state the in-game verbal phrase "I evoke armor."

Remove Fear ∞

The character has a Magical Ability which allows them to cast one *Remove Fear* spell once per-day for each time this ability is purchased (see page 68).

Resist Charm ∞

The character has the ability to *Resist* one *Charm* effect or attack with the word "Charm" in the delivery, regardless of delivery method, once per-day for each time this ability is purchased. Any of the following effects may be Resisted: *Enslavement*, *Vampire Charm*, *Fear*, *Charm / Charm Animal*, *Shun / Shun Animal*, *Calm / Calm Animal*; no other effects may be Resisted using this ability (including *Berserk* or *Feeblemind*). Spell Defenses are expended before the character may use the Resist ability (see *Protection Hierarchy* on page 82). To use this ability, the character must be conscious and the player must state the verbal phrase "Resist" within three-seconds of being affected. It is obvious to any observers the character was not affected by the effect if they say "Resist".

Resist Poison ∞

The character has the ability to *Resist* one *Alchemy* or poison effect or attack with the word "poison" in the delivery, regardless of delivery method, once per-day for each time this ability is purchased. Spell Defenses are expended before the character may use the Resist ability (see *Protection Hierarchy* on page 82). Resist Poison cannot be used to resist any of the following: *Alchemical Solvent*, *Liquid Light*, *Paste of Stickiness*, *Oil of Slipperiness*, or *Vorpal Coatings*. To use this ability, the character must be conscious and the player must state the verbal phrase "Resist" within three-seconds of being affected. It is obvious to any observers the character was not affected by the effect if they say "Resist".

Resist Physical

The character has the ability to *Resist* one weapon attack or attack with the word "physical" in the delivery, regardless of delivery method, once per-day for each time this ability is purchased. Spell Defenses are expended before the character may use the Resist ability (see *Protection Hierarchy* on page 82). To use this ability, the character must be conscious and the player must state the verbal phrase "Resist" within three-seconds of being affected. It is obvious to any observers the character was not affected by the effect if they say "Resist".

Resist Sleep ∞

The character has the ability to *Resist* one Sleep effect or attack with the word "sleep" in the delivery, regardless of delivery method, once per-day for each time this ability is purchased. Spell Defenses are expended before the character may use the Resist ability (see *Protection Hierarchy* on page 82). To use this ability, the character must be conscious and the player must state the verbal phrase "Resist" within three-seconds of being affected. It is obvious to any observers the character was not affected by the effect if they say "Resist".

Rip from Binding ∞

The character has the ability to "rip free" from any *Binding-Group* effects, regardless of delivery method, once per-day for each time this ability is purchased. This ability requires the player to perform a three-count action with the verbal phrase "I rip free one, I rip free two, I rip free three", after which all binding effects are removed (*Pin*, *Bind*, *Web*, and *Confine*). While the character is performing the three-counted action, they are vulnerable to attacks. The effect fails if the character stops the counted-action or uses any other in-game skill before the completion of the count, and is still expended. Ripping free does not cause any damage to the character.

Sneak Attack

The character may deal two-points of bonus damage when attacking from the rear, following all the requirements per the *Backstab* skill (see *Backstab* on page 28) in every respect, except with the following changes. This skill is not hand-specific and if the character is using two-weapons, the bonus damage is applied to each weapon. This ability does not count toward pre-requisites for any skill. This ability may only be purchased once.

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THE SKILL SYSTEM

Strong Arm

This ability allows the character to deal one-point of bonus damage with any weapon they have the skill to wield. If the character is using two-weapons, the bonus damage is applied to each weapon. This ability does not count toward pre-requisites for any skill. This skill does not grant any kind of strength bonus, only bonus weapon damage. This ability may only be purchased once.

Toughness ∞

The character has a Magical Ability which allows them to evoke the effects of one *Bless* spell and one *Eldritch Bless Cantip* upon themselves once per-day for each time this ability is purchased. The spells function exactly as the spells of the same names in every respect (see the specific spell descriptions for the full details on how these spells work). To use the ability, the player must spend three-seconds role-playing, then state the in-game verbal phrase "I evoke toughness."

Will to Live

This ability is only used when the character is close to death. If the character is *Dying* and the player is performing the one-minute *Dying Count*, this ability may be used at the end of the count to bring the character to 0 Body Points, and *Unconscious*, instead of becoming Dead. To use this ability, the player must state the out-of-game verbal phrase "Will to Live, Stabilize" and expend the ability. The character is affected by *Stabilize* (per the spell effect on page 71). The choice is made out-of-game by the player (not the character). This ability may not be used if the character is *Dead* (such as from a *Killing Blow* or *Death* spell). This ability may only be purchased once.

RACIAL FEATURES DESCRIPTIONS

Axe Mastery

This feature bestows the character with the skill to use all axe melee weapons. The weapons included are: *Hatchet*, *Short Axe*, *Long Axe*, and *Two Handed Axe (Polearm)*. *Thrown Weapons* are not included in this feature.

Bow Mastery

This feature bestows the character with the skill to use a *Bow* (see *Archery* on page 27), but not a *Crossbow*.

Break Charm

This feature bestows the character with the *Break Charm* ability for free (0 Build Points).

Claw Mastery

This feature bestows the character with the ability to wield a claw as a melee weapon. If the character has the skill to wield a weapon in each hand, they may also use a claw in their off-hand. The claw weapon phys-rep must be recognizable as a "claw" and not may not look like a "sword"; standard "boffer" weapons must be red in color, plastidip or latex style weapons must look like a claw. Claws are considered "weapons", but are a special weapon type called "body weapons" (which are part of the character) and as such may not be targeted by *Destroy*, *Fumble*, or *Shatter* effects. Claws may be retracted when not in use (so the player may stow them away), however a Hold may not be called to pull them out. If the player accidentally drops their claw phys-rep or it is knocked away, they must retrieve it before they may use it again (consider it retracted until retrieved).

Claws may be affected by *Sharpening* (see the *Smithing* special ability), but may not be Silvered or enchanted by Formal Magic or Cantrips. The character may use Blade Effects (*Endow*, *Delayed Endow*, *Elemental Blade*, *Enchanted Blade*, and *Silver Aura*) in conjunction with claws.

Crossbow Mastery

This feature bestows the character with the skill to use a Crossbow (see *Archery* on page 27), but not a *Bow*.

Dagger Mastery

This feature bestows the character with the skill to use a *Dagger* and a *Throwing Dagger*, but no other types of Thrown Weapons are included in this feature.

Hex / Remove Hex

This section is complex and must be carefully understood to be effective. This ability has three options: *Hex*, *Remove Hex*, and *Curse* (see below).

Hex (option one) - This ability may be used bestow one *Hex* upon a victim. The character may only have one *Hex* active at any time and if they already have one active, they must first *Remove Hex* on the first victim. The *Hex* will persist on the victim until it is removed or the character resurrects (it is not removed by the resurrection of the bestowing character). This ability may be used at-will, but the character must wait five-minutes between uses. The bestowing character may stipulate a duration for the *Hex* if they wish, after which it is automatically removed. The allowed durations are: 5-minutes, 1-hour, 1-day (until next Standard Reset), 5-days, 30-days, 90-days, 1-year. If no duration is stipulated, the *Hex* lasts for 5-days. The *Hex* may be removed earlier if the character uses *Remove Hex* (see below). The *Hex*, the name of the bestowing character, and its duration are noted on the victim's character card.

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Bestowing a Hex should only occur if the character feels they have been offended or wronged by the victim in some substantial way. The *Hex* is intended to be entertaining and humorous, not overly oppressive or hindering on the player of the victim out-of-game. The player receiving the Hex may ask for a different Hex if they think it is too embarrassing or difficult out-of-game, however must eventually accept the Hex effect. Hex effects are roleplay only effects and may not hinder any game ability or skill in any way and may not affect combat or the ability of a character to conduct combat.

The *Hex* may be used through a *Circle of Power*, *Ward*, or if the character cannot move but can still speak and see the victim. The victim must also be able to hear the Hex as it is being delivered. A Hex is not a magical effect and is not blocked by Spell Defenses, may not be Dodged, Phased, Resisted, or otherwise avoided in any way; it is not removed by a *Dispel Magic* or by *Destroy Formal Magic*.

The Hex takes effect only once the verbal is completed and the victim is given the details and any required props by the caster. A Hold may not be called for this.

To bestow a *Hex*, the character must speak the in-game verbal phrase "<Personal Prefix> <Hex option>. I bestow this Hex upon you." (Hex options are listed below).

The character's personal prefix is something unique to the character and they may make it anything they wish ("May I lose all my teeth if..." or "May my wagon fall down if..." or similar) but should be colorful.

The following *Hexes* are permitted (and nothing else):

Uncontrollable Action: The *Hex* causes the victim to perform some action and may be any of the following: bark, burp, cough, cry, laugh, limp, jump, oink, rhyme, skip, sing, sneeze, spin, stutter, trip, whistle, or something similar.

Phrase: "<personal prefix> if you do not <action option> with everything you do and say! I bestow this *Hex* upon you. <optional duration>."

Deformity: The *Hex* causes the victim to gain some form of physical appearance change, usually of an outlandish or ugly fashion. The player must supply whatever is needed to the victim for the deformity (makeup, prosthetics, whatever). The player of the victim may refuse if there is a hazard or safety concern, such as allergies or hindrance to combat or spell casting. In such cases, the Hex must be changed to accommodate or choose a Personality Change or Uncontrollable Action instead. A Deformity may not alter the appearance to make the victim appear as any monster race, or to disguise the victim, or make them unrecognizable as that character. Allowable options are: grow a pig's nose, grow warts upon your face, grow

very long pink hair, or something similar.

Phrase: "<personal prefix> if you do not <deformity option>. I bestow this *Hex* upon you. <optional duration>."

Personality Changes: The *Hex* causes the victim to alter the way they behave or act. It is the choice of the victim of the Hex how this is role-played. The victim must behave in an opposite way than they normally would. An example of some options are: help those less/more fortunate than you, be cowardly/brave, be forgetful, be aggressive/pacifist, or something similar. The victim can pick anything they want about their character, so long as they act in the opposite way than normal.

Phrase: "<personal prefix> act in the opposite way than normal. I bestow this *Hex* upon you. <optional duration>."

Remove Hex (option two) - To remove a *Hex*, the character must be close enough to touch the victim and say the in-game verbal phrase "I remove your Hex." Only the character who bestowed the Hex may remove it or their clan superior (usually a Bandoleer). Removing a Hex should include some form of ceremony, spectacle, or party which may include the victim making amends for the wrongdoing. This should not be ridicule, but should be fun for everyone involved.

Curse of Destruction (option three) - The character has a Magical Ability which allows them to cast one *Curse* spell. The character must expend the *Hex* ability for the day (until the next Standard Reset, even if the optional rule Limited Reset is used) to use the Magical Ability.

Hammer Mastery

This feature bestows the character with the skill to use all hammer melee weapons. The weapons included are: *Bludgeon*, *Short Mace*, *Long Mace*, *Short Hammer*, *Long Hammer*, and *Two Handed Hammer* (*Two Handed Blunt*). *Thrown Weapons* are not included in this feature.

Mentalist

This feature bestows the character with certain mental abilities. This ability has two options: *Cure Insanity* and *Magical Ability: Inspiration* (see below).

Cure Insanity (option one): The character may cure role-playing based "Insanity" and "mental damage" of another willing character. This ability may be used at-will, but the character must wait five-minutes between uses. To use this ability, the character must be close enough to touch the recipient, both characters must be concentrating on each other (this is a *Concentration* action for both), and must spend at least one-minute role-playing the "cure" process (although it may take as long as both players want). The process may include conversation between

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both characters, their eyes may be open or closed, and either character may end the process at any time. This ability may not be used to tell if another character is lying or telling the truth, to alter memories in such a way that the recipient has false memories, to restore lost memories from *Forget-Me-Not* or *Forget-It-Well* effects, or to circumvent any game rule.

Inspiration (option two): The character has a Magical Ability which allows them to touch-cast one *Inspiration* spell onto a willing recipient (they may not use the *Inspiration* upon themselves). The character must expend the Mentalist ability for the day (until the next Standard Reset, even if the optional rule *Limited Reset* is used) to use the Magical Ability. The recipient must be able to receive the Inspiration effect and if they cannot, the ability is not expended. See the spell *Inspiration* for how the effect works.

Short Weapon Mastery

This feature bestows the character with the skill to use all hammer melee weapons. The weapons included are: *Sap*, *Bludgeon*, *Dagger*, *Hatchet*, *Short Axe*, *Short Hammer*, *Short Mace*, and *Short Sword*. *Thrown Weapons* are not included in this feature.

Two-Handed Mastery

This feature bestows the character with the *Two-Handed Weapon Master* skill at no cost (zero Build Points).

SKILL DESCRIPTIONS

This section details the available skills your character can learn. A skill listed with a ∞ may be purchased multiple times, allowing the character to either improve the existing skill or allow them to use that skill more times per day. Read each skill description carefully so you fully understand them. Some skills have *Prerequisites* which your character must have before they can learn the new skill.

Alchemy ∞

Prerequisite: Herbal Lore

This crafting skill allows the character to craft non-magical elixirs, poisons, coatings, oils, and solvents. This skill can be purchased multiple times and each purchase gains the character one Alchemy Crafting Level. The full list of what can be made with this skill (and their associated Crafting Level Costs) is found in the *Adventuring Gear* chapter on page 95.

Any character may drink an elixir, activate an alchemical *Liquid Light*, or apply a *Vorpal Coating* to a weapon; you do not need the Alchemy skill to perform these actions.

The character may mix an ingested Alchemy into food or

drink. *Alchemy 1* is required. The Alchemy tag must be attached to the bottom of the cup or plate for this to be effective, or having a Marshal witness the pouring roleplay requirements.

The character may utilize alchemical *Gas Poisons* up to their level in this skill. If the Crafting Level for a Gas Poison is higher than your skill level, you may not use it. Alchemical Gas Poisons (gas globes) are represented by orange-colored spell packets in order to set them apart from magic spell packets (which may not be orange in color), and are in-game items, unlike spell packets.

To use a Gas Poison, the player must have an orange packet in their hand (or an approved soft foam phys-rep), and must state the out-of-game verbal phrase "<type> Gas Poison" before throwing the alchemy. The verbal represents the time it takes the character to prepare the gas for use, and Gas Poisons may be used even if the character is unable to speak. If the verbal is not stated correctly, or the Gas Poison is thrown before the verbal is completed, then it is not valid (it was not prepared properly) but is still expended. If the packet hits the target or any of their possessions, they will be affected (defenses apply as normal). A Gas Poison will only affect a single target, regardless of if they are indoors or outdoors.

Alchemy Gas Globes are in-game items and may be targeted by spells and effects (such as *Fumble* or *Shatter*), and they may be stolen. When stealing a Gas Globe, the player must take the orange packet, not the tag (see *So You Want to Be a Thief* on page 87 for more information of in-game stealing). Alchemical Gas Poisons are also used in some Traps (see *Traps & Locks* on page 89).

Assassinate / Dodge ∞

Prerequisite: 2 Backstabs each

This skill may be used in one of two ways, either as an *Assassinate* or as a *Dodge* (but not both) and may be used for either option once for each time the skill is purchased. The two different options are outlined below.

Assassinate: This attack may only be delivered from behind your opponent and you must be able to clearly see the area of their shoulder blades. You must attack the rear-side of the opponent and may not attack from the front or sides. If your attack doesn't hit on the back side (if your opponent turns for example), the attack fails. Once you deliver the attack it is used up, even if it missed the target or was defended against. This attack deals 100 points of damage if successful (this damage may not be increased in any way). To deliver an *Assassinate* attack the player must state the verbal phrase "*100 <weapon type><damage type> Assassinate*" and then swing your weapon at an opponent.

Every fourth *Assassinate* is upgraded to a *Bladefury*, which deals 200 damage instead of the standard 100

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damage for an Assassinate. To deliver a *Bladefury* attack the player must state the verbal phrase “200 <weapon type><damage type> Assassinate” and then swing your weapon at an opponent as outlined above.

An *Assassinate* and a *Bladefury* are not reduced by *Threshold* or *Damage Cap* and will bypass those special abilities, dealing full damage to the opponent.

If you are properly behind your opponent and you have started your weapon swing (and announced your damage) but your opponent turns so you are not behind them anymore, you are permitted to complete the current weapon swing against them even though your orientation has changed so you might not hit them in the rear as normally required. However, after the current weapon swing is completed (successful or not), you must reposition yourself behind your opponent again before you may attack again.

Dodge: This defense is used to completely avoid an attack which hits the character. To use this skill, you must say the verbal phrase “dodge” after being hit with an attack (weapon or packet). This skill may not be used if your character is incapacitated, completely immobilized (such as *Web* or *Paralyze*), and cannot be used to protect your character against a trap or against a *Killing Blow*.

Back Attack <weapon> <hand> ∞

Prerequisite: A weapon skill

This skill may be used once per-day for each time it is purchased, to a maximum of four purchases. The character may add two additional points of damage against a single chosen opponent for the remainder of the current battle, so long as they remain within *Line of Sight* of the chosen opponent (see *Line of Sight* on page 55 for more information). The player must designate which hand this skill is applied to when it is first purchased. The additional damage may be added to any weapon the character has the skill to use.

This additional damage may only be added when you are behind an opponent and you must be able to clearly see the area of their shoulder blades; you may not attack from the front or sides and reach around to strike the back.

If you are properly behind your opponent and you have started your weapon swing (and announced your damage) but your opponent turns so you are not behind them anymore, you are permitted to complete the current weapon swing against them even though your orientation has changed so you might not hit them in the rear as normally required. However, after the current weapon swing is completed (successful or not), you must reposition yourself behind your opponent again before you may add the additional *Back Attack* damage to your attack. Once the character has purchased their fourth *Back At-*

tack, they may choose to exchange them and instead use those Build Points to purchase a *Backstab* (see *Backstab* for more information). They may then buy more *Back Attacks*.

Backstab <weapon> <hand> ∞

Prerequisite: Back Attack x4 (exchanged)

The character may deal two additional points of weapon damage while they are behind an opponent. This skill may only be used from behind an opponent and you must be able to clearly see the area of their shoulder blades; you may not attack from the front or sides and reach around to strike the back.

This skill is accumulative and may be purchased multiple times. The player must designate which hand this skill is applied to when it is first purchased. The additional damage may be added to any weapon the character has the skill to use.

If you are properly behind your opponent and you have started your weapon swing (and announced your damage) but your opponent turns so you are not behind them anymore, you are permitted to complete the current weapon swing against them even though your orientation has changed so you might not hit them in the rear as normally required. However, after the current weapon swing is completed (successful or not), you must reposition yourself behind your opponent again before you may add the additional *Backstab* damage to your attack.

Celestial Magic Spell Slot <level> ∞

Prerequisite: Read Magic, spell pyramid structure

The character gains one *Celestial Magic Spell Slot* of the appropriate level as outlined under the section *Magic Spells & Spell Slots* on page 18.

Craft Potion ∞

Prerequisite: Earth Magic Spell Slot (level 4)

This crafting skill allows the character to craft magical *Potions*. This skill can be purchased multiple times and each purchase gains the character one *Potion Crafting Level*. The character must already an *Earth Magic Spell Slot* equal to the level of the Potion to be crafted. Not every Earth Magic spell is available to be made into a Potion. The full list of what can be made with this skill (and their associated Crafting Level Costs) is found in *Chapter Five: Spells* on page 73.

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Craft Scroll ∞

Prerequisite: Celestial Magic Spell Slot (level 4)

This crafting skill allows the character to craft celestial magic Scrolls. This skill can be purchased multiple times and each purchase gains the character one Scroll Crafting Level. The character must already have a *Celestial Magic Spell Slot* equal to the level of the Scroll to be crafted. Not every Celestial Magic spell is available to be made into a Scroll. The full list of what can be made with this skill (and their associated Crafting Level Costs) is found in *Chapter Five: Spells* on page 73.

Craft Trap ∞

Prerequisite: Disarm/Arm Trap

This crafting skill allows the character to craft traps. This skill can be purchased multiple times and each purchase gains the character one Trap Crafting Level. The full list of what can be made with this skill (and their associated Crafting Level Costs) is found in *Chapter Five: Spells* on page 73. Also, see *Traps and Locks* on page 89 for additional information and rules about Traps and how they work.

Critical Attack <weapon> <hand> ∞

Prerequisite: A Weapon Skill

This skill may be used once per-day for each time it is purchased, to a maximum of four purchases. The character may add one additional point of damage against a single chosen opponent for the remainder of the current battle, so long as they remain within *Line of Sight* of the chosen opponent (see *Line of Sight* on page 55 for more information). The player must designate a specific weapon and also choose which hand this skill is applied to when it is first purchased.

Once the character has purchased their fourth *Critical Attack*, they may choose to exchange them and instead use those Build Points to purchase a Weapon Proficiency (see *Weapon Proficiency* on page 35 for more information). They may then buy more Critical Attacks.

Dexterity Armor ∞

Prerequisite: None

The character has learned the art of nimble combat, allowing them to tuck and roll to absorb damage. This skill may be purchased a maximum of ten times, with each purchase granting the character two points of *Dexterity Armor*.

The protection afforded by *Dexterity Armor* is distinct from physical armor, but is stacked together with both physical armor and *Arcane Armor* (if the character has them) and the entirety is counted towards the total maximum armor allowed by your Armor Limit, as dictated by your chosen

Class and the *Wear Extra Armor* skill (see *Wear Points* on page 95).

Because this skill provides armor protection without the need to actually wear physical armor, the player is required to be “well costumed” (see *Costumes* on page 110), otherwise they may not gain the armor benefits of *Dexterity Armor*.

Dexterity Armor is damaged only after physical armor the character is wearing is breached to zero points. This skill may not be used if your character is incapacitated or completely immobilized (such as *Web* or *Paralyze*), but otherwise functions exactly as if it were physical armor in every respect.

To *Refit Dexterity Armor*, the player must roleplay continuously for one-minute by stretching and loosening up their muscles (in a similar way you would stretch before a workout). Refitting *Dexterity Armor* may be done simultaneously while refitting physical armor and *Arcane Armor*. This is a *Concentration* action and once completed, all *Armor Points* are restored.

Disarm / Arm Trap

Prerequisite: None

The character is able to make an attempt to disarm a set trap or to set an unarmed trap. The character must have *Disarm / Arm Trap* in order to even make such an attempt; you may not cut strings or tripwires, even if they are obvious. You may not interact with the trap in any way unless you have the *Disarm / Arm Trap* skill. If you set a trap within or around your cabin or sleeping area, the traps must be noted on the Marshal Notes. Characters with this skill often have a kit containing simple tools such as a candle, ball of string, probe, or small knife (see *So you want to be a Thief?* on page 87).

Earth Magic Spell Slot <level> ∞

Prerequisite: Healing Arts, spell pyramid structure

The character gains one Earth Magic *Spell Slot* of the appropriate level as outlined under the section *Magic Spells & Spell Slots* on page 18.

Evaluate Item

Prerequisite: None

The character is able to make a relatively accurate estimate of the value of certain in-game tagged items. These items have either an Evaluate number stating the value or an Evaluate Code which can be deciphered by the player to reveal the monetary value of the item being examined (you might get an out-of-game reference sheet when you buy this skill). Characters without this skill are not permitted to look at the tags or sheets associated with the system.

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First Aid

Prerequisite: None

The character knows how to stop bleeding and stabilize a dying person. The First Aid skill may only be used on a creature which has a metabolism. If First Aid will not affect a target that player must call “no effect” to indicate such at the start of the use of First Aid. The full details of First Aid are outlined in the section *Life & Death* on page 14.

Florentine

Prerequisite: A weapon skill

The character may use one weapon in each hand. One of the weapons may be a long weapon (such as a sword), however the other weapon must be a small weapon (such as a dagger). Damage must be announced fittingly for each weapon separately with regard to its base damage and any applied skills or bonuses. Two-handed weapons may not be used in conjunction with this skill.

Formal Magic <school> ∞

Prerequisite: <school> Level 9 Spell Slot

The character has mastered magic to such a degree that they may read *Formal Magic Scrolls* and perform *Formal Magic* castings of their specific school of magic (celestial or earth). Formal Magic allows for the creation of magic items and other high-magic effects through the use of Formal Magic Components (the reagent ingredients for the casting). Characters with one level of Formal Magic are able to Identify Formal Magic Components.

In addition, the character gains one *Cantrip Level* which they may expend to cast Cantrip spells (along with Formal Magic components as fuel) for each time this skill is purchased. A Cantrip is a type of formal magic effect. The full details of Formal Magic and of Cantrips and how they work are found in the *NERO World Formal Magic Rulebook* (see also *Formal Magic* on page 43 and *Cantrips* on page 52 for additional details in this rulebook).

Healing Arts

Prerequisite: Read & Write, First Aid

The character has an essential understanding of medicine allowing them to examine another character to determine their condition and precise scope of their wounds. To use this skill, the character must be close enough to touch the target and roleplay an examination. The player must state the verbal phrase “Healing Arts <question>.” The conditions which may be determine are: dead, diseased, dying, paralyzed, sleeping, regenerating, unconscious, or faking injury. The character may also ask questions related to time remaining on conditions, “Who long until you <die, resurrect, become unparalyzed, wake up, or complete regeneration>?” These questions are out-of-game and the

skill takes as long as it takes the player to ask the questions, but must be at least three-seconds.

It is impossible to perform Healing Arts on a conscious target without their knowledge, and the target knows that the “diagnosis” is being undergone. They may easily prevent it by saying the out-of-game statement “I stop you” at which point no questions may be asked of the target. An incapacitated or helpless target may not prevent the use of Healing Arts.

Specifically disallowed questions which may not be asked: What are your maximum Body Points? What level are you? Were you killed by celestial/earth/chaos/poison? Who killed you?

Healing Arts also allows the character to identify any magical *Potion* by examining it for three-seconds.

Herbal Lore

Prerequisite: Read and Write

The character is familiar with plants and herbs used in the creation of *Alchemy*. This skill may be used to detect the existence of alchemical substances and to Identify them. The player must spend three-seconds roleplaying the process of identification, and then a further one-minute roleplaying to remove the alchemical poisons from any food or drink (destroying the poison in the process). This skill does not allow the character to analyze blood to determine any information about a person or creature.

Manifold

Prerequisite: Prepare Hearth

The character is able to perform certain spells so they may affect multiple targets with a single spell casting (the performance of the spell). Before beginning, the character and all recipients must be within a *Hearth* (see *Prepare Hearth* on page 31), which is what allows the character to Manifold the spell casting throughout the performance. All characters must be close enough to the caster so they may readily see and hear the performance.

The Manifold performance may be done through song, litany, chanting, or recital of verse. The performance must include original works of lyrics or poems prepared ahead of time by the caster, each spell must be distinct, and written in their songbook. The piece must be in English and make sense as it relates to the spell being performed.

Multiple casters are permitted to use the same lyrics and it's natural that some songs might be written so well they are adopted by many players (you should ask permission from the composer first). Players are encouraged to create their own unique performances to deepen the roleplaying experience.

Players are not permitted to mimic popular song structure

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("Hey Jude" for example) or familiar classical music (such as "The Barber of Seville") as they are too familiar and break immersion of roleplaying.

The piece must have a stanza structure of at least four lines per level of the spell, with each stanza taking at a minimum of two-seconds (although it may be longer if the character wishes). The entire performance is in-game.

The performance should match as closely as written in the casters song book, however reasonable deviation is permitted so long as the performance flows properly and correctly. Obvious errors, poor performance, speed singing, or incorrect spell incants will all cause the performance to fail (the spell is still used up however).

Upon the completion of the performance, the caster must touch-cast the spell by full spell incant repeatedly to each individual character receiving the effect.

The total number of recipients allowed by a single Manifold spell is equal the total Spell Slots of the same school of magic as the spell which was cast, with a maximum of six. The caster may add one additional recipient if there is music accompaniment. They may also add one additional recipient if there is at least one other character singing along or reciting in chorus. The grand total limit of recipients is eight targets.

If a character leaves the Hearth area, is unable to hear the performance, or who does not receive the touch-cast spell, will not gain the spell effect. Manifold spells are subject to Spell Disruption per normal spell rules. This applies to all participants in the casting, but not passive recipients (see *Spell Disruption* on page 39).

Manifold spells are designated in the spell description for each spell.

Master Critical Attack <hand> ∞

Prerequisite: A weapon skill

The character is able to perform a *Critical Attack* using any weapon they have the skill to use. The player must designate which hand this skill is applied to when it is first purchased. Any Critical Attacks the character already has must all be upgraded to Master Critical Attacks when this skill is purchased. If you cannot pay the Build Point cost difference for the upgrade, then you cannot buy this skill yet.

Master Slay / Master Parry <hand> ∞

Prerequisite: 2 Master Proficiencies each

The character is able to perform a *Slay* using any weapon they have the skill to use. The player must designate which hand this skill is applied to when it is first purchased. Any Slay / Parry the character already has may be upgraded to a Master Slay / Parry if the player chooses by paying the cost difference.

Master Proficiency <hand> ∞

Prerequisite: Master Critical Attack x4 (exchanged)

This skill functions exactly as the skill *Weapon Proficiency* except the additional damage is applied to any weapon the character has the skill to use. The player must designate which hand this skill is applied to when it is first purchased. Any Weapon Proficiency the character already has may be upgraded to a Master Proficiency if the player chooses by paying the cost difference.

Weapon Proficiencies and Backstabs will stack with Master Proficiencies when determining weapon damage.

Pick Locks

Prerequisite: None

The character knows the intricacies and mechanisms of how locks function and how to disable them. Having this skill does not guarantee success. The player will need to provide their own set of tools (or props) which will be used during the process.

The "lock" might be an actual simple lock (such as a diary lock) or some other kind of lock. The character must have both hands on the lock phys-rep during the process.

This is a game of theater and the locks being "picked" are chosen for this purpose. If it is illegal to own or use tools (lock picks) for mock lock picking, your local chapter will use an alternative method to determine success results (such as rolling dice, pulling beads from a bag, or solving a simple puzzle). We never want to violate local, state, or Federal laws, so check with your local chapter.

Prepare Hearth

Prerequisite: <school> Level 1 Spell Slot

The character is able to attune a room so it may be used to Manifold spells (see *Manifold* on page 30). Attuning a room has strict requirements which must be followed.

The room to be attuned must have well-defined immobile borders (such as walls or rails), must have a roof capable of keeping out rain which extends to the borders, and must have an entryway (such as a door or frame). Multiple characters may use *Prepare Hearth* on the same room or area, but each must attune the area individually.

The character must pace the borders of the room while holding out their arm, staying within arm's reach of at least one of the "walls", with the palm of their hand outstretched. The character may only move at normal walking speed while pacing the room and may not use any other game-skills during this attunement process. The process requires the character to spend at least 60-seconds pacing the area. The process is interrupted if the character suffers Body Point damage and they will need to start over from

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the beginning. If the character is unable (or unwilling) to follow the requirements for any reason, then Prepare Hearth cannot be used in that area.

The Prepare Hearth attunement expires if they leave the confines of the defined area, are affected by Dispel Magic, or die.

Read and Write

Prerequisite: None

The character is able to *Read and Write* any language that the player out-of-game is also able to read and write. Any character without the skill Read and Write may not read even the most basic writing, including signs, numbers, maps, pictograms, or Scrolls.

This skill does not convey the ability to read magic writing, read languages the player doesn't know, or to decode or translate messages.

Read and Write is a passive skill and is allowed to be used even if the character may not use other game-skills. Reading will not disrupt concentration or any other skill, ability, or power.

Read Magic

Prerequisite: Read and Write

The character is able to read celestial magic Scrolls. They may only read Scrolls up to their highest level celestial magic *Spell Slot* plus four.

For example: if your character has a 4th level celestial magic Spell Slot, they will be able to cast up to 8th level celestial Scrolls. If your character has no celestial magic Spell Slots at all, they may still cast up to 4th level celestial Scrolls.

When casting from a celestial magic Scroll, you must have enough light to see and read the Scroll, speak the spell verbal incant correctly while touching a spell packet to the Scroll, and then deliver the spell as normal (see *Magic* on page 39).

This skill also allows the character to Identify any celestial magic Scroll by looking at the Scroll.

Celestial magic Scrolls are created via the skill *Craft Scroll* using the Crafting System (see page 36 for more information).

Shield

Prerequisite: None

The character is able to use a shield in melee combat. Shields are not damaged or torn up by weapon damage and physical blows inflicted upon them. While this is not

true-to-life, it is how they work in the NERO World game system. There are strict limitations placed upon shields because they are very powerful defensive item. Characters may not carry or hold any in-game items in the hand or arm used to hold a shield, including weapons, Alchemy, Potions, Scrolls, magic items, or any in-game item (tagged or untagged); spell packets are not in-game items. Holding another in-game item in the same hand or arm as the shield will render the shield ineffective to attacks. Any weapon hit to the shield during this time is counted as if it were instead a valid hit to the character. Characters are permitted to wear armor, gloves, and jewelry (such as bracelets and rings) as long as they are actually worn and not simply carried in the hand. Shields cannot be used with two-handed weapons.

Items may be attached to the rear side of the shield (the side facing you) only so long as they do not extend beyond the outer edge of the shield and may never augment the effectiveness of the shield itself.

Any weapon hit or attack with the delivery phrase "physical" in the verbal which hits the shield is blocked by the shield's protection. The shield will not protect the character from traps, massive damage, spells, or Spellstrikes. A *Shatter* or *Destroy* effect which hits or targets the shield will completely destroy it, leaving it unusable by anyone. See *Shields* on page 79 for more information.

Slay / Parry <weapon> <hand> ∞

Prerequisite: 2 Weapon Proficiencies each

This skill may be used in one of two ways, either as a *Slay* or as a *Parry* (but not both) and may be used for either option once for each time the skill is purchased. The two different options are outlined below.

Slay: This attack deals 100 points of damage if successful (this damage may not be increased in any way). To deliver a *Slay*, the player must state the verbal phrase "Prepare to die!" followed by "100 <weapon type> <damage type> Slay" and then attack their opponent with their weapon. "Prepare to die!" is an out-of-game statement and may still be stated even if the character is *Silenced* or otherwise cannot speak. Once the verbal phrase is stated, the *Slay* is expended, but will remain active until a successful hit or until five minutes has passed. Once the *Slay* has landed, it is used up.

If you engage another opponent before the *Slay* is expended, you must inform them with the verbal phrase "Slay Active" (this statement is also out-of-game).

If the *Slay* lands against an opponent, that player should acknowledge the hit through roleplaying, by falling down, by calling an appropriate defense, or by simply saying "got it" or "hit". This acknowledgement informs the attacker they successfully hit and need to return to calling their normal damage amount.

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If the character has an active *Slay*, they may still use a *Parry* by expending another per-day use of this skill (if they have one). Using a *Parry* will not cancel an active *Slay*.

Every fourth *Slay* is upgraded to a *Bladefury*, which deals 200 damage instead of the standard 100 damage for a *Slay*. To deliver a *Bladefury* you must state the verbal phrase “200 <weapon type><damage type> *Slay*” and then swing your weapon at an opponent.

A *Slay* and a *Bladefury* are not reduced by *Threshold* or *Damage Cap* and will bypass those special abilities, dealing full damage to the opponent.

Parry: This defense is used to completely avoid any physical attack which hits the character. To use this skill, you must have a readied weapon in your hand and must say the verbal phrase “Parry” within 3-seconds being hit with a weapon attack. A weapon attack might be a melee weapon (such as a sword), arrows, a thrown weapon (such as a throwing dagger), or any attack containing the delivery phrase “physical”. A *Parry* may not be used to defend against a *Spellstrike*.

This skill may not be used if your character is incapacitated, completely immobilized (such as *Web* or *Paralyze*), and cannot be used to protect your character against a trap or against a Killing Blow.

If you are close enough to touch your weapon to another character, you may use your *Parry* to defend that character from an attack, as if that attack hit you instead. You must state the verbal phrase “Parry for another” and designate the target by pointing your weapon at them (or tapping them lightly with your weapon). The attack is negated against that character and your *Parry* skill is expended.

Smithing ∞

Prerequisite: None

This crafting skill allows the character to craft weapons and armor. This skill can be purchased multiple times and each purchase gains the character one Smithing Level. The full list of what can be made with this skill (and their associated Crafting Level Costs) is found in the *Adventuring Gear* chapter on pages 96 and 110.

Instead of using this skill for crating, the character may hold back their Smithing Levels for Special Abilities associated with this skill. Some *Special Abilities* require *Base Levels* to be used. The Special Abilities are listed below:

Special Ability: Silver a Weapon

The character is able to apply a permanent costing of silver to an existing weapon, altering the weapon type of the weapon from “normal” to “silver”. The character must expend four Smithing Levels and use one silver piece per length of the striking surface of the weapon. Silvering a

whole quiver of arrows or bolts costs five silver. The character may silver a Strengthened, Improved, Rendered, or Magical weapons. The character must have a tag which indicates the presence of the Silvering on the weapon. This Special Ability does not require the character to use Base Smithing Levels for the *Silvering*.

Special Ability: Strengthen an Item

The character is able to apply a hardening agent which allows an item to *Resist Shatter/Destroy* effects and explosive traps. The item to be Strengthened may not be larger than a normal door (approximately 7 feet by 4 feet). The character must expend four Smithing Levels and use a Shatter Resist component (found in-game), granting the item two times-ever charges of Resist vs. Shatter/Destroy. Up to three total Shatter Resist components may be used in the process (granting six total resists). When the weapon is affected by a Shatter or Destroy effect, they character must call “Resist” to announce that the item was not affected; this expends on of the limited uses each time it is used. The character must have a tag which indicates the presence of the Strengthening and how many uses remain. The player must track uses on the tag. The character may Strengthen a Hardened, Improved, Rendered, or Magical items (including armor and weapons). This Special Ability does not require the character to use Base Smithing Levels for the *Strengthening*.

Special Ability: Enhanced Armor

The character is able to craft a suit of armor so it grants additional points of protection than the phys-rep of the armor worn would normally allow. The character must expend double the normal Smithing Levels required to make the suit of armor and use one Shatter Resist component (found in-game) per armor location Enhanced, granting those locations one additional Armor Point. There are eleven total armor locations, but the character may choose to use fewer Shatter Resist components if they wish (for less bonus points). The character must have a tag which indicates the presence of the Enhanced Armor and how many locations were Enhanced.

For example: the tag would read “20 point Suit of Armor (Armor Enhanced 5)” meaning the suit phys-rep worn must be at least a 20 point suit, but the suit provides 25 Wear Points worth of armor (see Wear Points on page 95 for more information).

This Special Ability does not require the character to use Base Smithing Levels for the *Enhance Armor*.

Special Ability: Weapon Improvement

The character may grant any weapon a temporarily damage bonus until the next Standard Reset by using *Weapon Improvement*. The character must expend an amount of Base Smithing Levels equal to the desired bonus amount: three Base Levels for +1 damage, nine Base Levels for +2, and eighteen Base Levels for +3 (maximum bonus

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amount). The character may Improve a Strengthened, Rendered, or Magical weapon, however this bonus is not added with any other damage bonus on the weapon; only the highest amount is applied. This Special Ability requires the character to use Base Smithing Levels only for the *Weapon Improvement*.

Special Ability: Rapid Refit

The character is able to quickly refit any physical armor, restoring the full Armor Point value to the recipient. The character must remain stationary, have one hand free, and spend at least three-seconds roleplaying the repairs. If either the smith or the recipient are attacked in any way before the three-seconds is concluded, the Rapid Refit fails and the Base Smithing Level is still used up. Upon the successful completion of the ability, the smith must call "Physical Refit Armor". This Special Ability requires the character to use Base Smithing Levels only for the *Rapid Refit*.

Stop Thrust ∞

1st Purchase Prerequisite: 2-Handed Weapon

Further Purchase Prerequisite: 2x Weapon/Master Proficiencies each

A character wielding a Staff, Polearm, Two-Handed Sword, or Two-Handed Blunt may use *Stop Thrust* to prevent their opponent from advancing towards them. To use this skill, the character must say the verbal phrase "Physical Stop Thrust" and hit their opponent with their weapon attack. The opponent may defend against the attack normally (including Magic Armor and Resist Physical), but may not block the attack with their shield or weapon. If the attack is successful, the opponent suffers no damage, but may not advance towards the character for five-seconds. The opponent may still defend themselves and attack, or they may retreat away from the character.

If the character has a two-handed weapon skill or the *Weapon Master* skill, they may learn this skill for free (0 Build Points), and are able to purchase it again once for every two Weapon/Master Proficiencies they have in the approved weapon type. Stop Thrust may not be used in conjunction with ranged weapons.

Style Master ∞

Prerequisite: A weapon skill

This skill bundles the skills *Florentine*, *Shield*, and *Two Weapon* in to a single skill called Style Master. If the character already has any of the skills included in Style Master, they are exchanged for this skill and any remaining Build Points are returned to the character as "Free Build Points".

Tradecraft: <type> ∞

Prerequisite: None

The character knows and practices some form of trade which provides them with an income. The Tradecraft type must be a profession and it may never be used to grant any additional skills, abilities, powers, or traits to a character. It may be used to gather or impart information to the character at the sole discretion of the local Plot Team.

Each time this skill is purchased the character gains two silver per-day. When the character has purchased the same specific Tradecraft type ten (or more) times, they are considered a "Master" and gain five silver per day instead of two.

A few examples of Tradecraft types include: Actor, architect, artist, astrologer, baker, bard, blacksmith, brewer, butcher, calligrapher, candle-maker, carpenter, farmer, farrier, forester, furrier, game warden, grave robber, historian, hunter, jeweler, masseuse, merchant, musician, rat catcher, sailor, scout, scribe, tanner, tailor, tavern keeper, and undertaker. This is not any exhaustive list of Tradecraft types.

Two Weapons

Prerequisite: Florentine

The character may use one weapon in each hand. One of the weapons may be a long weapon (such as a sword), however the other weapon may not be longer than a short sword. Damage must be announced fittingly for each weapon separately with regard to its base damage and any applied skills or bonuses. Two-handed weapons may not be used in conjunction with this skill.

Waylay ∞

1st Purchase Prerequisite: Small Weapon or Short Weapon

Further Purchases Prerequisite: 1x per 5 Character Levels each

The character is able to deliver an attack which, if successful, deals no damage but leaves the opponent knocked-out (unconscious) for five-minutes. The opponent may be restored to consciousness before the five-minute time if they receive an *Awaken* or a *Remove Physical Affliction*. While unconscious, the opponent is oblivious to their surroundings and will not remember anything while they are unconscious.

This skill may only be delivered with a *Short* or *Small Weapon* and the character must have the skill to wield that weapon. This skill may not be delivered with a ranged weapon. A Waylay attack does not need to be a surprise to your opponent.

The player must attack the rear-side of the opponent and may not attack from the front or sides. If the attack doesn't

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hit on the back side (if your opponent turns for example), the attack fails. Once the attack is delivered it is used up, even if it missed the target or was defended against (it may not be held “active”). To deliver a Waylay attack, the player must state the verbal phrase “Physical Waylay” (regardless of weapon type) and then swing their weapon at an opponent as outlined above.

The character may purchase this skill once at any level, but additional purchases are limited to one for every five total *Character Levels* (rounded down) the character has.

Weapon Master

Prerequisite: None

This skill bundles most Weapon Skills into a single skill called *Weapon Master*. If the character already has any of the skills included in Weapon Master, they are exchanged for this skill and any remaining Build Points are returned to the character as “Free Build Points”. This skill does not include *Archery*, *Florentine*, *Shield*, *Two Weapons*, or *Thrown Weapon*.

Weapon Proficiency <weapon> <hand> ∞

Prerequisite: 4x Critical Attacks (exchanged)

The character may add one additional point of damage with one weapon. This skill is accumulative and may be purchased multiple times. The player must designate the weapon type associated with the skill and which hand this skill is applied to when it is first purchased. The character may purchase Weapon Proficiency in multiple weapons and may designate either hand when purchased, however they remain separate when calculating damage amounts; Weapon Proficiencies in different hands or weapon types may not be added together (even with the Florentine and Style Master skills). Any Weapon Proficiency may be upgraded to a Master Proficiency if the player chooses and has the Build Points for the upgrade.

When using this skill, the player adds all appropriate additional damage to weapon damage call with each attack.

Weapon Skills

This section is a complete list of Weapon Skills which may be purchased by characters. Each of the Weapon Skills is outlined in the description for the skill (see *Adventuring Gear* on page 95 for additional information about weapons and combat).

Archery

The character may use a bow or crossbow phys-rep in combat. All bows and crossbows must be approved, safe, and may not be actually fired; they may not have a real draw string attached to the weapon. Arrows and Bolts are

simulated by yellow spell packets and must be accompanied by a Quiver phys-rep where they are stored (holds up to 30 each).

One-Handed Blunt

This skill bundles together all *One-Handed Blunt* weapons together in a single skill: *Bludgeon*, *Sap*, *Short Hammer*, *Long Hammer*, *Short Mace*, and *Long Mace*. The character may wield any of the weapons included in this skill, with either hand. Blunt weapons may never be used for thrusting.

One-Handed Edged

This skill bundles together all *One-Handed Edged* weapons together in a single skill: *Dagger*, *Hatchet*, *Short Sword*, *Long Sword*, *Short Axe*, *Long Axe*, and *One-Handed Spear*. The character may wield any of the weapons included in this skill, with either hand. Spears are thrusting weapons only and may not be used for slashing.

One-Handed Weapon Master

This skill bundles together all *One-Handed Edged* and *One-Handed Blunt* weapons together in a single skill: *Bludgeon*, *Dagger*, *Hatchet*, *Sap*, *Short Hammer*, *Long Hammer*, *Short Mace*, *Long Mace*, *Short Sword*, *Long Sword*, *Short Axe*, *Long Axe*, and *One-Handed Spear*. The character may wield any of the weapons included in this skill, with either hand. Spears are thrusting weapons only and may not be used for slashing or thrown (even if the character has *Thrown Weapon*).

If the character already has any of the skills included in *One-Handed Weapon Master*, they are exchanged for this skill and any remaining Build Points are returned to the character as “Free Build Points”.

Polearm

The character may wield any type of two-handed hafted weapon with an edge on one end. The forms of weapons included in this skill are Halberd, Two-Handed Axe, and Spear. The look of the Polearm can vary widely.

Small Weapon

This skill bundles together all *Small Weapons* together in a single skill: *Bludgeon*, *Dagger*, *Hatchet*, and *Sap*. The character may wield any of the weapons included in this skill, with either hand. A Bludgeon and Sap are blunt weapons and may never be used for thrusting.

If the character purchases the skill *One-Handed Weapon Master*, the *Small Weapon* skill is exchanged and any remaining Build Points are returned to the character as “Free Build Points”.

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The character may wield a two-handed hafted Staff in melee combat. The Staff may not be used trip opponents or used as a thrusting weapon. Like all two-handed weapons, the player must keep two-hands on the weapon when attacking. A Staff is held in the middle of the weapon and each end of the weapon may be attacked with. A Staff is the only weapon which can have a Vorpal Coating on each end.

Thrown Weapon

The character may use specific types of missile-weapons by hand-throwing them at an opponent. All throwing weapons must be made so they are soft foam with no core of any kind is allowed. They must be soft-sculpted foam without any sharp edges (including from tape) or be an approved foam-latex crafted weapon. The form of a Thrown Weapon may only be a throwing dagger, throwing axe, rock, or javelin. Rocks must be between six inches and eight inches in diameter. A javelin may be made of pipe foam, but must have a soft-sculpted foam tip as the striking surface. Spell Packets may never be used as Thrown Weapons.

Two-Handed Blunt

The character may wield any Two-Handed Blunt weapon. Remember that all two-handed weapons require both hands on the weapon when attacking or blocking. Blunt weapons may never be used for thrusting.

Two-Handed Sword

The character may wield any Two-Handed Sword. Remember that all two-handed weapons require both hands on the weapon when attacking or blocking.

Two-Handed Weapon Master

This skill bundles together all *Two-Handed Weapons* together in a single skill: *Polearm*, *Staff*, *Two-Handed Blunt*, and *Two-Handed Sword*. Remember that all two-handed weapons require both hands on the weapon when attacking or blocking. If the character already has any of the skills included in Two-Handed Weapon Master, they are exchanged for this skill and any remaining Build Points are returned to the character as "Free Build Points".

One-Handed Block

The character may wield a two-handed weapon to defend themselves by blocking blows while having only one hand on the weapon, for two hits. On the third hit, the weapon is *Fumbled* (per the spell on page 63). Placing both hands on the two-handed weapon before the third blow will prevent the Fumble and reset the One-Handed Block hit count. The character may not use this skill while using or

holding a *Shield* or weapon in their other hand. One use of One-Handed Block is automatically gained by every character who has a two-handed weapon skill. The One-Handed Block skill is expended once the first weapon hit occurs; no call is made by the player blocking.

Wear Extra Armor ∞

Prerequisite: None

The character may wear and benefit from five additional Armor Points above their *Class* limit. Five additional *Wear Points* are gained each time this skill is purchased (maximum 40 points). See *Wear Points* on page 95.

CRAFTING SKILLS

Character create basic in-game items such as Potions, Weapons and Armor, Alchemical Elixirs and Poisons, and Scrolls, through a system called Crafting Skills. Characters must first purchase the appropriate skill with Build Points.

The Crafting Skills are: *Alchemy*, *Create Potion*, *Create Scroll*, *Create Trap*, and *Smithing*; the skill descriptions explain each skill (see *Skill Descriptions* for each for more information).

Each item has an associated Crafting Level which is required to make it. More difficult items require more Crafting Levels to create, which requires characters to have higher levels of Crafting Skill. See The *Crafting Tables* on page 110 shows the costs for each.

Crafting Skills, and their associated Crafting Levels, may be used only once for each game-day of the event. They are not reset during a *Limited Reset* (if the chapter is using this optional rule, see page 18), or if the character Resurrects. They are consumed for the day when they are used for Crafting or for a Crafting Special Ability.

Crafting Levels purchased with Build Points are called *Base Levels*. These levels are equal to the Crafting Levels and skill type associated with the skill (For Example: *Alchemy* skill equates to *Alchemy* Crafting Levels).

There are additional methods to increase total crafting output: *Trade Mastery*, *Workshops*, *Materials*, and other augmentation abilities such as *Harvester*, *Production Master* and *Merchant*. The Base Levels of the character may never be increased except through the purchase of additional crafting skill levels with Build Points.

Crafting is handled on a per-logistical-day basis and crafting levels from different days may not be combined together. Players will submit their Crafting Requests using the NERO World database when they preregister for the event they plan to attend. They can request each day separately, in advance. Some chapters will give you all your crafted

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tags at the same time for both days requested, and if they do, you can use them all right away (you don't need to wait for the next day).

Each crafting item produced must have an expiration date of 24 months from the date of creation. This expiration date represents how long the item is functional in-game and is known by any character examining the item (the player reads the associated item tag). When an item tag expires, it may no longer be used. In-game expired items are broken, worn-out, inert, or has lost its ability to function. There is no method to "maintain" items to prevent expiration.

Trade Mastery

A character who has purchased ten or more levels in a single crafting-type skill is regarded as a "Master" of their craft. The character automatically gains *Trade Mastery Levels* (or "Master" levels) equal to their Base Level of skill.

Workshops

A Workshop is a place where the character has access to all the tools associated with their craft and has enough space to work unimpeded, thus increasing their productivity. If the character has purchased a Workshop or has access to a Workshop they gain *Workshop Levels* equal to their Base Level of skill. Workshops are specific to each Crafting skill and are only usable for that craft-type. Workshops are location specific and a character may only access it while in the local chapter where it is located. They are purchased or found in-game and are completely controlled by the local chapter. Often, local Guilds or Noble Houses will have workshops. The types of Workshops are: Alchemical, Potion, Scroll, Smithing, and Trap. Some Local Chapters might allow larger sized workshops beyond Personal to be available, such as Group (Team), Guild, or Town workshops. Check with your Local Chapter for how these work, costs, and upkeep information.

Materials

A character may purchase additional materials which they may use to increase their productivity at a rate of one silver per Crafting Level, equal to their Base Level of skill (they may spend less than the maximum if they wish). In addition, character might find materials as in-game treasure if the local chapter wishes. These might come in the form of drops from monster kills, or quests to gather materials at specific locations or quests. These treasure materials are substituted for the silver cost and are consumed when used. Whether the character is using coin or treasure materials, they may never exceed the total Base Level of skill of the associated Crafting skill they are used for.

Harvester

The character is able to gather their own "raw materials" for use with Crafting Skills at no coin cost. The character may still choose to pay the coin cost for "raw materials" and if they do, they gain a second materials bonus for Crafting Levels (see the *Harvester* racial ability on page 23 for full information and skill cost).

Production Master

The character gains the "workshop" bonus Crafting Levels even if they don't have access to a workshop. The character may still use a workshop (if they have access to one) and if they do, they gain a second workshop bonus for Crafting Levels (see the *Production Master* racial ability on page 24 for full information and skill cost).

Merchant

The character is able to use any number of *Master Crafting Levels* they have in any Crafting skill they have purchased to produce any item able to be crafted by the skills Alchemy, Create Potion, Create Scroll, Create Trap, or Smithing (see the *Merchant* racial ability on page 23 for full information and skill cost).

Goblin Crafting

Any player may use their earned *Goblin Points* to craft items, but they may not be used to add *Special Abilities* (such as *Silvering* a weapon or *Enhancing* armor). Goblin Crafting must be requested before the game event when you pre-register for the event so the local chapter has enough time to prepare them for you. The exact details of what can be produced and the costs for each is outlined in the *NERO World Goblin Policy* located on the NERO World website (and might also be listed on the local chapter's website).

SPECIAL ABILITIES

Some Crafting Skills have an associated *Special Ability* which characters may use instead of expending their skills for crafting items. Certain Special Abilities require *Base Levels* of the accompanying Crafting Skill to be expended to use the Special Ability, so pay close attention to this.

CRAFTING EXAMPLES:

Example One

Gwendella, a character played by Jenny, has the following relevant skills: *Craft Potion* (12 Levels). This results in her *Base Crafting Levels* being 12 Levels of Craft Potion. She has over 10 levels in Craft Potion so she also automatically gains 12 additional *Craft Potion Master Levels* she can

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use. Gwendella has access to a *Potion Workshop* at her location and gains an additional 12 Potion Workshop Levels. She decides to buy additional *Materials* and pays the 12 silver coins to gain a further 12 Materials Levels. Her total for the first day of the event is 48 accumulated Levels of Craft Potion.

Looking at the chart on page 110, Jenny decides her character Gwendella should craft the following Potions: (3) Awaken (12 Levels), (3) Flame Bolt (12 Levels), (2) Lightning Bolt (4 Levels), (2) Release (10 Levels), and (2) Silver Aura (10 Levels). She has expended all her Craft Potion levels for the day.

The following day at the Standard Reset period she will again have 48 Levels of Craft Potion and can choose to make the same things or something different if she wants.

Example Two

Svundar, a character played by Dave, has the following relevant skills: *Smithing* (15 Levels), *Craft Scroll* (3 Levels), *Harvester*, and *Production Master*. This results in his *Base Crafting* Levels for each skill being: 15 Levels of Smithing and 3 Levels of Scroll.

Svundar has over 10 levels in *Smithing* so he also automatically gains 15 additional Master Levels he can use for crafting armor and weapons. Sadly, he has less than 10 levels of Craft Scroll (only 3 levels), so he does not gain any Master Levels for that skill.

The *Production Master* racial ability grants Svundar a *Workshop Bonus* for each crafting skill (another 15 Smithing Levels and 3 Craft Scroll Levels). Fortunately, he also has access to a *Smithing Workshop* at his location and gains an additional 15 Smithing Workshop Levels; he does not have access to a Scroll Workshop however, so gains no Workshop Levels for that skill.

The *Harvester* racial ability automatically grants him a free *Materials Bonus* for both his Smithing (15 Levels) and Craft Scroll (3 Levels) skills. He decides to spend coin as well for Materials (spending 18 silver coins total), and gains the Materials bonus a second time (15 Smithing Levels and 3 Craft Scroll Levels).

Svundar's totals for the first day of the event look like this: Smithing 80 accumulated Levels (15 Base, 15 Master, 15 Workshop (location), 15 Workshop (Production Master), 15 Materials (coin), and 15 Materials (Harvester). Craft Scroll 15 accumulated Levels (3 Base, 0 Master, 3 Workshop (location), 3 Workshop (Production Master), 3 Materials (coin), and 3 Materials (Harvester).

Looking at the charts (on page 110), he decides to make the following for the first day of the event: 5 Long Swords (10 levels), 2 Polearms (8 levels), 2 Bows (8 Levels), 10

Quivers (20 levels), 5 Short Swords (20 levels), and 14 Throwing Daggers (14 levels). He then makes the following Scrolls: (3) Shield Magic (15 Levels).

The next Standard Reset period he will have another 80 Levels of Smithing and 15 Levels of Craft Scroll (assuming he pays the coin costs for Materials and still has access to the Workshop). Svundar can choose to make the same things or craft something else.

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How Magic Works

Magic effects can be created in one of two ways. Characters may learn *Spell Slots* of a specific school of magic, which are then used by saying the verbal spell incant. Characters may also have the capacity to generate a spell-like ability, which functions exactly as if they had memorized that spell. Another way is from a Magic Item which has the spell or effect stored within it and activated to deliver that spell when the character chooses (see *Magic Spells & Spell Slots* on page 18.)

Spell Memorization

Characters with *Spell Slots* will most often be required to choose the spells they will have access to during the standard game day period. The spell memorization process is as simple as the player designating one spell of the appropriate school and level from the full spell list for each Spell Slot the character has. The chosen spell is then placed within the empty Spell Slot, filling it until the character casts the spell (or the next reset period).

Cast-On-The-Fly (optional rule)

Some chapters use an optional rule called *Cast-On-The-Fly*. This means the character does not use Spell Memorization but is instead able to designate any spell from the full spell list of the appropriate school and level from the full spell list when the spell is cast. Cast-On-The-Fly allows casters more versatility but also makes casters slightly more powerful because they choose the best spell available given the need of the moment.

Spell Aura

When a character is preparing to cast a spell, they must have a physical representation of that energy, this is called a *Spell Aura*. This is represented out-of-game by a traditional spell packet or by an approved crafted soft-foam ball (a *Spell Ball*). Check with your local chapter for approved types.

The manufactured soft-foam *Spell Balls* are no larger than a tennis ball, with dimensions at least two inches and no larger than five inches in diameter. A few major manufacturers have options available which fit these guidelines (NERF soft form tennis balls, and Wilson soft-flight balls). You may also use soft-foam crafted balls covered in latex, but each must be approved before use.

Spell Packets are constructed using cloth fabric and birdseed (or other soft bio-degradable filler). The seed used is small sized without sunflower seeds or corn which could make them sharp on impact (finch seed is a good choice).

You may not use rice or any filler which expands when wet. Rubber balls are not allowed as they are too dense and the impact too hard when thrown.

Traditional *Spell Packets* can be easily made from cloth squares (cut 6"x6") with about one and one tablespoon of birdseed in the center, then folded into a ball, and tied with a rubber band. Be careful not to pack the seed too tightly – they can hurt when thrown! *Spell Packets* which are obviously too large, cannot be used.

Spell Packets may be made in any color you like, but cannot be orange (Alchemy) or yellow (arrows and bolts). You are allowed to personalize your packets with distinctive markings and writing or use of patterned cloth (avoid modern patterns such as sports teams etc.)

Casting Spells

Once a character has learned a *Spell Slot* and have memorized a spell to fill that spell slot, they are able to cast that spell and deliver the magical effect it will generate in-game.

Spellcasting requires the player to have a spell packet in their hand and their hand must be able to move freely without restrictions. The caster may not be holding any other in-game items in that hand when they begin casting the spell; this is called a "free hand". The caster then speaks aloud the verbal spell incantation (incant) correctly in a voice loud enough for players nearby to hear them. The spell incant is recited in English and must be exactly as it is written in the spell description, or it will fail. These words are in-game and represent the caster uttering the magical sounds required to bring the energies needed for the spell and form them into the desired spell in order to deliver the "magical effect". Other players around you will know and understand the spell cast by listening to the spell incant, so they know how to react to it. No player is allowed to "fake" a spell incant or pretend to cast a spell, or say part of an actual spell incant without the ability to actually cast it (this is cheating). Once you start the spell incant, you have begun casting that spell and it is still expended even if you don't speak the spell incant correctly, change your mind about casting that spell, miss with the spell, or the spell is disrupted (see *Spell Disruption* below).

Spell Disruption

A spell is disrupted if the caster begins to state a spell verbal and they suffer any loss of Body Points before the incant is completed and the spell is delivered. Some attacks can cause *Spell Disruption* in specific conditions and they are noted in their respective effect descriptions.

Spell Disruption can be prevented if the character has pro-

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tection through physical armor, *Dexterity Armor*, *Arcane Armor*, or spell protections such as *Bless* or *Shield* spells and *Eldritch Bless* and *Eldritch Shield* cantrips. Spell Disruption only occurs if the caster takes Body Point damage to their actual total (not temporary points). If the damage dealt to the caster is less than their remaining Armor Points, the spell is cast without disruption. The player must state “armor” after the completion of the spell incant to indicate to the attacker they were not taking Body Point damage.

If the character has the *Focus* ability (see *Focus* on page 85), they are immune to Spell Disruption but must still say “Focus” after the completion of the spell incant.

Touch-Casting

Instead of throwing a spell (which might miss the target), the caster may deliver the spell by touch. To touch-cast a spell, the caster must have a spell packet in their hand to touch that packet to the recipient while incanting the spell verbal. The caster must follow all the rules for casting spells (see *Casting Spells* above). The recipient of the touch-cast spell must choose to allow the spell cast upon them by stating the verbal phrase “accept” to indicate they are agreeing. In-game the recipient is not fighting the spell and is allowing it to pass through any *Spell Defenses* they may have active, the most common being a *Shield Magic*, *Reflect Magic*, or *Elemental Shield*. Only touch-cast spells may be allowed to bypass Spell Defenses in this way and no one may “accept” a thrown effect, even if they would prefer to be affected by the spell. The act of acknowledging and “accepting” the touch-cast spell is made in this way to prevent the recipient from being tricked by what spell they are about to receive. A character may choose not to accept the effect by stating the verbal phrase “refused”. This means the target is not affected by the spell and the spell is still used up. This refusal can take place at any time before or during the casting of the spell, and may still be refused within three-seconds of the completion of the spell incant, even if the target had previously “accepted” that spell. A touch-cast spell which is refused by the target will still trigger that target’s *Spell Defenses* (if they have any). Touch-casting must follow all established rules, safety guidelines, and common sense.

Meditation

Every character has the ability to *Meditate*. Upon the successful completion of the Meditation, the character recovers all expendable and limited-use (times-per-day) skills, spells, and abilities which were defended against by a *Return* ability (see *Return* on page 86). In addition, the character will also recover all spells they cast from memory which missed a valid target or spells for which the character failed to recite the spell incant correctly (miscanted) and those spells will be restored to their

memory (Spell Slots) as if the character had not cast them for the day.

In order to *Meditate*, the player must remain as still as possible, at rest, while role-playing a deep concentrative state for at least one-minute. The meditating character may not speak, move, use any in-game items (including activating a magic item), perform any other *Concentration* actions (such as maintaining another spell which requires concentration or refitting Armor), suffer any damage, have any *Spell Defense* triggered, or use any other in-game skill, ability, or power. Simply put, they may do nothing and anything which distracts them before the completion of the one-minute count is enough to break their concentration and the Meditation fails with nothing recovered. Meditation will not restore effects used from magic items, *Craft Skills* (*Alchemy*, *Craft Potion*, *Craft Scroll*, *Craft Trap*, or *Smithing*), spells or skills defended against by any method other than “Return”, or spells you intentionally missed with.

Schools of Magic

When a character learns their first *Spell Slot* they must choose which school of magic they will pursue, *Celestial Magic* or *Earth Magic*. The one you learn first is called your Primary School of Magic. If you learn the other school (whichever one remains), that is your Secondary School of Magic, and will be more difficult for your character to learn (costing more Build Points). Any character may learn either or both schools, however each is separate with its prerequisites and separate *Spell Slots*.

Stacked Effects

Identical spells and effects do not stack (unless it specifically says it does). If the target already has an effect upon them and they are hit with a matching effect of the same name, the first one is immediately replaced by the new version and the new version of the effect is applied to the target as if it were just cast on them. A player will never call “no effect” when hit with these kinds of spells or effects. Certain types of *Group Effects* are excluded from the general Stacked Effects rule, while others modify it slightly. The differences are outlined below:

Blade Effects

A Character may not have more than three Blade Effects upon them at any time. These effects alter weapon damage or type: *Endow*, *Delayed Endow*, *Elemental Blade*, *Enchanted Blade*, and *Silver Aura*. Blade Effects may not be combined to function together and must be used one at a time.

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Charm Effects

These are effects which alter the perceptions and/or behavior of the victim causing them to act according to the conditions of the effect description. The *Charm-Group* encompasses many named effects which act in a similar (but not identical) way, and each has a hierarchy of strength. A less powerful effect is overridden by a more powerful effect if there is a conflict, however both effects are congruent (because they are not identically named). The most powerful effect in the Charm-Group takes precedence and is considered first, then then next powerful, and so on. If the commands or orders of a higher Charm-Group effect is completed or is changed so there is no longer a conflict, then the next existing Charm-Group effect is considered in the chain, and its commands must be applied next (overriding effect less powerful than itself). Higher value Charm-Group effects may never make a character immune to lower Charm-Group effects in the chain; they all coexist simultaneously. Commands may not circumvent game rules or stats effects in any way.

The hierarchy is as follows (from most to least powerful): *Enslavement*, *Vampire Charm*, *Control Undead*, *Fear*, *Charm / Charm Animal*, *Shun / Shun Animal*, *Calm / Calm Animal*.

Target Specific & Sub-Target Effects

Certain spells and effects may require the character to designate a specific option for the effect (sometimes the designation may be optional); this is called a "sub-target". If the caster does not make any designation, then the sub-target designation is made by the receiving character, however the designation must still be a valid option from the remaining sub-target options for the effect. The target character may never choose a sub-target already under the same effect, they must choose any other available sub-target which fits the criteria. The receiving character must always choose an option which can be affected, if possible.

For Example: the character is hit with a "Shatter Weapon" and has a basic longsword and an Indestructible longsword. "Weapon" is the designated sub-target. The target character must choose a weapon which can be Shattered, the Indestructible longsword cannot be Shattered, but the basic longsword can be. The target character must choose that weapon, and it is destroyed.

If the designated sub-target does not exist or no options are available, the receiving player calls "got it" because even though there was no resulting effect, the attack still occurred but was ineffective. Calling "no effect" would be misleading because the target was not immune to the attack, it simply resulted in nothing happening (but will still trigger spell defenses).

For Example: Svundar gets hit with a Wither Limb spell and the sub-target designated by the caster is "right arm". Poor Svundar's right arm is now useless because he had no defenses against the attack. If he were hit with another Wither Limb spell targeting his right arm, Steve (the player portraying Svundar) would say "got it" however no additional effect is generated because his right arm is already affected by Wither Limb. Now, poor Svundar is hit by a third Wither Limb spell, but this time the caster doesn't make any designation for the sub-target of the spell. So now it now falls to Steve (the player) to make a valid designation for the effect. Steve cannot pick "right arm" because it is not one of the remaining limbs he can choose from, so he must choose another limb as a valid target. Steve decides to pick "left arm" and drops his shield as Svundar's left arm falls to his side.

Spell Defenses

Some spells are cast upon a character in advance as protection against certain types of attacks, these are called *Spell Defenses*. Spell Defenses are automatically triggered by the next attack of the appropriate type which hits the character (Automatic Spell Defenses), even if the character is immune to the attack, regardless of how the attack is delivered. Each Spell Defense remains active until they are "triggered" by an appropriate spell or effect, is dispelled, or the character dies (requires a Life spell), unless specifically noted in the duration. If the character dies, all active Spell Defenses immediately expire and are lost. When a Spell Defense is triggered, the player must state the out-of-game verbal phrase associated with that defense (such as "Magic Armor" when hit with a weapon attack). Each verbal phrase is listed in the spell description for the defense. The Spell Defense is a Visible Effect in-game when triggered. The verbal phrase let's everyone around you the attack was not effective and which defense was triggered by the attack. Once a Spell Defense is triggered, it is expended. If a player does not call a defense within three-seconds of being hit, they must take the effect and the Spell Defense is still expended (even if they forget to call it). A character may only have one Spell Defense of each type (see *Stacked Effects* on page 40).

The caster of a spell is not immune to the effects of their own spell (in the case of *Reflect Magic* or *Bane*). A caster may not simply dismiss a spell simply because they originally cast it, unless the spell description specifically says they can.

Certain Spell Defenses, such as *Bless* or *Shield*, temporarily add Body Points or Armor Points to the recipient. These temporary points are always lost before the Body Points or Armor Points of the character, and do not need to be announced when they are used.

The types of Spell Defenses are: *Displacement* ("Phase"), *Elemental Shield*, *Guardian of the Four*, *Magic Armor*, *Poison Shield*, *Reflect Magic*, and *Shield Magic*.

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Other types of Defenses exist which allow the character to choose to activate them when desired or needed. These are called *Activated Spell Defenses* and they are specific to one type of attack (in a similar way to *Resist*). Activated Spell Defense are: *Cloak* and *Bane* (see *Formal Magic* on page 43).

Visible Effects

A Visible Effect is any effect which is recognizable to characters in-game who take the time to observe them. Out-of-game these effects are not visible to players unless they ask and the time it takes to ask is the in-game act of the character observing to determine what is going on. Players might be able to determine based on cues they notice or behaviors of other players. When asking, you must be a short distance away, close enough to see what is going on, and ask in a normal speaking voice. You may not yell or call a *Hold* to determine Visible Effects.

The Visible Effects are: *Berserk*, *Bind*, *Confine*, *Feeblemind*, *Hallucinoid*, *Imprison*, *Nausea*, *Paralyze*, *Pin*, *Silence*, *Sleep*, *Taint Blood*, *Vertigo*, and *Web*. *Barrier Effects*, such as a *Circle of Power*, *Glyph*, *Mystic Lock*, and *Ward* are also visible effects if the player takes the time to observe them (a rope circle, symbols on a door, “W” on a chest or a building).

Other Visible Effects include: *Resist*, *Return*, or when any *Spell Defense* is triggered or activated.

Eldritch Power

Some Celestial spells draw upon a type of magical energy called *Eldritch Power*. This magical energy only affects creatures and does not affect inanimate objects, normal plants, or anything which is not alive or animated. You cannot cast a *Flame Blast* spell to burn a tree or house down.

Reversible Spells

Some Earth magic spells may be cast by characters in one of two forms, earth or chaos, these are called *Reversible Spells*. Earth spells deliver curative and healing effects, whereas chaos spells focus on curses and harmful effects (necromancy). Earth casters automatically know both effects and when they memorize one, they also memorize the other; they cannot be separated to memorize only one side. Casters decide at the time they cast a Reversible spell which of the two they will deliver, and must state the verbal incantation correctly for the one chosen (see *Necromancy* below).

Necromancy

Not every person on Tyrra agrees that *Necromancy* is “evil”, some cultures even prefer it, however it is illegal in most parts of the in-game world (see your local chapter in-game laws). Many people believe that Necromancy spells are “unnatural” because it derives its magical power from chaos, allowing for the creation of undead creatures, causing disease, and other harmful effects on the living, which goes against the “natural order” of the world. Other scholars argue that “chaos” is a natural opposite to “order” and that you cannot have one without the other, and thus is an extension of the nature flow of energy and cycle. Ultimately, you must decide how your character feels about it, but remember, laws are laws and you must abide the consequences of law-breaking regardless of your philosophical choice on Necromancy.

The Elemental Planes

There are other dimensions of existence besides our own here on the world of Tyrra. Our dimension is called the Prime Plane, but there are twelve other known planes of existence, called the *Elemental Planes*. Each of the twelve planes is associated with an elemental type, and a corresponding elemental damage type. The planes are listed and the damage is in parentheses: *Life (Essence)*, *Death (Destruction)*, *Order (Order)*, *Chaos (Chaos)*, *Dream (Dream)*, *Reason (Reason)*, *Light (Light)*, *Darkness (Darkness)*, *Earth (Stone)*, *Air (Lightning)*, *Fire (Fire)*, and *Water (Ice)*. Each of the Elemental Planes are detailed in the *NERO World Cosmology* document located on the NERO World website.

Forbidden Abilities, Skills, and Powers

The NERO World game does not allow characters to gain or use any method of learning or gaining information about other Player Characters past actions. There are no means of scrying, ESP, or clairvoyance allowed within the game system; you cannot use a *Dreamvision* to gain information about another Player Character’s actions, history, or past. Information may only be gained by players by first-hand witness or by finding out in-game from someone else who might have been a first-hand witness (of course they may be lying too). This is to prevent any player (including plot-controlled NPCs) from learning any in-game information about the actions of any character, whether good or bad, after the fact.

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Formal Magic (In-Brief)

There is a lot to Formal Magic and a full detailed explanation of all the ins-and-outs of that system are available in the *NERO World Formal Magic Rulebook* located on the NERO World website. This is just a short introduction to that system and some of the most common effects.

Once a character has learned the skill *Formal Magic* <school> Level 1 they gain access to this system. Formal Magic is cast from Formal Magic Scrolls which each have level requirements and casting costs in the form of Formal Magic Components which are found as treasure or acquired in-game. Character sometimes style themselves with titles (such as “Wizard” or “Sorcerer”) when they reach this plateau, however these are not official titles and are largely for vanity.

Common Formal Scrolls

Formal Magic Scrolls are a type of in-game magic item and if a *Detect Magic* is cast upon them, will reveal that they are magical. Reading a Formal Magic Scroll requires that the character have the appropriate Formal Magic skill of the correct school (Celestial or Earth) as the same school as the Scroll. Without that skill a character would just see strange writing on the Scroll without the ability to decipher it in any way.

Some Formal Magic scrolls may be cast upon items, causing them to become magical, and which may be used by characters. The following is a list of the most common types players might encounter.

Bane

When activated by a character, the effect allows the character to defend against the stated effect type (regardless of delivery method), sending the attack back upon the attacker (in the same way as a *Reflect Magic* spell defense). A Bane effect is a specific defense and only the stated type may be used against a matching attack type. When triggered, the character must state the verbal phrase “Bane <type>” after which it is expended.

Cloak

When activated by a character, the effect allows the character to defend against the stated effect type (regardless of delivery method), canceling the entire attack (in the same way as a *Shield Magic* spell defense). A Cloak effect is a specific defense and only the stated type may be used against a matching attack type. When triggered, the character must state the verbal phrase “Cloak <type>” after which it is expended.

Delimit

Any item which has a *Delimit* will only be able to be used by a character if they meet one of the conditions of the Delimit. The item will also note exactly what the Delimit is. An item might have multiple conditions, but the character must only meet one of them. *For Example: a longsword which has a Delimit: Elf and a Delimit: Rogue may be used by an Elf or a Rogue; the character does not need to be an Elf, Rogue.*

Obliteration

Usually reserved for heinous crimes and punishments, this hour-long Formal Magic rends the Spirit of the victim, adding three resurrection deaths to the character card of that player. If successful the character dies at the end of the Formal Magic casting, although they may still be saved from resurrection by a *Life* spell or effect. If they receive a Life within the five-minutes the character is not forced to resurrect. If they are not saved, they must seek resurrection in an Earth Circle (see *Spirits & Resurrection* on page 17 for more information). The player draws only once for the resurrection.

Spirit Link

This Formal Magic creates a magical bond between the target item and the character's spirit. The item must always be touching the linked character, making it unable to be stolen from them. The linked-item does not need to physically make direct skin contact, just be in contact with the character and their immediate possessions; holding a spirit linked sword through a gloved hand is fine. If the character dies and is forced to resurrect, the item travels with them to the Earth Circle. If the item is a container, only the container travels with them, the contents are left behind with their other gear in the spot where their body dissipated. If the character permanently perishes, the item returns to where the character's body dissipated along with the body of the character. The Spirit Link will then bond with the next character able to receive the effect.

Spirit Mark

This Formal Magic places a specific mark designated by the caster onto a body location on the character. The *Spirit Mark* may not be removed for the duration of the Formal Magic but it may be covered up by the character as normal by clothing or gear. The Spirit Mark must be drawn by the player of the marked character each event.

Weapon Auras

Certain Formal Magic casting allow the caster to place a specific aura upon a weapon, allowing the weapon type to change to match the aura type. More than one *Weapon*

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Aura may be placed upon a single weapon and it is the choice of the wielder of such a weapon which aura is active. Only one aura is usable for any one attack. Allowable auras are listed below:

Silver Aura: The weapon deals *Silver* damage instead of Normal damage.

Magic Aura: The weapon deals *Magic* damage instead of Normal damage.

Damage Aura: The weapon deals *Magic* damage instead of Normal damage, and the damage of the weapon is increased to match the bonus of the Damage Aura (+1, +2, or +3). No weapon may have more than +3 damage.

Elemental Aura: The weapon deals damage of the same type as the designated aura. The types are as follows: Essence, Destruction, Order, Chaos, Dream, Reason, Light, Darkness, Stone, Lightning, Fire, or Ice.

Vengeance

This Formal Magic places a powerful magical effect upon the recipient which is only triggered if the character is given a *Killing Blow*. The Vengeance is only triggered upon a successful Killing Blow against the character and inflicts a retributive attack of magical energy which may not be avoided in any way. When triggered, the player must state the verbal phrase "<number> Arcane Vengeance."

Formal Magic Components

Before you can cast any Formal Magic, your character is going to need to get the reagents needed to do the desired casting. These reagents are called Formal Magic Components and each Scroll will have their own specific requirements listed on them. The Formal Magic Components themselves are represented by tags or sticks with tags attached to them. Characters will acquire as treasure or by other means in-game.

Every character is able to recognize a Formal Magic Component if they see one, no special skill is needed. Formal Magic Components will detect as magical if a *Detect Magic* is cast on them. Characters with *Formal Magic 1* may determine the variety and its strength rating.

Formal Magic Components have the following varieties: Creation (C), Destruction (D), Elemental (E), Power (P), Spirit (S), Time (T), and Void (V) - and have one of three Strengths: 1, 2, or 4. The higher the value the harder it is to get one because they are more rare. So to put the whole thing together: You have a Power 1 Formal Magic Component, you would have a P1.

The Formal Magic Scroll lists the casting requirements for

the effect. So a Scroll which says P5, C2, D2, E1, V1 would be a 5th level Scroll requiring 5 Power, 2 Creation, 2 Destruction, 1 Elemental, and 1 Void. Any combination of strengths may be used to reach the required total amount. If the Formal Magic Scroll needs anything specific it will be listed on the Scroll. For Example: P5 (requires P2) means you must use a Power 2 but the remaining 3 can be anything so long as everything adds up to at least P5.

Formal Magic Components each have an expiration date, after which they may not be used anymore and crumble into dust (the magic is gone).

Extended Circles of Power

Extended Circle of Power allow those characters *Invested* in them to utilize the special powers of that circle. Investiture happens in one of two ways: when the circle is created or afterwards using an Investiture Formal Magic. This acts as a kind of recognition between the circle and the character, allowing them to enter or leave the circle freely anytime they want, and to use the associated powers of the circle. Invested character who are Unconscious (or unwilling) will not pass through the circle boundary.

An Invested character may also allow other characters to enter or leave the circle by saying the out-of-game verbal phrase "the Circle recognizes you." Each character must be "recognized" one at a time and each character recognized will know they are being allowed in or out. Recognized character must immediately enter or exit the circle within three-seconds and this recognition is one-way only. Recognition is out-of-game and may be done event if the Invested character is *Silenced*.

All combat must take place either fully within or fully outside the Circle. Players may not start weapon swings inside the Circle, step out, and hit an opponent, then step back in (even if recognized). The player may step out, start their attack, deliver their attack, then retreat to the Circle. Players may not start a spell incant inside a Circle, then step out to deliver the spell.

While in combat, if a character enters or leaves a Circle, whether they are *Invested* or "recognized", they must wait three-seconds before they may enter or leave that same Circle again. This delay is to limit situations where participants cannot conduct combat due to quick exit and re-entry into a Circle (called "Circle-hopping").

You must have a Marshal witness your actions if you plan to raid a Circle, just like you would if you were sneaking into a cabin or sleeping area (see *Searching a Cabin* on page 95).

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Special Circle Power: Identify

Extended Celestial Circles allow *Invested* characters to use its Special Circle Power to perform an Identify any person or item fully within the Circle by touching the target with a spell packet and saying the out-of-game verbal phrase “Identify”.

Objects are *Identified* by the player looking at the out-of-game item tags in their possession. The player must have the item tag and the phys-rep for the item (if one exists) to properly Identify the item. Information revealed will be on the item tag, including its expiration, Formal Magic effects, or additional information. It takes as long to Identify an item as it takes the player to read the card.

Characters and creatures may be Identified and will reveal active spells, Formal Magic effects, and Magic Items on their person, and the properties of said items (including Formal Magic effects and how to activate them). If the target character has a *Transform* active (or a *Transform Affinity*), it will also be revealed, along with its level and school.

At the discretion of the Plot Team or Marshal, additional properties may also be revealed to the character doing the *Identification*. It takes as long to Identify a character as it takes the target player (or the Plot Team/Marshal) to provide the information to the identifying person. Identify cannot reveal a dormant Transform (or Transform Aspect).

A character may not be *Identified* against their will, if they are conscious and not incapacitated; an incapacitated character may not refuse to be Identified.

Only the character performing the *Identification* receives the information, although anyone nearby will know that an Identification is taking place, if they take the time to observe. The Identification process is in-game and may be interrupted in the same way as *Spell Disruption* or if the character and the target are no longer touching.

Using Identify on an *Extended Circle of Power*, *Glyph*, *Mystic Lock* or *Ward* will reveal the remaining duration of the effect and the names of characters Invested (the spell held in a Glyph will also be revealed to the character).

Special Circle Power: Resurrection

Extended Earth Circles allow *Invested* characters to use its Special Circle Power to perform the Resurrection of a Spirit fully within the Circle by touching the target with a spell packet and saying the out-of-game verbal phrase “Begin Resurrection” (see *Matters of Life & Death* on page 14 for additional details about Spirits and Resurrections).

Magic Items

Some objects in the game world have magical properties and effects of them. Magic Items may be found as treasure, acquired by the character, or created through Formal Magic.

Until an item is *Identified* (see above) the character may not use it unless they have first been properly informed by the previous owner how to activate its magical powers. Having the phys-rep and item card is not enough to use it until it is Identified if you have not been told how it works.

Activating Magic Items

Some Magic Items contain spells or other effects the character may trigger when they decide to use it. Any character, regardless of their character level, character race, or which class they are, may use these items (unless the item has a special *Delimit* effect on it. See *Delimit* on page 43 for more information). The Activation of a Magic Item requires that the character have sole possession of that item, be touching the item, and say the verbal trigger phrase “Activate <full spell incant>” and follow all the normal rules for casting spells (see *Casting Spells* on page 39).

For Example: if the character wanted to use a Web spell from one of their magic items, they would say “Activate, With Mystic Force I Web You.”

Activating a Magic Item is not an in-game skill and characters may still activate a Magic Item when they would otherwise not be able to cast a spell (such as if they were affected by a *Taint Blood*).

Magic Item Slots (optional rule)

Some chapters may limit the number of Magic Items a character may have readied for use. The local chapter will define the number of *Magic Item Slots* characters are allowed from 0 to 5 during the event. This information will be readily available for players on the local chapter’s website and at logistics check-in.

The character may have any number of Magic Items in their possession, however only the ones readied are able to be wielded or activated. This process is done by assigning a single item to one of the available *Magic Item Slots* the character has. The player needs a method to keep track of which of their carried items is Active and which are Inactive. It takes one-minute to replace one of the items with another Magic Item assigned to a Magic Item Slot. Loss of the Magic Item tag automatically makes it Inactive and the character must assign it again to a Magic Item Slot before it can be used by the character. During the process of magic making an item Active, the character

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must be conscious, any have at least one hand free. They may not use any in-game skills while making the changes.

Some Formal Magic effects are continuous and will still function even if a magic item is inactive: *Delimit*, *Render Indestructible*, *Extend Formal Magic*, *Greater Extension*, *Spirit Link*, and *Spirit Lock*. Inactive items may still be used while they are inactive, however only the above listed effects will be active, the rest remain inactive.

Spirit as Magic Item

Characters with Formal Magic castings in their Spirit Slots, count their Spirit (and all castings on it), as a single “Magic Item” which can be made active, with regard to their *Magic Item Slots* limit (if the chapter is using the optional rule). Only the following Formal Magic effects count as the “Magic Item” for the purposes of the Magic Item Slot: *Bane*, *Bane (Minor)*, *Cloak*, *Cloak (Minor)*, *Enchant*, and *Expanded Enchantment*. Spirit Link and Spirit Lock are always active and may not be made inactive; they don’t count against Magic Item Slots.

A character is always aware of all Formal Magic effects upon their Spirit (including school, type, duration, and how to activate effects).

DEFINITION OF FORMAL MAGIC TERMS

Formal Marshal

A Marshal with special certifications allowing them to observe Formal Magic castings (requirement in some chapters only).

Caster

The Formal Magic Caster (Primary Caster).

Secondary Caster

Any other caster involved in the Formal Magic casting not designated as the Primary Caster.

Levels

The number of Formal Magic skill of the appropriate school of magic purchased by the character.

Dark Territory

Any Formal Magic which has a chance of failure. The result is determined by the Marshal using a random method, explained to the caster(s), and done fully in the view of everyone involved in the caster as a witness. The Marshal is never allowed to use methods which are not truly random (such as “Pick a number” or similar). The method

FORMAL SUCCESS		Table 4-1
Roll	Outcome	%
1	Success	10
2 – 5	Flaw	40
6 – 9	Failure	40
10	Backlash	10

and result are then recorded into the Formal Magic Log. The odds to determine the result of success are as follows (this is the preferred method): 10% Success, 40% Flaw, 40% Failure, 10% Backlash.

Batch

Multiple castings of the same school of magic on a single target is called a “Batch”. All the castings are grouped together and cast one after the other with no longer than one-minute between castings. If any casting has a gap longer one-minute, the batch ends and the Formal Magic locks, preventing further castings in the *Batch* (usually ruining the work because the item was not extended yet).

All casters participating in the casting of the *Batch* must be within the Platform Circle during the entire *Batch* casting. No additional casters may be added to a *Batch* once the castings have started.

A *Glyph of Protection* Formal Magic must be the first cast in the *Batch*. All Formal Magic castings in a *Batch* are counted as the same day it was started, even if the actual castings extend into the next Standard Reset period.

Unrestricted

Any items created with only using “Unrestricted” treasure. All Formal Magic Scrolls, Formal Magic Components, and Crafted Items must each be designated “Unrestricted”. If any of the items used in the construction are otherwise, the item is created with the matching (or most restrictive) classification; it cannot be Unrestricted.

Local Chapter Only (LCO)

Special plot-related items or effects which are only accepted in the chapter which issued them. Also includes items created using Formal Magic where LCO items were used in the creation (such as LCO Formal Magic Components or Scrolls). They may not be used or permitted to be used in any other chapter under any circumstances.

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Pyramid

Formal Magic castings which are cast in an incremental way so that each subsequent tier increase requires one additional casting than the previous.

For Example: the first casting (tier 1) requires one casting, the second (tier 2) requires an additional two castings (total of 3), the third (tier 3) requires three more (total of 6), the fourth (tier 4) needs four (total of 10).

The Formal Magic Scroll will inform the caster of how many tiers are allowed for a specific effect, and no Pyramid casting may ever have more than ten castings (4 tiers). For Example, a Damage Aura may only be cast six times (tier 3) for a maximum bonus allowed of +3. Each effect tier counts as one “effect” for determining effect slots on a target (5-effect limits apply).

SPECIFIC TYPES OF FORMAL MAGIC

Scroll Specific

Some Formal Magic Scrolls have special limitations on the exact types of effects they create when cast, even though there may be many different effects possible under the larger group heading, the Scroll allows only the named one to be cast, and school specific. *For Example: a Celestial Bane Binding Scroll could only create that effect and could not create a Bane Fire, even though it is also a Bane effect. You would need a Bane Fire Scroll specifically to create the effect.*

Transform

A *Transform* is a Formal Magic which alters the physical form and abilities of the character into some variety being of power when activated. Transforms are always inactive and dormant until the permanent death of the character or until activated temporarily by the local chapter Plot Team.

Inactive *Transforms* are not revealed if the character is Identified in an Extended Celestial Circle of Power; if the Transform is active, its existence will be revealed.

When *Transformed*, the character gains the listed abilities for the creature, as listed on the *Transform Character Card* provided and approved by the local chapter Plot Team. The stats are based on the Formal Magic Transform to <type creature> and the level of the Scroll used to cast the Transform (7th, 8th, or 9th – see Transforms in the *NERO World Formal Magic Handbook*). Only the local chapter can provide an official stat card, and cards issued in other chapters are not acceptable (unless approved). A new stat card or approval is required for every event and the creature stats may rise or fall at the discretion of the local chapter; some Transforms are vastly different de-

pending on chapter. A character may only have one Transform at any time, and if they gain a different one, it overrides the first one, replacing it on the character's Spirit.

If the character permanently dies, the character becomes an NPC under the control of the Plot Team of the chapter where the character died. The Transform of the character may activate immediately or make take as long as the Plot Team decides (including weeks or months). As an NPC, the player must play the character as directed by the local chapter.

If the Transform is temporarily activated by the local chapter Plot Team prior to the permanent death of the character, the player is given some autonomy, but must still follow directions from the local chapter Plot Team. Transform powers should not be directed at other player characters unless specifically allowed by the local chapter. There is no assurance that the Transform of any character will be activated prior to their permanent death, and all such decisions are the final ruling of the local chapter.

Transforms last for five-years or until removed. If a character has a Transform and it expires, they will still have a *Transform Aspect* listed on their character card (see below).

Transform Aspects

A *Transform Aspect* is a placeholder effect which denotes that the character had a previously cast Transform, what type it was and casting level (Transform tier). The character may re-cast the same level they previously had, or upgrade the Transform level (if applicable) to the next tier. Transform Aspects are revealed by a Celestial Identify and are destroyed via Formal Magic. If the character gains a different Transform they lose the aspect and gain one matching the Transform just received. Transform Aspects never expire.

Creation & Summoning

Before any player may cast a *Creation-type* or *Summon-type* Formal Magic, they must notify the local Plot Team in advance, and get their approval. The local chapter will supply a *Creature Card* to be used for the Created or Summoned creature. The caster might need to provide the NPC to play the creature, but the NPC remains under the direction of the Plot Team at all times. The local chapter may refuse the NPC provided by the player and provide their own NPC instead. Check with your local chapter for the full policy on this.

Upon the successful completion of the Formal Magic for the Creation or Summoning of a creature will appear in the circle with the caster.

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Unintelligent creatures cannot be issued complex commands and only understand simple commands or 25 words or less, with a single objective or condition. The creature is under the sole command of the caster and this control may not be reassigned to another character, even if the caster commands the creature to obey another character; the command is ignored by the creature. Examples of simple commands are: "Follow me and search any creature I kill", "Follow me and attack anyone who attacks me", "Guard this room and attack anyone who tries to enter it, except anyone wearing a blue tabard." Commands are subject to local chapter approval.

Intelligent creatures are more powerful and resist being controlled. Such creatures might be friendly or hostile when summoned. The caster may need to bargain with the creature before it will agree to be commanded, or to perform tasks for the caster.

Players must get permission before they may bring a Created or Summoned creature from one chapter to another, and either chapter may deny such requests. If the creature is permitted into the new chapter, that chapter will supply a new stat card for the creature. The types of creatures allowed to be Created or Summoned is at the sole discretion of the local chapter, and may choose to deny any creature type designate on a Scroll or replace the creature listed with one which is allowed.

Special Note for Creating Undead

The Earth spell *Create Undead* will create only a Lesser Undead Zombie. The Earth Formal Magic *Create <X> Undead* may never be used to create a Greater, High, or Master level undead creature, and are reserved for *Transform to <x> (Greater, High, Master) Creature*.

Special Rules for Pantherghast

These creatures are always genocidal against one specific race, named by the caster, and are bent on the complete annihilation and extermination of that race. Pantherghasts are intelligent creatures and may choose to bargain or negotiate with the caster before they set off to begin the hunt for the named race. If their negotiations fail, they might refuse service to the caster.

Golems

A caster seeking to create a *Golem* must follow the normal requirements and methods outlined in the Creation & Summoning rules (above), as well as the rules in this specific section.

This Formal Magic creates a Golem Body as specified by the Formal Magic Scroll and allows the caster to bind a willing Spirit to the body, placing it within the shell. When the Spirit is bound within the Golem, both the spirit and

the body of the creature are magically placed within it. The Formal Magic Scroll will also require one silver piece for each Body Point of the Golem created. The coins are consumed in the casting along with the other required Formal Magic Components. In some cases, part (or all) of the silver pieces used during the creation may be recovered when it is destroyed.

Simple animals are always considered "willing" and may be placed within the Golem easily by the caster. Simple animals leave the Golem an unintelligent automaton incapable of independent thought or action. The Golem will only able to perform simple commands issued by the caster (see *Creation & Summoning* rules, above).

Intelligent creatures (such as characters) placed within the Golem are not controlled by the caster but are able to fully control the Golem from within and are recognizable as the character within.

The Golem lasts five-days after the first directive it performs and may not be extended by any means beyond five-days. Golems are generally immune to *Life and Death* effects, *Alchemy* and poisons, earth healing and chaos spells, and have *No Metabolism*, unless specifically noted on the stat card provided by the local chapter. No Golem may ever be immune to a *Killing Blow*. They are immediately destroyed (dead) the moment it reaches zero Body Points or is issued a Killing Blow. Upon the destruction of the Golem the spirit immediately proceeds to an *Extended Earth Circle* for resurrection.

When the Formal Magic ends (after five-days) or a *Destroy Celestial Magic* cast upon the Golem (destroying it), the inhabitant will be harmlessly expelled from within. The character reappears and will maintain any effects (if applicable) and any wounds present on the Golem when the magic ended. *For Example: if the Golem had a Magic Armor spell on it and had suffered 20 points of damage, then when the character reappears, they too will have a Magic Armor and be down 20 Body Points (minimum of one Body Point)*. An expelled character will emerge without any death or resurrection occurring.

See the *NERO World Classic Formal Magic Rulebook* for expanded rules on *Golems* and how they work.

CASTING RULES

Any character who has learned one level of *Celestial Formal Magic* or *Earth Formal Magic* is able to read and cast from Formal Magic Scrolls of the same school as their skill. The Formal Magic Scroll will detail the effects to be generated, the level of the Scroll, the castings cost (detailing the Formal Magic Components required for the casting, and other requirements), the school (celestial or earth), and allowed targets – all of which, must be within the *Platform Circle* during the casting. The Formal Magic

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Scroll may also include “Special Instructions” which the character must follow to the letter. You should always fully read the Formal Magic Scroll so you understand everything which must be done and any requirements needed. A character may only cast one Formal Magic at a time.

Platform Circle Requirements

Formal Magic is always cast within a *Platform Circle*, represented by a circle with a “V” on the outside (sometimes called a “Fishtail Circle”) to denote that the circle is not protective in any way. The circle must be created (or drawn) in such a way that there are symbols, sigils, runes, and other similar decorations and props to signify the magic to be cast within it. A Platform Circle is not magical, but is a focus for the magic to be cast. If two more simultaneous castings occur in the same Platform Circle, all castings become Dark Territory castings (see *Dark Territory* on page 46).

Casting Time

Formal Magic castings take five-minutes each, except in cases where the casting is harmful to another character (see below). Some special plot-related Formal Magic scrolls (LCO) might have longer or shorter casting times, or other special requirements, such as unique Formal Magic Components or additional casters required for the casting to begin, or specific location where it must be cast, or similar conditions.

Casting Time When Harmful

Some Formal Magic effects are noted as “harmful” to characters (usually PCs), or may be determined to be so by a Marshal. In these cases the casting time is not five-minutes, but is instead one-hour. This additional time requirement is to allow for time to prevent the casting from occurring by other characters who might want to do so. Harmful effects include casting *Destroy Celestial Magic* on a *Ward*, destroying a *Circle of Power*, placing a *Circle of Power* around a Warded Building, or attempting to escape pursuit by means of Formal Magic. Any character within the Platform Circle when the casting starts, may inform the Marshal that they contesting the casting as harmful for any reason they want (or no reason), causing the casting to be one-hour. Likewise, a character receiving the harmful casting, may waive the one-hour casting time increase, allowing it to be five-minutes instead. The decisions to waive the time or to contest the casting are made out-of-game by the player, not the character. Obliteration is always a one-hour casting. The Marshal will determine if castings are harmful when dealing with NPCs, and can assign any amount of time between five-minutes and one-hour under these circumstances.

Duration

The Duration is the length of time the effect lasts before it expires. Most effects require them to be Extended or they will expire five-days after being cast (see *Batch* on page 43), others have specific Durations listed such as Instant, 5-days, One-Year, or Two-Years. The Duration is listed on the Formal Magic Scroll. No Formal Magic Effect may last longer than two-years, except for *Transform* which lasts five-years.

Unlimited, Limited, & Times-Ever Scrolls

Formal Magic Scrolls are marked “Unlimited”, “Limited”, or “Times-Ever” (with the number of charges (uses) allowed). Unlimited means the Scroll may be used over and over again every day without restrictions. Limited means the Formal Magic Scroll may be used only once-per-day. A Times-Ever Formal Magic Scroll may be used over and over, but each time it is used it expends one use from the Scroll, and the Scroll expires when all the uses are expended.

Game Day

The *Game Day* is one standard reset period (6:00PM to 5:59PM, or the end of the event, whichever is shorter). The duration includes the current day (or portion of) and expires at the start of the next Game Day regardless of how many hours remain in the current Game Day.

Item and Character Transferability

In order for items created using Formal Magic to be able to be used in other chapters, those resulting items must be labeled “Unrestricted”. This means the item was created by the player using only Unrestricted Formal Magic Components, Formal Magic Scrolls, and other required items. If any portion of the items used are LCO (Local Chapter Only), the item itself may not be Unrestricted and must be LCO. LCO effects may not be used or permitted to be used in any other chapter other than the one they were created in under any circumstances (see Local Chapter Only).

The Spirit of a Player Character is always Unrestricted. Any LCO Formal Magic effects upon the Spirit of a character will count towards the Magic Items Effect Limit, but will be inactive when outside the chapter where the LCO effect was created.

Target Effect Limits

Items and Spirit may only ever have five concurrent Formal Magic effects at any time. If the target already has five

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-effects and a sixth effect is attempted, the casting fails (and the casting cost is still consumed).

The following Formal Magic Scrolls are not included in the five-effect limit: *Create <x> Golem*, *Create High Horoscope*, *Dreamvision*, *Extend Enchantment*, *Extend Formal Magic*, *Greater Extension*, *Investiture*, *Render Indestructible*, *Interplanar Travel*, *Planar Asylum*, *Spirit Walk*, or *Whispering Wind*.

Success versus Failure

When casting Formal Magic, the caster is permitted to cast a total of Levels of Formal Magic Scrolls equal to their Formal Magic <school> skill as standard auto-success castings. The caster is permitted to cast double their Formal Magic skill levels or attempt to cast a Scroll above their levels of skill, but anything beyond their levels is cast in Dark Territory (see *Dark Territory* on page 46 for more information).

Tags

Any item created using the *Formal Magic* rules will have an associated tag for the item. When possible, the tag should be affixed to the item or kept with it. Some chapters use a two-tag system for magic items, one for the item description and a matching tag which includes the item description along with the effects on the item. All magic items tags must state whether the item is *Indestructible* (immune to *Shatter* and *Destroy* effects) or *Deconstructible* (not immune) and the item transferability, *Unrestricted* or *LCO* (see *Item and Character Transferability* above). No local chapter may re-tag or reissue any tag created by another chapter. Tags may not be modified or marked by players, except to note expended charges. Expired tags may never be used.

Targets

At the start of the Formal Magic casting, the primary caster must declare the target of the casting which will receive the effect(s). If multiple targets are allowed or required, they must each be declared.

Spirit castings may be refused by the target, however the character immediately dies and becomes a Spirit, and must then seek resurrection. The Marshal is required to explain these consequences to the target character and verify with them they understand the results; the target may change their mind about the refusal at that time. The target may refuse the casting at any point before the completion of the formal magic, but before the outcome success/fail results are determined. The choice to refuse is made out-of-game by the player of the target, and the character does not need to be conscious or able to speak to make the choice.

Some Formal Magic castings may not be refused: *Obliterate*, *Create Mark / Destroy Mark*, and *Investiture / Divestiture*.

Effects of Hex upon Formal Magic

The racial ability *Hex* may not affect any Formal Magic casting in any way.

Flaws and Backlash Effects

Flaws are usually a "Success Plus", meaning the Formal Magic succeeded but something else also happened too (might be good, might be bad). Flaws can change the way items work or add effects (which count towards the five-effect limit). A Backlash is almost always a "Critical Failure", meaning the Formal Magic failed dismally and something bad also happened. These effects are "Formal Magic" effects and lingering effects may be *Identified* in an Extended Celestial Circle of Power. Flaws and Backlash effects are Arcane and cannot be avoided.

Pre-Event Formal Magic Use (optional rule)

Some chapter might allow characters to pre-cast certain Formal Magic. These are called "Logistical Castings" because there is no in-game element to them. The player lets the local chapter know in-advance that they plan to perform the casting(s), the chapter approves them (or disallows them). If approved, the player bring their character card, the Formal Magic Scrolls to be used, all casters involved in the casting, all Formal Magic Components, and anything else needed for the completion. The casting happens off-board and the results are determined by the Marshal or by the logistics staff. Everything is expended from those involved and Formal Magic levels are noted on character cards.

Dark Territory castings may never be performed Pre-Event Formal Magic castings and must be done in-game. The final decision to allow or disallow any Pre-Event Formal Magic casting lies with the local chapter.

Finding a Marshal

The player performing the castings is responsible for informing the local chapter staff of their request for a Marshal and their desired time slot for the casting. The time slot request is not a guarantee that the staff will be able to accommodate the player, but should make reasonable attempts to schedule time.

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Casting Walkthrough: Materials Checklist

- Notify the Formal Magic Marshal and let them know your preferred time slot
- The Formal Magic Scroll(s) to be used. Read and fully understand each Scroll
- Formal Magic Components required for each casting
- The physical representation of the *Platform Circle* to be used during the casting
- The Primary Caster
- Any Secondary Casters (if any)
- The target for the Formal Magic
- White Headband
- The Marshal to witness and record the casting

Casting Walkthrough: Marshal Checklist

- White Headband
- A NERO World Rulebook and a NERO World Formal Magic Rulebook
- Formal Magic Component Identification Chart (to verify all components)
- Local Chapter's Formal Magic logbook and a pen (to record the results)
- Flaw & Backlash charts
- A percentile dice (2 ten-sided dice of different colors)

Caster Preparation

- Gather all required materials (Scroll, components, items, and requirements for the casting(s) to be done. It is preferred that players bundle requirements together to make the process go quickly and smoothly (called "getting your ducks in a row")
- Double-check everything
- Submit the request for a Marshal and request a time-slot for the casting
- Be ready at the agreed upon time and ensure all casters are present and all materials are on-hand ready to go
- Inform the Marshal if the item will be Unrestricted or LCO based on the materials you will be using

Marshal Preparation

- Be on-time at the agreed upon time-slot at the agreed upon location
- Have all required items for the Marshalling of the

casting(s)

- Be fair and impartial in your duties
- Examine all materials to be used in the casting: Scroll, components, items, and requirements
- Ensure all materials have valid expiration dates and none are expired – inform the caster if anything is found so they may correct it
- Fully read each Formal Magic Scroll – note any Flaws on the Scroll in the logbook
- Determine the transferability status based on the materials of the resulting casting(s) (Unrestricted or LCO) and inform the casters
- Secretly make notes of any castings which do not have the proper components (the formal magic cannot begin without the proper casting cost fulfilled) – this is especially important if the casting is a batch but one of the castings has the incorrect formal magic components for the casting. It is not the duty of the Formal Magic Marshal to inform the caster why the casting cannot begin
- Determine if the casting is Auto-Success or Dark Territory, and if the casting is "Harmful" – inform the casters of the determination
- Notify the caster(s) when you are ready and they may begin casting

The Casting of the Formal Magic

- The Formal Magic casting starts when the Marshal is ready and the caster says the verbal phrase "Beginning Formal Magic"
- The Marshal will secretly ask each caster participating in the current casting if they are waiving auto-success (hindering the casting), this will cause the casting to be in *Dark Territory*
- If the casting does not meet the casting cost requirements or any other requirements as stated on the Formal Magic Scroll, the Marshal will inform the casters that "the Formal Magic does not begin". Because the casting has not started, nothing is consumed. It is the duty of the caster(s) to determine the reason why the casting didn't begin. The Marshal keeps track of the one-minute casting gap if the casting is part of a *Batch*. If the casting is not the first casting in the Batch, the Marshal informs the casters when the one-minute elapses and that the Batch has terminated and the item is locked.
- If the casting meets all the casting cost requirements and other requirements as stated on the Formal Magic Scroll, the Formal Magic begins. The Marshal informs the casters "the Formal Magic begins"
- The caster declares the target of the Formal Magic casting. If the target is a Spirit, the Marshal informs the player they are the target, and asks them if they

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are rejecting the casting. If they reject the casting, the Marshal informs them of the consequences, and verifies their answer (see *Target Specific & Sub-Target Effects* on page 41)

- During the casting, all casters must roleplay the casting of the Formal Magic by whatever means they wish, such as movement or spoken elements relating to the casting. All casters must be able to see and read the Formal Magic Scroll at all times, and must be able to move freely. None of the casters may engage in conversation unrelated to the casting of the Formal Magic and any conversation may only be between the casters themselves
- The Marshal may issue a warning if they feel it reasonable and appropriate, but must explain the reason and how the players can rectify the situation and continue the casting. If the Marshal issues two warnings in a single casting, the casting immediately fails, and the Formal Magic Components are consumed. *NOTE: again, the Marshal should be fair and impartial allowing the players the ability to accommodate the situation. If the players feel the reason is not reasonable, the Marshal and players should work together to resolve the situation (the Marshal should allow reasonable time for the players). Abuse of this by the Marshal should be reported by the players to staff*
- Backlash occurs during the casting if any of the following happens: any of the participating casters suffers Body Point damage from any source, any of the Formal Magic Scrolls or components being used for the casting are destroyed, the target of the Formal Magic casting is injured, dies, or is destroyed, any of the participating casters is unable speak, move their hands, is incapable of seeing the Formal Magic Scroll or is unable to readily reposition themselves so they can see the Formal Magic Scroll, any of the participating casters uses in-game skills other than as required by the Formal Magic casting (except for *Dexterity Armor*, *Read/Write*, or *Wear Extra Armor*)
- Determine the results of the Formal Magic casting and inform the casters
- When the casting time has elapsed, the Marshal is inform the players by stating "Formal Magic Ends" and the result: Succeeds, Fails, Flaws, or Backlashes
- Determine Flaw or Backlash results (if required). The Primary Caster may roll the dice and the results are shown to all casters. In-game, each caster will be aware of the results
- The Marshal records the result in the Formal Magic logbook
- If the casting is part of a Batch, the Marshal begins 60-second count waiting for the casters to start the next casting by saying "Beginning Formal Magic" (return to top of this list and start the process again, step-by-step)

- The Marshal collects the expended resources used in the casting. Tags and sticks must be torn or broken so they may not be reused. Times-Ever Scrolls are marked to reduce one use
- After all castings are completed, the Marshal fills out and gives the caster the receipt or temporary tag for the item created (the temporary tag expires at the end of the weekend, and should be turned in to the chapter at check-out so they can issue a standard tag). The Marshal records the used Formal Magic skill levels on each casters character card and any expended skills used during the castings and the date.

CANTRIPS OVERVIEW

Cantrips are fully detailed in the *NERO World Formal Cantrips Rulebook* located on the NERO World website.

Cantrips are a kind of *Formal Magic* which are performed without Formal Magic Scrolls or *Platform Circles*. Casting Cantrips requires the character to have at least one level of Celestial Formal Magic or Earth Formal Magic skill. The character may cast one Cantrip of the appropriate school for every corresponding Formal Magic skill level they possess. Skill levels from different schools may not be combined together; each is completely separate.

The character must have a *Cantrip Tome* containing the Cantrip they will cast in their possession at all times, which may contain up to ten Cantrips within it. The Cantrip Tome is an in-game tagged object and its phys-rep must be at least 6" x 4" in order to be valid. A Cantrip Tome is created by *Enchant Cantrip Tome* (which is itself a Cantrip).

If the character loses possession of their Cantrip Tome(s) at any time, all active Cantrips on the character immediately expire, and they may not cast any Cantrips until they obtain another Cantrip Tome. Only one character may use a Cantrip Tome at a time and requires sole possession of the Tome to use it. Giving another character your Cantrip Tome constitutes "loss of possession", causing all active Cantrips on your character immediately expire.

Casting Cantrips

For every level of Formal Magic skill the character has, they also have an equal number of *Cantrip Levels* to be expended for the casting of Cantrip spells. Cantrip levels reset during a *Standard Reset* only, not during a *Limited Reset* (if the chapter is using the optional rule).

Casting requires the character to have a Cantrip Tome containing the spells they wish to cast, expends one Cantrip level, breaks or tears the Formal Magic Components casting cost as designated by the Cantrip, states the verbal incant for the Cantrip, and delivers the spell. In addi-

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tion to the rules outlined here, all normal rules for casting spells and *Disruption* apply to casting Cantrips (see *Casting Spells* on page 39).

Cantrip spells are never Memorized and are always Cast-on-the-Fly, chosen at the time of casting by the character.

The casting cost of each Cantrip is detailed in its spell description. Some cantrips have a 0 casting cost, which means only the Cantrip Levels of the caster are expended when casting a Cantrip of that cost. Most cantrips cost one Formal Magic component, while others might cost 2 Formal Magic components, but the character only expends one Cantrip Level for each Cantrip cast. Using a Strength 2 Formal Magic component (For Example: a Creation 2 (C2)) will allow the caster to fuel two consecutive Cantrip castings so long as they are cast one after the other and no longer than three-seconds passes between the end of the casting of the first Cantrip and the beginning of the casting of the second Cantrip; the same applies for Strength 4, all four castings must follow these same casting requirements.

Formal Magic components must be expended before the cantrip incant is started. Formal Magic components used to pay the casting cost may not be Strength/Resist (S/R) components. The components must be valid (not expired) and are to be turned over to a Marshal after use (usually after the completion of a module).

Cantrips may not be *Extended* in any way, may not be stored in an item, and may not be *Spell Stored*.

If the character dies (requires a *Life* spell) all Cantrips immediately expire on the character (just like regular spells), even if they receive a *Life* spell, the active effects are still lost. In the case of the Cantrip *Contingency Life*, where the Trigger State is *Death*, the Cantrip triggers before the character needs a *Life* spell, therefore no loss of active effects occurs.

Cantrip Types

Personal

The Cantrip may only target the caster themselves and may never target another character. The effects of the Cantrip spell may allow the delivery of specified effects to other characters.

Item

The Cantrip may only target an item; the item may not contain a Spirit.

Spirit

The Cantrip may only target the Spirit of the recipient. The Cantrip must be touch-cast (see *Touch-Casting* on page 40).

Broad

These Cantrips create a wide variety of effects which require the permission of the local Plot Team. Broad Cantrips affect large areas, large structures, war machines, or groups of soldiers. They are not often relevant or practical at game events. They may never be used to affect PCs or NPCs directly at a game event.

Cantrip Durations

Hour: the Cantrip expires after one hour.

Day: the Cantrips expires at the next Standard Reset or the end of the game event (whichever is shorter).

Instant: the Cantrip effect is immediate and the effects may be lasting. The Cantrip description will provide all the details.

Concentration: the Cantrip requires the caster to actively maintain the effect. The character may not maintain more than one *Concentration* action at a time (such as refitting Armor or casting another spell or Cantrip which requires Concentration).

Year: the Cartrip lasts for one year from the date it was cast or until it is removed.

2 Year: the Cartrip lasts for two years from the date it was cast or until it is removed.

Invoked: The Cantrip grants the caster five charges (uses) of the specified effect. To use a charge, the caster must state the verbal incant "I Invoke <cantrip name> against you" so the opponent understands. The effect may only be used against an opponent once, but multiple opponents may be targeted one after the other, expending one charge each time. Invoking the effect requires the character to speak the in-game verbal incant, and the caster may not Invoke Cantrip effects if they are *Silenced*. Invoking is subject to Spell Disruption rules, just like normal spells (see *Spell Disruption* on page 39).

Cantrip Spells

The list of available Cantrips are fully detailed in the *NERO World Formal Cantrips Rulebook* located on the NERO World website.

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SPELLS

	CELESTIAL	EARTH
LEVEL 1	Endow	Bless
	Fumble	Calm Animal
	Illumination	Cure / Cause Light Wounds
	Improved Hearth	Fumble
	Magic Missile	Illumination
	Shield	Improved Hearth
		Shun Animal
LEVEL 2		Stabilize
		Trap / Free Undead
	Delayed Endow	Cure / Cause Wounds
	Detect Magic	Detect Magic
	Lightning Bolt	Empathic Healing
	Magic Armor	Magic Armor
	Pin	Pin
LEVEL 3	Repel	Repel
		Turn / Control Undead
	Ice Bolt	Cure / Cause Disease
	Refit Armor	Charm Animal
	Shatter	Harm / Help Undead
		Shatter
		Weakness / Remove Weakness
LEVEL 4	Awaken	Awaken
	Bind	Bind
	Calm	Calm
	Elemental Blade	Cure / Cause Serious Wounds
	Flame Bolt	Poison Shield
	Shun	Remove Fear
		Sanctuary / Desecrate
		Shun

	CELESTIAL	EARTH
LEVEL 5	Release	Purify / Taint Blood
	Shield Magic	Release
	Silence	Shield Magic
	Silver Aura	Silence
	Stone Bolt	Tarry
	Web	Web
LEVEL 6	Circle of Harmony	Cure / Cause Critical Wounds
	Destroy	Circle of Harmony
	Elemental Shield	Destroy
	Enchanted Blade	Elemental Shield
	Enflame	Remove Physical Affliction
	Lightning Storm	Sleep
	Sleep	
LEVEL 7	Charm	Charm
	Extended Hearth	Destroy Undead / Create Undead
	Guardian of the Four	Curse / Remove Curse
	Ice Storm	Extended Hearth
	Lesser Investiture	Remove Drain
	Lesser Divestiture	Wither Limb / Restore Limbs
	Mystic Lock	
LEVEL 8	Confine	Cure / Cause Mortal Wounds
	Dispel Magic	Confine
	Displacement	Dispel Magic
	Dragon's Breath	Paralyze / Unparalyze
	Reflect Magic	Regeneration / Corruption
		Reflect Magic
LEVEL 9	Banish	Banish
	Circle of Power	Circle of Power
	Eldritch Blast	Death / Life
	Imprison	Inspiration
	Magic Storm	
	Ward	

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SPELLS

All of the Spells found in this section are available to all characters and at every local chapter. Each of the spells has a Name, a Level (1-9), a School (Celestial or Earth), Duration (see below), if the spell has an option to being crafted as a Potion or Scroll, and if the spell may be used with the *Manifold skill*.

Spell Defenses

Some spells are cast upon a character in advance as protection against certain types of attacks (see *CHAPER FOUR Spell Defenses* on page 41 for the full details).

Spell Durations

Concentration

The spell effect requires the caster to be conscious and actively maintain the effect. The character may not maintain more than one *Concentration* action at a time (such as refitting armor or casting another spell or Cantrip which requires Concentration). Concentration immediately ends if the character is unconscious, dying, or dead.

Timed

The spell or effect lasts for only a specified amount of time before it expires. The times are listed in each spell description and are one of the following: 5-seconds, 1-minute, 5-minutes, 10-minutes, 1 hour, or 5 days.

Instant

The spell effect occurs immediately.

Indefinite

The spell effect lasts until used by the character, or until the character dies.

Enduring

The spell effect is permanent until cured, or until the character dies.

Line of Sight

The spell effect continuously lasts until the victim could not see the caster or the caster could not see the victim. Large structures or immobile obstructions may block *Line of Sight*. When in doubt, draw an imaginary line straight to the character, then they are in line of sight. Closing your eyes or hiding behind another player is not sufficient to end the spell effect. If Line of Sight is broken from view longer than 10-seconds, the effect ends. If Line of Sight is reestablished between the two characters, then the effect continues. The spell effect immediately expires if the caster dies, becomes Unconscious, or the victim dies. The maximum length of time for a Line of Sight effect is 1-day. A new casting on a target will reset the duration.

Base 10 Celestial Damage (optional rule)

Local Chapters may choose to use an optional system called a "Base 10 Celestial Damage". This optional rule alters the damage for all Celestial spells from five points of damage per spell level (standard) to ten points at each respective level. The spell incant must reflect the correct damage amount when the spell is cast for it to be valid. For example: "I call forth a Magic Missile, 10." or "I call forth a Dragon's Breath, 80."

The spells affected by this optional rule are: *Magic Missile* (10), *Lightning Bolt* (20), *Ice Bolt* (30), *Flame Bolt* (40), *Stone Bolt* (50), *Lightning Storm* (60), *Ice Storm* (70), *Dragon's Breath* (80), *Eldritch Blast* (90), *Enflame* (40), and *Magic Storm* (10).

SPELL DESCRIPTIONS

Awaken

Althena's Mental Clarifier

Level: 4

Duration: Instant

C, E, S, P, M

Incant: "I command you to Awaken."

This spell immediately removes all of the following effects on the recipient: *Silence*, any *Sleep* effect, the Charm effects *Calm*, *Calm Animal*, *Shun*, *Shun Animal*, *Charm*, *Charm Animal*, *Fear*, and *Vampire Charm*. This spell will not remove *Berserk*, *Control Undead* or *Enslavement*.

Banish

Lititia's Elemental Banishment

Level: 9

Duration: Instant

C, E

Incant: "With mystic force I Banish you."

This spell immediately expels any extra-planar creature from Tyrra, forcing it to return to its plane of origin, and prevent it from returning to Tyrra for 24-hours. Any treasure or items in the possession of the extra-planar creature is left behind on Tyrra (except for *Spirit Linked/Locked* items). This spell does not allow any character or creature to return to Tyrra from any other extra-planar realm.

Bind

Lasset's Mystic Binding

Level: 4

Duration: Line of Sight

C, E, S

Incant: "With mystic force I Bind you."

This binding spell forces the arms of the victim straight down to their sides, holding them in place for the duration of the spell effect. The victim may still speak, walk or run, or leave the area if they wish. The victim may not use their arms to use a weapon or shield, cast spells, use Alchemy, or use any in-game skill which requires a "free hand" or use of their arms. The victim is not considered *Incapacitated*.

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Bless

Bearkiller's Protection

Level: 1

Duration: Indefinite E, P, M

Incant: "I grant you the power of a Bless 5."

This protection spell grants the recipient five temporary Body Points. The additional Body Points are applied beyond the normal Body Points of the recipient, and are expended before normal Body Points when damage is taken. This spell does not restore lost Body Points and may not be used to revive an Unconscious character. This spell will not damage undead creatures. A *Bless* will protect the recipient from *Spell Disruption*.

Calm

Golem's Charm to Sooth the Savage

Level: 4

Duration: 5-minutes C, E

Incant: "I command you to be Calm."

This spell is a *Charm* effect which alters the behavior of the victim so they are passive and non-aggressive for the duration of the effect. The victim may not take any threatening or hostile actions, may not participate in combat, aid other in combat (including healing them), or make any attempt to remove the spell. They are uninterested in anything except relaxing or resting. The effect immediately expires if the victim is attacked in any way. This spell is less-powerful than any of the other Charm-Group effects in the hierarchy (see *Charm Effects* on page 41).

Calm Animal

Xavier's Bestial Soother

Level: 1

Duration: 5-minutes E

Incant: "I command this animal to be calm."

This spell is a *Charm* effect which alters the behavior of one ordinary animal creature so they are passive and non-aggressive for the duration of the effect. The animal may not take any threatening or hostile actions, may not participate in combat, aid other in combat (including healing them), or make any attempt to remove the spell. They are uninterested in anything except relaxing or resting. The effect immediately expires if the animal is attacked in any way. Only ordinary animals are affected by this spell and it will not affect magical animals, animal-men, or any of the character races (it will still trigger spell defenses however). This spell is less-powerful than any of the other Charm-Group effects in the hierarchy (see *Charm Effects* on page 41).

Cause Critical Wounds

Morgin's Enhanced Aberration

Level: 6

Duration: Instant E, P, M

Incant: "I call upon chaos to Cause Critical Wounds 30."

This spell deals 30 points of damage directly to the Body Points of the victim, bypassing all armor. If this spell is cast upon an undead creature, it will instead heal up to 30 Body Points lost to damage, bypassing all armor, but will not heal the creature beyond their maximum Body Points. This spell is a reversible spell of *Cure Critical Wounds*.

Cause Disease

Korac's Demise

Level: 3

Duration: Enduring E, P, M

Incant: "I call upon chaos to Cause Disease."

This spell infects the victim with a non-contagious disease which prevents them from running. The victim may still attack and defend themselves normally, while moving at a normal walking pace. Some creatures with *No Metabolism* may not be affected by this spell. *Purify Blood* does not remove the *Cause Disease* effect. This spell is a reversible spell of *Cure Disease*.

Cause Light Wounds

Suvina's Minor Aberration

Level: 1

Duration: Instant E, P, M

Incant: "I call upon chaos to Cause Light Wounds 5."

This spell deals 5 points of damage directly to the Body Points of the victim, bypassing all armor. If this spell is cast upon an undead creature, it will instead heal up to 5 Body Points lost to damage, bypassing all armor, but will not heal the creature beyond their maximum Body Points. This spell is a reversible spell of *Cure Light Wounds*.

Cause Mortal Wounds

Tali's Greater Aberration

Level: 8

Duration: Instant E, P, M

Incant: "I call upon chaos to Cause Mortal Wounds 40."

This spell deals 40 points of damage directly to the Body Points of the victim, bypassing all armor. If this spell is cast upon an undead creature, it will instead heal up to 40 Body Points lost to damage, bypassing all armor, but will not heal the creature beyond their maximum Body Points. This spell is a reversible spell of *Cure Mortal Wounds*.

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Cause Serious Wounds

Accolon's Corrupter

Level: 4

Duration: Instant E, P, M

Incant: "I call upon chaos to Cause Serious Wounds 20."
This spell deals 20 points of damage directly to the Body Points of the victim, bypassing all armor. If this spell is cast upon an undead creature, it will instead heal up to 20 Body Points lost to damage, bypassing all armor, but will not heal the creature beyond their maximum Body Points. This spell is a reversible spell of *Cure Serious Wounds*.

Cause Wounds

Suvina's Lesser Aberration

Level: 2

Duration: Instant E, P, M

Incant: "I call upon chaos to Cause Wounds 10."
This spell deals 10 points of damage directly to the Body Points of the victim, bypassing all armor. If this spell is cast upon an undead creature, it will instead heal up to 10 Body Points lost to damage, bypassing all armor, but will not heal the creature beyond their maximum Body Points. This spell is a reversible spell of *Cure Wounds*.

Charm

Dalton's Mystic Befriending

Level: 7

Duration: 5-minutes C, E

Incant: "I command you to be Charmed."
This spell is a *Charm* effect which alters the behavior of the victim so they view the caster as their "best friend" for the duration of the effect. The victim may not be convinced in any way or by any means that they have been Charmed or that the caster is not their best friend. The victim will not make any attempt to remove this spell and will be completely unaware of the casting of the Charm spell until it wears off or is removed.

The victim must stay near the side of the caster and listen to the "suggestions" of their "best friend". They will not mindlessly obey orders or commands issued which are contrary to their nature, but might be convinced into doing such things by the caster (if they are clever enough). The victim must be able to understand the caster and speak the same language in order for the caster to convey their "suggestions". Certain creatures designated as "mindless" (such as lesser undead) or other creatures such as Golems or insects either don't have a mind or have a hive-mind, which the *Charm* spell cannot target, causing them to be immune (their monster card will determine if they are).

If the victim is attacked by characters siding with the caster (the caster's party members), the victim will question why the caster is not stopping them. If insufficient reason

are provided (or none at all), the effect might be broken (this is decided by the player of the victim). The effect immediately expires if the victim is attacked by the caster directly.

Once the *Charm* is broken or expires, the victim will no longer be under the effects of the Charm and will remember everything except the casting of the Charm spell. They might still not realize they were Charmed however, depending of the situation.

This spell is more powerful than a *Calm* or *Shun* effects in the *Charm-Group*, but less-powerful than *Control Undead*, *Fear*, *Vampire Charm*, or *Enslavement* in the Charm-Group hierarchy (see *Charm Effects* on page 41).

Charm Animal

Xavier's Animal Friendship

Level: 3

Duration: 5-minutes E

Incant: "I command this animal to be Charmed."

This spell functions exactly as the spell *Charm*, except it only affects an ordinary animal and with the following superseding rules:

Animals do not normally understand language, however the spell creates trust in the caster (as their "best friend") so the animal will be "friendly" towards the caster. The animal will stay by the side of the caster and follow them around, defending the caster if they would normally do so for other members of their species in the wild. If the animal has been trained to follow commands, the caster may issue the commands known by the animal, and the animal will do their best to follow them as if the caster were the one who trained them. The effect immediately expires if the animal is attacked by the caster or the allies of the caster directly.

Only ordinary animals are affected by this spell and it will not affect magical animals, animal-men, or any of the character races (it will still trigger spell defenses however). This spell is more powerful than *Calm*, *Calm Animal*, *Shun*, *Shun Animal* in the Charm-Group, but less-powerful than *Control Undead*, *Fear*, *Vampire Charm*, or *Enslavement* in the Charm-Group hierarchy (see *Charm Effects* on page 41).

Circle of Harmony

Edgar's Symbolic Hearth

Level: 6

Duration: 1-hour C, E

Incant: "With eldritch force, I build a Circle of Harmony."
Before this spell may be cast, the character must have a circle constructed with similar requirements as a Platform Circle (see *Platform Circle Requirements* on page 48), except there is no "V" but must be two concentric circles,

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one inside the other. The maximum radius of the outer circle cannot exceed six feet. The caster then casts the *Circle of Harmony* spell on the phys-rep and places a personalized “H” in the center of the circle to denote it as a Circle of Harmony belonging to the caster. The “H” marking is out-of-game.

The *Circle of Harmony* acts as a *Prepared Hearth* allowing the *Manifolding* of spells cast within the circle, of the same school of magic as the circle, without the need to be indoors. The caster may use the same circle for casting spells of either school (celestial or earth) but each requires a separate casting of this spell from the appropriate school for each. Only the caster may use the Circle of Harmony; every character must have their own Circle of Harmony specific to them.

The Circle of Harmony lasts for one-hour and remains active even if the caster exits the circle. If the Circle of Harmony ends if the circle is targeted by a *Dispel Magic* or if the circle phys-rep is removed, erased, partially erased, or significantly disturbed.

Circle of Power

Lania's Power Circle

Level: 9

Duration: 10-minutes

C, E

Incant: “With eldritch force, I build a Circle of Power.”

Before this spell may be cast, the character must have a circle phys-rep, or draw one on the ground in dirt or other physical method so it is clearly visible and the circle is in-game. Shields may not be used in any way for the phys-rep, even if there is a circle drawn upon it or string attached to it. The maximum radius of the circle phys-rep is six-feet. Any object in the path of the circle will obstruct the casting of this spell, causing it to fail (and still be expended). Characters not fully inside the circle when it is cast are expelled to the outside of the circle boundary. The caster must be inside the circle when it is cast. A circle and a *Ward* may never overlap or intersect, but may coexist with either fully inside the other.

When the spell is cast upon the circle phys-rep it becomes a circle used for protection. Nothing outside and nothing inside may pass the circle while it is active, including Alchemy, items, or effects (except *Hex* and gaze attacks such as *Vampire Charm*).

The Circle of Power lasts 10-minutes or until ended by the caster. The caster may choose to end the spell at any time by touching the circle phys-rep and saying the out-of-game verbal phrase “circle down”. Anyone who hears the phrase is aware the circle has ended. The Circle of Power will also end if the caster leaves (*Spirit Walk*, *Rift*, or another method in-game) or the caster dies. A *Dispel Magic* cast on the circle will have no effect on it, but a *Destroy <school> Magic* of the same school as the circle will destroy it.

Confine

Mannaria's Advanced Eldritch Binder

Level: 8

Duration: Line of Sight

C, E

Incant: “With mystic force I Confine you.”

This binding forces the arms of the victim straight down to their sides and completely immobilizes the entire body of the victim, holding them in place for the duration of the spell effect. The victim may still speak, but cannot use any in-game skills requiring movement and are unable to move any part of the body or head; they are rooted to the spot and may not be moved by others. No amount of *Superhuman Strength* will break the Confine effect.

The victim retains items and weapons held in the hands, but these items may be removed if they are searched (see *Searching a Person* on page 88). The victim is completely helpless (but not incapacitated) and is unable to prevent being searched or issued a *Killing Blow*.

Control Undead

Ylivik's Sphere of Coercion

Level: 2

Duration: 5-minutes

E

Incant: “I call upon chaos to Control Undead.”

This spell is a *Charm* effect which allows the caster to command one lesser undead creature for the duration. Lesser undead are “mindless” creatures without intelligence or sentient thought, and as such they may only be issued simple commands. Simple commands might be “follow me”, “guard this”, “stay here”, “kill that person”, “search everything I kill”, or the like. The undead creature cannot perform tasks that require them to use reason, logic, or higher intelligence (such as “count these coins”, “go collect these mushrooms”, or “go find <specific person>”). If the undead creature doesn’t understand or the command is too complex, they will stand and do nothing until issued a command they can fulfill.

This spell will not affect any living creature (but will still trigger *Spell Defenses* normally). A new casting of Control Undead on the undead creature will overwrite an existing Control Undead effect, replacing it.

This spell is more powerful than *Calm*, *Shun*, *Charm*, or *Fear* effects in the Charm-Group, but less-powerful than *Vampire Charm* or *Enslavement* effects in the Charm-Group hierarchy (see *Charm Effects* on page 41).

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Corruption

Balvar's Corrupting Touch

Level: 8

Duration: 1-minute E

Incant: "I call upon chaos to Corrupt you."

This spell completely heals an undead target to their maximum Body Points. The undead target must able to be healed by chaos/necromancy to be affected by this spell. Once affected, the undead target to sit at rest or stand completely still while they Concentrate (this is a *Concentration* action) during the Regeneration process. The process is interrupted if the undead creature suffers Body Point damage or if they use any in-game skills or abilities for the duration of the spell. If the process is interrupted, the effect fails with no Body Points regained. This ability does not remove any additional effects.

This spell will not affect any living creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Regeneration*.

Create Undead

Necro's Re-animator

Level: 7

Duration: 5-minutes E

Incant: "I call upon chaos to Create Undead."

This spell only functions on a target which is dead (not dying) and will not affect any living creature (but will still trigger *Spell Defenses* normally).

This spell animates the body of the target dead character as a Zombie under the command of the caster (per the *Control Undead* spell). There is no visible change in the appearance of the character when they are created as a Zombie and are recognizable to anyone who knows them. If the character was performing their Death Count (until resurrection) they must pause it upon being created as a Zombie (resuming from where they left off if the effect ends).

The created Zombie will act as if it were under the effects of *Berserk* when created, attacking at normal speed anyone nearby, unless commanded to stop by the caster. The Zombie has the same maximum Body Points as the character has when they were alive and is created at full health. The Zombie will have all the armor and gear the character had on them when they were created. They move at normal walking speed (they may not run), may not speak, has no in-game skills except *Weapon Master*, and deals damage based on the weapon they are using only (no character skills). The Zombie is Immune to all the following effects: *Alchemy*, *poisons*, *Disease*, *Death*, *Life*, *Paralyze*, *Sleep*, *Taint Blood*, and the Charm-Group effects *Calm/Calm Animal*, *Shun/Shun Animal*, *Charm/Charm Animal*, and *Fear*. The Zombie is affected by any effect which specifically states it affects undead: *Corrup-*

tion, *Harm Undead*, *Help Undead*, *Trap Undead*, *Free Undead*, *Destroy Undead*, Earth numeric healing spells (harmed by), Chaos numeric harm spells (headed by), and *Sanctuary*. The Zombie may be the recipient of *Spell Defenses* (such as *Magic Armor*), protections (such as *Bless* or *Shield*), and *Blade Spells* (such as *Endow* or *Enchanted Blade*).

The *Create Undead* effect ends if the Zombie is reduced to zero body points, is affected by *Destroy Undead*, or is affected by *Dispel Magic*. When the *Create Undead* effect ends, the character starts their *Death Count* for *Resurrection* from the point they left off. The character by not be the target of *Create Undead* again until they are given a *Life* spell. Characters never remember time spent as a *Zombie* while affected by the *Create Undead* effect. This spell is a reversible spell of *Destroy Undead*.

Cure Critical Wounds

Morgin's Enhanced Restorative

Level: 6

Duration: Instant E, P, M

Incant: "I call upon the earth to Cure Critical Wounds 30."

This spell restores 30 Body Points to the recipient, up to their maximum Body Points. Unconscious or Dying characters affected by this spell will be restored but it will not affect a dead character (because they need a *Life* spell). If this spell is cast upon an undead creature, it will instead cause 30 Body Points of damage, bypassing all armor. This spell is a reversible spell of *Cause Critical Wounds*.

Cure Disease

Korac's Eldritch Infusion

Level: 3

Duration: Instant E, P, M

Incant: "I call upon the earth to Cure Disease."

This spell removes the effects of *Disease* on the recipient. This spell is a reversible spell of *Cause Disease*.

Cure Light Wounds

Suvina's Minor Restorative

Level: 1

Duration: Instant E, P, M

Incant: "I call upon the earth to Cure Light Wounds 5."

This spell restores 5 Body Points to the recipient, up to their maximum Body Points. Unconscious or Dying characters affected by this spell will be restored but it will not affect a dead character (because they need a *Life* spell). If this spell is cast upon an undead creature, it will instead cause 5 Body Points of damage, bypassing all armor. This spell is a reversible spell of *Cause Light Wounds*.

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Cure Mortal Wounds

Tali's Greater Restorative

Level: 8

Duration: Instant E, P, M

Incant: "I call upon the earth to Cure Mortal Wounds 40."

This spell restores 40 Body Points to the recipient, up to their maximum Body Points. Unconscious or Dying characters affected by this spell will be restored but it will not affect a dead character (because they need a *Life* spell). If this spell is cast upon an undead creature, it will instead cause 40 Body Points of damage, bypassing all armor.

This spell is a reversible spell of *Cause Mortal Wounds*.

Cure Serious Wounds

Accolon's Aberration

Level: 4

Duration: Instant E, P, M

Incant: "I call upon the earth to Cure Serious Wounds 20."

This spell restores 20 Body Points to the recipient, up to their maximum Body Points. Unconscious or Dying characters affected by this spell will be restored but it will not affect a dead character (because they need a *Life* spell). If this spell is cast upon an undead creature, it will instead cause 20 Body Points of damage, bypassing all armor.

This spell is a reversible spell of *Cause Serious Wounds*.

Cure Wounds

Suvina's Lesser Restorative

Level: 2

Duration: Instant E, P, M

Incant: "I call upon the earth to Cure Wounds 10."

This spell restores 10 Body Points to the recipient, up to their maximum Body Points. Unconscious or Dying characters affected by this spell will be restored but it will not affect a dead character (because they need a *Life* spell). If this spell is cast upon an undead creature, it will instead cause 10 Body Points of damage, bypassing all armor.

This spell is a reversible spell of *Cause Wounds*.

Curse

Trisilia's Curse

Level: 7

Duration: Enduring E, P

Incant: "I Curse you with destruction."

This *Curse* spell creates a temporary vulnerability which causes all attacks against the victim to deal double-damage. The attack must be of a type which would normally affect the victim. This spell does not alter the victim's Threshold level (if they have one), however the damage is doubled before it is applied to the Threshold or any other defenses. The Curse effect is removed by a *Dispel Magic* or a *Remove Curse*.

Death

Angelica's Spirit Evictor

Level: 9

Duration: Instant E

Incant: "I grant you the gift of Death."

This spell immediately causes the death of the victim, reducing them to -1 Body Points and the Dead state. The victim must receive a *Life* spell within 5-minutes or they will resurrect (see *Life & Death* on page 14). This spell is a reversible spell of *Life*.

Delayed Endow

Midtguard's Delayed Ogrestrength

Level: 2

Duration: Indefinite C, S, M

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

This spell allows the recipient to deal two additional points of damage for one attack with a melee weapon. The recipient decides when to use the *Delayed Endow* and once triggered, it is expended even if the attack misses.

The *Delayed Endow* may instead be expended to Rip from *Pin and Bind* effects (see the Racial Ability *Rip from Binding* on page 24 for how this works).

Delayed Endow may not be used in conjunction with *Superhuman Strength* +2 or higher and a *Delayed Endow* will only grant +1 to a character with Strength +1 (the maximum bonus damage is +2, see the monster ability *Superhuman Strength* on page 24).

Delayed Endow is part of the *Blade Effects Group* and may be stacked with other Blade Effects (three maximum). Blade Effects may not be combined to function together and must be used one at a time (see *Blade Effects* on page 40).

Desecrate

Hector's Vilification

Level: 4

Duration: Indefinite E

Incant: "I call upon chaos to Desecrate you."

This spell protects the character from all melee attacks delivered by living creatures. This spell will not protect the character from any ranged attack (such as spells or thrown weapons) or area of effect attacks or damage (such as an explosive trap).

When this spell is cast, the character must cross their arms across their chest so their hands are positioned towards the opposite shoulder of the hand (right arm to left shoulder and left arm to right shoulder), forming an "X". The *Desecrate* effect will continue if the character keeps their arms crossed in this manner. The spell immediately ends if the character suffers Body Point damage, is affect-

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ed by *Sleep*, falls *Unconscious*, is affected by *Dispel Magic*, dies, attempts to pick something up, or lowers their arms from their chest. While the *Desecrate* is active, the character may not use in-game skills aside from touch-casting spells upon themselves, activating magic items on themselves (falls under touch-casting), or using *Racial Abilities*.

If the player is unsure if the attacker is a living creature or not, they must take the melee damage from the attacker, ending the *Desecrate* spell in the process (you may not call a *Hold* to determine this). This spell is a reversible spell of *Sanctuary*.

Destroy

Zalinarik's Improved Shattering Force

Level: 6

Duration: Instant C, E, S

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

This spell causes the targeted item to become useless and unusable. The target may be up to the size of a normal door (approximately 7 feet by 4 feet) and will not affect any target it cannot *Destroy* in its entirety (it will not put a door-sized hole in a wall, for example). The physical prop of the item *Destroyed* item remains but is not a usable in-game item until it has an accompanying item tag.

The caster may declare a specific item as the target (such as a "longsword", "shield", "armor worn", pouch on your belt" or "cantrip tome") or may be more generic (such as "weapon", "armor", "pouch", or "item"). If the caster does not specify the target, the delivery of the effect is by *Carrier Attack*, or the character has multiple items matching a generic description, it is the decision of the target player which non-rendered item is targeted, but the target must be a valid item which can receive the effect, if possible (see *Target Specific & Sub-Target Effects* on page 41 for the full details on how this works).

If the target item is *Rendered* (either through Formal Magic or the Cantrip effect) it is *Indestructible* for the duration of those effects and may not be *Destroyed* by this spell. If the target item is *Strengthened* it will *Resist* the effect to defend against the attack (see the *Smithing Special Ability: Strengthen an Item* on page 32).

Any item which has other items within, attached to, or suspended from, will also all be *Destroyed* by this effect.

For Example: Destroying a Shield with several celestial Scrolls attached to the back of it will destroy the shield and all the Scrolls. Destroying a pouch with items inside it such as coins, gems, tools, or other items, will destroy all items within the pouch. Destroying a lock on a treasure box, will destroy the box and all the contents of the box. A Rendered container which is targeted (such as a box or

pouch) will prevent the contents from being destroyed (because the container was immune to the target effect. Targeted items which are specified by the attack but are within a Rendered container may still be targeted separately and will not be protected simply because the container is immune.

For Example: A rendered pouch which contains a Cantrip Tome inside it, means the Cantrip Tome is a valid target to be specified by the Destroy effect, and would not be protected even in a Rendered pouch.

Any tagged item which is *Destroyed* must have its tag destroyed/discarded because the item is no longer usable in-game (the tag is now expired). Armor targeted will *Destroy* the entire suit and associated tag. Non-physical armor such as *Dexterity Armor* or a *Shield* spell defense are unaffected by the *Destroy* effect.

Destroy Undead

Necro's Abomination

Level: 7

Duration: Instant E

Incant: "I call upon the earth to Destroy Undead 70."

This spell immediately causes the destruction of one lesser undead creature. If this spell is cast upon a greater undead creature, it will instead cause 70 Body Points of damage, bypassing all armor. This spell only functions on an undead creature and will not affect any living creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Create Undead*.

Detect Magic

Shalizar's Enchanted Magesight

Level: 2

Duration: Instant C, E, S

Incant: "I call forth mystic power to Detect Magic."

This spell reveals to the caster (and only the caster) if any magic exists on the target. The area of the spell effect will cover a single person or an area up to the size of a normal door (approximately 7 feet by 4 feet) and all visible items will be revealed. Items hidden when the spell is cast are not revealed.

If cast upon a person, the target must reveal to the caster all visible magic items, what the schools of those items are (celestial earth, both, or other), any active effects and *Spell Defenses*.

If cast upon a *Circle of Power* or *Ward*, it will reveal to the caster the school and duration it was when it was cast (10-minutes, 1-hour, 1-year, or 2-years), but will not reveal who is invested or the time remaining of the duration.

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Dispel Magic

Killraven's Diabolical Disrupter

Level: 8

Duration: Instant C, E, S, P, M

Incant: "I call forth mystic power to Dispel Magic."

This spell immediately removes all magical effects on the target, regardless of delivery method. If the target has a *Shield Magic* or *Reflect Magic*, they will be expended but no other effects are removed. If the character drinks a *Dispel Magic Potion*, a *Shield Magic* or *Reflect Magic* will not prevent the effect and they will be removed as well. Dispel Magic will not work against any of the following: *Circle of Power*, *Mystic Lock*, *Ward*, any *Cantrip* effect, or any *Formal Magic* effect, unless specified in the description of the effect.

Displacement

Rigalinion's Camouflage

Level: 8

Duration: Indefinite C

Incant: "I grant you the power of a Displacement."

This spell may only target the caster themselves and may never target another character, be *Imbued* to another character, *Spell Stored*, or stored into a *Magic Item* through *Formal Magic* or any other means.

This protection spell bestows upon the caster an automatic *Spell Defense* which is triggered by any attack which hits them, causing them to momentarily become incorporeal, negating the attack or effect. When triggered, the Displacement is expended. This Spell Defense is the always triggered before any other automatic Spell Defenses such as *Magic Armor*, *Shield Magic*, *Elemental Shield*, *Guardian of the Four*, and *Poison Shield*. The character may choose to use *Cloak*, *Bane*, or *Dodge* before Displacement, but may not use *Resist* or *Return*. The player must say the out-of-game verbal phrase "phase" within three-seconds of being affected.

Touch-Cast spells may be "accepted" through this Spell Defense normally (see *Touch-Casting* on page 40). Displacement is not triggered against a *Vengeance* effect or a *Formal Magic Backlash* effect. See *Spell Defenses* on page 41 for more information on these rules.

Dragon's Breath

Arcevol's Draconian Enchantment

Level: 8

Duration: Instant C, S

Incant: "I call forth a Dragon's Breath. 40."

This spell creates an eldritch bolt of magical fire which deals 40 points of damage to the target.

Eldritch Blast

Diranda's Energy Expeller

Level: 9

Duration: Instant C, S

Incant: "I call forth a(n) <flame, ice, lightning, or stone> Blast. 45."

This spell creates an eldritch bolt of magical fire, ice, lightning, or stone which deals 45 points of damage to the target. The caster decides which one option to choose at the time of the casting by designating either *fire*, *ice*, *lightning*, or *stone* in the verbal spell incant. This spell may also known as <*Fire*, *Ice*, *Lightning*, *Stone*> *Blast* when delivered by *Magic Deliverance*, magic items, monster abilities or similar circumstances.

Elemental Blade

Arcevol's Improved Elemental Conjunction

Level: 4

Duration: Indefinite C, S, M

Incant: "I grant you the power of an Elemental Blade."

This spell allows the recipient to deal five additional points of damage for one attack with a melee weapon. The recipient decides when to use the *Elemental Blade* and once triggered, it is expended even if the attack misses. The recipient decides which one option to choose at the time of the casting by designating either fire, ice, lightning, or stone when the weapon swing is delivered. An Elemental Blade will not damage a creature which is only damaged by *Silver* or *Magic* damage types.

Elemental Blade is part of the *Blade Effects Group* and may be stacked with other Blade Effects (three maximum). Blade Effects may not be combined to function together and must be used one at a time (see *Blade Effects* on page 40).

Elemental Shield

Peldin's Elemental Barrier

Level: 6

Duration: Indefinite C, E, S, P, M

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

This protection spell bestows upon the recipient an automatic *Spell Defense* which is triggered by any attack with the word "Elemental" in the delivery phrase, regardless of the delivery method, which hits them. When triggered, the Elemental Shield is expended, negating the attack. The character may choose to use *Cloak*, *Bane*, or *Dodge* before Elemental Shield, but may not use *Resist* or *Return*. The player must state the out-of-game verbal phrase "Elemental Shield" within three-seconds of being affected. See *Spell Defenses* on page 41 for more information on these rules.

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Empathic Healing

Oleander's Self Sacrifice

Level: 2

Duration: Instant E

Incant: "I call upon the earth to Transfer <effect name>" This spell transfers one harmful effect from the target to the caster themselves. The caster must know and specify the effect to be transferred by this spell. *Spell Defenses* will not be triggered by the effect transfer, nor can the caster use *Dodge*, *Phase*, *Cloak* or *Bane* to defend against the effect being transferred. The caster may only use *Racial Abilities* to Resist the effect, if applicable. If the caster is immune to the transferred effect, this spell fails and is still expended. Upon the successful transfer of the effect, the duration begins as if it were just cast on the caster.

Only the following effects may be transferred to the caster: *Curse*, *Disease*, *Drain*, *Drain Life*, *Feeblemind*, *Hallucinoid*, *Intoxicant*, *Nausea*, *Paralyze*, *Silence*, *Sleep*, *Taint Blood*, *Weakness*, *Wither Limb*, and *Vertigo*.

Enchanted Blade

Turing's Aura of Enchantment

Level: 6

Duration: Indefinite C, S, M

Incant: "I grant you the power of an Enchanted Blade." This spell allows the recipient to alter the damage type of one weapon they are wielding to deliver "Magic" damage (instead of "Normal" or "Silver") against a single opponent (following the same rules as *Critical Attack*) for a single combat encounter. The recipient decides when to use the Enchanted Blade effect, and may choose to end the effect anytime, by returning to their original damage or by using a different aura type (if they have one); this causes Enchanted Blade to expire.

Enchanted Blade is part of the *Blade Effects Group* and may be stacked with other Blade Effects (three maximum). Blade Effects may not be combined to function together and must be used one at a time (see *Blade Effects* on page 40).

Endow

Barantur's Charm of Ogre Strength

Level: 1

Duration: Indefinite C, S, M

Incant: "I grant you the power of an Endow." This spell allows the recipient to deal two additional points of damage for their next attack with a melee weapon, after which it is expended even if the attack misses.

Endow may not be used in conjunction with *Superhuman Strength* +2 or higher and an *Endow* will only grant +1 to a character with *Strength* +1 (the maximum bonus dam-

age is +2, see the monster ability *Superhuman Strength* on page 84). Unlike *Delayed Endow*, the character may not use *Endow* to Rip from *Pin* or *Bind* effects.

Endow is part of the *Blade Effects Group* and may be stacked with other Blade Effects (three maximum). Blade Effects may not be combined to function together and must be used one at a time (see *Blade Effects* on page 40).

Enflame

Bester's Stumbling Flame

Level: 6

Duration: 5-Seconds C

Incant: "I summon a force to Enflame <item>. 20."

This spell creates an eldritch fire effect which enshrouds every part of the item named for five-seconds, dealing 20 points of fire damage to the target touching it (see *Target Specific & Sub-Target Effects* on page 41). The target is also simultaneously affected by a *Fumble* effect if they were affected by the fire damage (see the spell *Fumble*). The spell is negated by any defense which defends against fire (such as a *Fire Shield* or *Cloak vs Fire*).

Extend Hearth

Edgar's Overlying Hearth

Level: 7

Duration: Indefinite (5-days) C, E

Incant: "With eldritch force I build an Extended Hearth."

This spell may only be cast upon an existing *Circle of Power* or *Ward*, and may not be thrown at a target. When cast, the Circle of Power or Ward will cause the target to act in the same manner as a Prepared Hearth, and will be the same school as this spell cast upon it. The effect lasts for the same duration as the target or five-days, whichever is shorter. See the skill *Prepare Hearth* on page 31 for the full details of how it works.

Fumble

Ganmarek's Limited Curse of Clumsiness

Level: 1

Duration: 5-seconds C, E, S

Incant: "I summon a force to Fumble your <item>."

This spell will cause one item held by the victim to become unusable for five-seconds. The caster must name one hand-held item and only items held by the victim may be designated (see *Target Specific & Sub-Target Effects* on page 41), but the option may be generic (such as "weapon"). If the victim is holding two items matching the designation, the victim chooses which is affected. For the purposes of this spell, a Shield is considered a "weapon". Spell packets are not "items" and cannot be targeted.

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Flame Bolt

Folson's Elemental Flamestrike

Level: 4

Duration: Instant C, S

Incant: "I call forth a Flame Bolt. 20."

This spell creates an eldritch bolt of magical fire which deals 20 points of damage to the target.

Free Undead

Morien's Malignant Mistake

Level: 1

Duration: Instant E

Incant: "I call upon chaos to Free Undead."

This spell immediately releases an undead creature from a *Trap Undead* spell and removes the effects of *Turn Undead*. This spell only functions on an undead creature and will not affect any living creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Trap Undead*.

Guardian of the Four

Janos' Specific Protection

Level: 7

Duration: Indefinite C, S, M

Incant: "I grant you the power of a <fire, ice, lightning or stone> Shield."

This protection spell bestows upon the recipient a specific automatic *Spell Defense* of the type designed by the caster. The defense is triggered by the next appropriate weapon or any attack with the named option, regardless of the delivery method, which hits them. When triggered, the protection is expended, negating the attack. The caster decides which one option to choose at the time of the casting by designating either *fire*, *ice*, *lightning*, or *stone* in the verbal spell incant.

An *Elemental Shield* will be triggered before a Guardian of the Four defense. The character may choose to use *Cloak*, *Bane*, or *Dodge* before Guardian of the Four, but may not use *Resist* or *Return*. The player must state the out-of-game verbal phrase "<fire, ice, lightning, or stone> Shield" within three-seconds of being affected. See *Spell Defenses* on page 41 for more information on these rules.

Harm Undead

Doria's Bane of the Doomed

Level: 3

Duration: Instant E

Incant: "I call upon the earth to Harm Undead. 30."

This spell immediately causes 30 Body Points of damage to an undead creature, bypassing all armor. This spell only functions on an undead creature and will not affect any living creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Help Undead*.

Help Undead

Doria's Boon of the Doomed

Level: 3

Duration: Instant E

Incant: "I call upon the chaos to Help Undead. 30."

This spell immediately restores up to 30 Body Points of damage to an undead creature, bypassing all armor, but will not heal the creature beyond their maximum Body Points. This spell only functions on an undead creature and will not affect any living creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Harm Undead*.

Ice Bolt

Swansona's Cold Strike

Level: 3

Duration: Instant C, S

Incant: "I call forth an Ice Bolt. 15."

This spell creates an eldritch bolt of magical ice which deals 15 points of damage to the target.

Ice Storm

Kalliestro's Elemental Maelstrom

Level: 7

Duration: Instant C, S

Incant: "I call forth an Ice Storm. 35."

This spell creates an eldritch bolt of magical ice which deals 35 points of damage to the target.

Illumination

Alva's Illuminator

Level: 1

Duration: 5-days C, E

Incant: "I grant you the power of Illumination."

This spell creates a glowing light wand, which anyone can use after the creation. This spell may not be thrown at a target and must be cast upon an out-of-game phys-rep which will produce the light (such as a glowstick). The light must be dim or diffused in some way (a small flashlight covered by cloth for example). Do not shine the light in a person's face.

The light wand will last for five-days or until affected by a *Dispel Magic*. Illumination may not be cast upon any item which does not produce light for the effect (such as a person or tree).

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Imprison

Midtguard's Forceful Imprisonment

Level: 9

Duration: 10-minutes C

Incant: "With eldritch force I build a prison."

This spell encases the target within an unbreakable form-fitting magical shell. The target may not move, speak, or use any in-game skills, activate a magic item, use Racial Abilities, or Racial Features. While within the Imprison, the target is immune to all spells, effects, damage, cannot be searched, and they not be moved in any way. The target is aware of their surroundings, unless they are unconscious, dying, or sleeping.

If the target is affected by a *Dispel Magic*, the Imprison effects immediately ends, but no other effects on the target are affected by the Dispel Magic (only the Imprison itself).

The Imprison will last for 10-minutes. The Imprison effect may be Dispelled anytime by the caster if they touch the target and state the out-of-game verbal phrase "Imprison down." Anyone who hears the out-of-game verbal phrase is aware the Imprison is no longer active.

The target may not be issued a *Killing Blow* by anyone other than the caster (see *Killing Blow* on page 15) and once the three-counted action is completed, they must state the out-of-game verbal phrase "Imprison down." If the creature is immune to the Killing Blow for any reason, it fails and the Imprison still ends. Imprison is a *Visible Effect*.

Improved Hearth

Edgar's Enhancing Area

Level: 1

Duration: 1-hour C, E

Incant: "With eldritch force I build an Improved Hearth."

This spell may only target an area made ready by the *Prepare Hearth* skill. This spell may not be thrown at a target and must be cast upon an out-of-game phys-rep of the *Hearth*. See the skill *Prepare Hearth* on page 31 and *Manifold* on page 30 for the full details of how these work.

This spell extends the *Hearth* to one hour in duration and the *Hearth* will last even if the character leaves the boundaries. The spell expires if the *Hearth* is affected by *Dispel Magic*.

Inspiration

Oracle's Rite of Renewal

Level: 9

Duration: Instant E

Incant: "I grant you the gift of Inspiration."

This spell renews any one expended per-day ability or skill the recipient has purchased, so it may be used again.

This spell may target any single ability or skill (such as a *Resist Poison*, *Dodge*, or a single *Spell Slot*) but may not be used on Crafting Skills, Tradecraft skills, or magic items. If Inspiration is used to renew a Formal Magic skill level, it may only be used for casting Cantrips, not for casting additional Formal Magic. If Inspiration is used to restore as *Assassinate* or *Slay*, only base 100 skills will be renewed, unless only *Bladefury* has been used, then it will renew the *Bladefury*. This spell may not be used to renew any Transform ability, skill, or power in any way.

The recipient may only be affected by a single Inspiration each reset period (Standard Reset and Limited Reset, if used). Additional castings are wasted with no renew effect.

Lesser Divestiture

Raveloch's Sundering Eldritch Forge

Level: 7

Duration: Instant C

Incant: "With eldritch force I remove your Investiture."

This spell allows an *Invested* caster to immediately *Divest* a person from a *Mystic Lock* or *Ward*; it cannot be used to *Divest* a person from an *Extended Circle of Power*. The caster and the target must both be touching the *Mystic Lock* or be within the *Ward* during the casting of this spell. Cabin Notes or Marshal Notes must be immediately updated following the casting to reflect the changes made. This spell may not be thrown at a target.

Lesser Investiture

Raveloch's Attuning Eldritch Forge

Level: 7

Duration: 5-days C

Incant: "With eldritch force I grant you an Investiture."

This spell allows an *Invested* caster to immediately *Invest* another person into a *Mystic Lock* or *Ward*; it cannot be used to *Invest* a person from an *Extended Circle of Power*. The caster and the target must both be touching the *Mystic Lock* or be within the *Ward* during the casting of this spell. Cabin Notes or Marshal Notes must be immediately updated following the casting to reflect the changes made. This spell may not be thrown at a target.

Life

Angelica's Death Bane

Level: 9

Duration: Instant E

Incant: "I grant you the gift of Life."

This spell immediately restores a dead character to Life with one Body Point (see *Life & Death* on page 14). This spell only functions on a dead target and will not affect any living creature or undead creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Death*.

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Lightning Bolt

Hanson's Thunderbolt Generator

Level: 2

Duration: Instant C, S

Incant: "I call forth a Lightning Bolt. 10."

This spell creates an eldritch bolt of magical lightning which deals 10 points of damage to the target.

Lightning Storm

Hanson's Maelstrom Effect

Level: 6

Duration: Instant C, S

Incant: "I call forth a Lightning Storm. 30."

This spell creates an eldritch bolt of magical lightning which deals 30 points of damage to the target.

Magic Armor

Robalyn's Mystic Protection Field

Level: 2

Duration: Indefinite C, E, S, P, M

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

This protection spell bestows upon the recipient an automatic *Spell Defense* which is triggered by the first weapon attack or any attack with the word "Physical" in the delivery phrase, regardless of the delivery method, which hits them. When triggered, the Magic Armor is expended, negating the attack. Magic Armor will be triggered by a weapon attack even if the attack does "zero" damage. A Magic Armor will not protect against any trap, except a weapon trap, and may not be used to defend against a *Killing Blow*. The character may choose to use *Cloak*, *Bane*, or *Dodge* before Magic Armor, but may not use *Resist* or *Return*. The player must state the out-of-game verbal phrase "Magic Armor" within three-seconds of being affected. See *Spell Defenses* on page 41 for more information on these rules.

Magic Missile

Cornelius' Mystic Projectile

Level: 1

Duration: Instant C, S

Incant: "I call forth a Magic Missile. 5."

This spell creates an eldritch bolt of magical energy which deals 5 points of damage to the target.

Magic Storm

Analyzix's Mystic Bombardment

Level: 1

Duration: Concentration C, S

Incant: "I call forth a Magic Storm 5, Magic Storm 5, Magic Storm 5. . ."

This spell creates an eldritch bolt of magical energy which deals 5 points of damage to the target. When this spell is

cast, the caster must plant both feet firmly and may not move them for the duration. The caster must maintain this spell through Concentration (this is a *Concentration* action, see page 55), allowing the caster to continuously state the in-game verbal incant "Magic Storm 5" before throwing a spell packet. Each packet thrown counts as an individual spell cast.

Mystic Lock

Andraya's Dimensional Box

Level: 7

Duration: 5-days C

Incant: "With eldritch force I build a Mystic Lock."

This spell magically enchants a single container or chest, making it *Indestructible* and preventing anyone who is not *Invested* from opening it or accessing the contents. This spell may not be thrown at a target and must be cast upon an out-of-game phys-rep container, no larger than 3'x3'x6' in total size. This spell will not affect any container which is already magical (such as by *Cantrip* or *Formal Magic*) or which is too large. The container may not be moved from the spot where it is located by anyone (including the caster) after the spell is cast. It may not be positioned in a way that it hinders movement or prevents a door from normal operation.

Once the Mystic Lock spell is cast, the caster must place an obvious and visible "W" to signify to others that the container is protected by a Mystic Lock spell (in a similar way to a *Ward* spell).

The caster and any other person touching the container when this spell is cast, will be *Invested* to the Mystic Lock, allowing them to open it and remove or add to the contents of the container. The container may never have any creatures (alive or dead) within it. After the casting, the Cabin Notes or Marshal Notes must be immediately updated to reflect the who is *Invested* in the Mystic Lock. Mystic Lock is not affected by *Dispel Magic* and is destroyed by a *Destroy Celestial Magic* effect which targets the container.

Paralyze

Nyrina's Nerve Blocker

Level: 8

Duration: 5-minutes E

Incant: "I curse you with Paralysis."

This spell curses the victim so they are unable to move any part of their body or even speak. The victim must have a metabolism for this spell to affect them. The victim is helpless (but not incapacitated) and is unable to prevent being searched or issued a *Killing Blow*. If the victim is moved by an outside force (such as by another character), is knocked unconscious, or is affected by *Sleep*, they will collapse to the ground, but the Paralyze effect will remain active. The effect ends if the victim receives a *Remove*

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Curse, *Unparalyze*, or *Dispel Magic*; this spell is not removed by *Release*. This spell is a reversible spell of *Unparalyze*.

Pin

Peranore's Minor Binding

Level: 2

Duration: Line of Sight C, E, S

Incant: "With mystic force I Pin you."

This binding spell immediately forces the right foot of the victim to be fixed in place. The victim may pivot in a 360 degree arc around the pinned foot, but may not lift it or move it from that spot.

Poison Shield

Klarissa's Poison Protector

Level: 4

Duration: Indefinite E, M

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

This protection spell bestows upon the recipient an automatic *Spell Defense* which is triggered by any attack with the word "Poison" in the delivery phrase, regardless of the delivery method, which hits them. When triggered, the Poison Shield is expended, negating the attack. If the character is aware they are consuming an *Elixir*, they may "accept" the effect in the same way they accept a touch-cast spell, allowing the elixir to bypass the defense. If they don't accept the effect, the Poison Shield is triggered normally. The character may choose to use *Cloak*, *Bane*, or *Dodge* before Poison Shield, but may not use *Resist* or *Return*. The player must state the out-of-game verbal phrase "Poison Shield" within three-seconds of being affected. See *Spell Defenses* on page 41 for more information on these rules.

Purify Blood

Vorin's Antidote

Level: 5

Duration: Instant E, P, M

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

This spell will remove all Alchemical effects on the recipient, as well as the effects of *Berserk*, *Feeblemind*, *Hallucinoid*, *Intoxicant*, *Nausea*, *Paranoia*, *Vertigo*, and any attack with the word "Poison" in the delivery phrase, regardless of the delivery method. It will also remove and negate the effects of *Forget-Me-Not* and *Forget-it-Well* effects if cast on the recipient within ten-minutes of being effected. Purify Blood will not trigger a *Poison Shield* or heal any damage to the Body Points of the recipient. Purify Blood will not remove or effect any of the following: *Alchemical Solvent*, *Enslavement*, *Liquid Light*, *Paste of Stickiness*, *Oil of Slipperiness*, or *Vorpall Coatings*.

Refit Armor

Win's Smithing Surrogate

Level: 3

Duration: Instant C, M

Incant: "I summon a force to Refit this armor."

This spell immediately restores one suit of physical armor to its full Armor Point value. This spell will have no effect on *Dexterity Armor* or *Arcane Armor* (because they are not physical), but may be used to refit *Natural Armor*. This spell will not restore temporary Armor Points granted by *Shield* or *Eldritch Shield* spells.

Reflect Magic

Kincaid's Enchantment Reflection

Level: 8

Duration: Indefinite C, E, S, P, M

Incant: "I call forth mystic power to Reflect Magic."

This protection spell bestows upon the recipient an automatic *Spell Defense* which is triggered by the first spell, *Spellstrike*, or magical effect (such as a *Magic Deliverance* spell or a *Glyph*), regardless of the delivery method, which hits them. When triggered, the Reflect Magic is expended, protecting the recipient by bouncing the spell back upon the original caster. The caster of the spell or effect is not changed when it is Reflected.

The recipient may only have either a *Shield Magic* or a *Reflect Magic* active at any given time (not both). If the character already has a Shield Magic active and they accept a touch-cast Reflect Magic spell, it will immediately cause the Shield Magic spell to expire and will be replaced with the Reflect Magic on the recipient (see *Touch-Casting* on page 40). You may not accept a packet-delivered spell or effect.

The character may choose to use *Cloak*, *Bane*, or *Dodge* before Reflect Magic, but may not use *Resist* or *Return*. The player must state the out-of-game verbal phrase "Reflect Magic" within three-seconds of being affected. See *Spell Defenses* on page 41 for more information on these rules.

Regeneration

Balvar's Healing Grace

Level: 8

Duration: 1-minute E

Incant: "I call upon the earth to Regenerate you."

This spell completely heals the recipient to their maximum Body Points. The recipient must be able to be healed by earth/healing to be affected by this spell. Once affected, the recipient must sit at rest or stand completely still while they Concentrate (this is a *Concentration* action, see page 55) during the Regeneration process. The process is interrupted if the recipient suffers Body Point damage or if they use any in-game skills or abilities for the duration of the

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spell. If the process is interrupted, the effect fails with no Body Points regained. This ability does not remove any additional effects.

This spell will not affect any undead creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Corruption*.

Release

Hiro's Splendid Unbinding

Level: 5

Duration: Instant C, E, S, P, M

Incant: "With mystic force I Release you."

This spell immediately frees the target from the effects of the binding effect *Pin*, *Bind*, *Web*, or *Confine*. Release will also free the target from the effects of all active *Paste of Stickiness* alchemical effects, or a target which is held by non-magical means (such as rope, manacles, stockades, or grappled by a creature). This spell may not be used to remove *Paralyze* or *Imprison* effects, or to open a door or lock.

Remove Curse

Trisilia's Charm

Level: 7

Duration: Instant E, P, M

Incant: "I rid you of your Curse."

This spell immediately removes the *Curse* spell and any active effects with the word "curse" in the delivery, regardless of the delivery method, which are affecting the recipient. Remove Curse will not restore lost Body Points and will not remove a *Hex*.

Remove Drain

Enigma's Restorative

Level: 7

Duration: Instant E, P

Incant: "I rid you of your Drain."

This spell immediately removes all active *Drain* spells or effects, regardless of the delivery method, which is affecting the recipient. This spell does not remove *Drain Life* or any other *Curse* effects.

Remove Fear

Elder's Spine of Steel

Level: 4

Duration: Instant C, E

Incant: "I rid you of your Fear."

This spell immediately removes any active *Fear* spells or effects, regardless of the delivery method, which are affecting the recipient. This spell does not remove any other *Curse* effects.

Remove Physical Affliction

Daniel's Invigorating Corporeal Restoration

Level: 6

Duration: Instant E, P, M

Incant: "I rid you of your Physical Affliction."

This spell immediately removes any active "physical" effects, regardless of the delivery method, which are affecting the recipient. Only spells or effects with the word "physical" in the delivery phrase are removed by this spell. This spell does not remove any other *Curse* effects.

Remove Weakness

Tyrr's Damage Restorer

Level: 3

Duration: Instant C, E

Incant: "I rid you of Weakness."

This spell immediately removes any active *Weakness* effects, regardless of the delivery method, which are affecting the recipient. This spell does not remove any other *Curse* effects. This spell is a reversible spell of *Weakness*.

Repel

Jondar's Force of Repulsion

Level: 2

Duration: Concentration C, E, S

Incant: "With mystic force I Repel you."

This spell creates a force which pushes the victim away from the caster so they are ten-feet away and prevents the victim and the caster from moving any closer to each other. Once this spell is successfully cast, the caster must hold out their hand, palm out towards the victim (as in a "stop" gesture) for the duration of the spell. The held-out hand must be the same hand used to throw the spell and the caster may not use this hand for anything else while the spell is in effect. The caster must maintain this spell through Concentration (this is a *Concentration* action, see page 55) and the spell will continue as long as the caster holds out their hand.

If the victim cannot increase the distance between themselves and the caster (because of physical obstructions, *Binding* effects, or any other reason), this spell instead pushes the caster away from the victim so that they are each ten-feet away from the other. If neither can increase their distance to the required ten-feet, they must each stay the maximum distance possible. Only forward motion is prevented by this spell and the victim and caster may back away from each other if they wish (if possible). This spell is not part of the *Charm-Group* of effects.

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Restore Limbs

Thorna's Entropy Disrupter

Level: 7

Duration: Instant E, P, M

Incant: "I call upon the earth to Restore your Limbs."

This spell removes all *Withered Limb* effects on the recipient, regardless of the delivery method, restoring them so they may be used normally.

Sanctuary

Hector's Aura of Protection

Level: 4

Duration: Indefinite E

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

This spell protects the character from all melee attacks delivered by undead creatures. This spell will not protect the character from any ranged attack (such as spells or thrown weapons) or area of effect attacks or damage (such as an explosive trap).

When this spell is cast, the character must cross their arms above their head so their hands are positioned towards the opposite shoulder of the hand (right arm to left shoulder and left arm to right shoulder), forming an "X". The Sanctuary effect will continue if the character keeps their arms crossed in this manner. The spell immediately ends if the character suffers Body Point damage, is affected by *Sleep*, falls *Unconscious*, is affected by *Dispel Magic*, dies, attempts to pick something up, or lowers their arms from above their head. While the Sanctuary is active, the character may not use in-game skills aside from touch-casting spells upon themselves, activating magic items on themselves (falls under touch-casting), or using Racial Abilities.

If the player is unsure if the attacker is an undead creature or not, they must take the melee damage from the attacker, ending the Sanctuary spell in the process (you may not call a Hold to determine this). This spell is a reversible spell of *Desecrate*.

Shatter

Zalinarik's Shattering Force

Level: 3

Duration: Instant C, E, S

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

This spell causes the targeted hand-held item to become useless and unusable. The target may be any item up to the size of a shield and will not affect any target it cannot Shatter in its entirety (it will not put a shield-sized hole in a wall, for example). The phys-rep prop of the Shattered item is not a usable in-game item until it has an accompanying item tag.

The caster may declare a specific item as the target (such

as a "longsword", "shield", pouch on your belt" or "cantrip tome") or may be more generic (such as "weapon", "pouch", or "item"). If the caster does not specify the target, the delivery of the effect is delivered by *Carrier Attack*, or the character has multiple items matching a generic description, it is the decision of the target player which non-rendered item is targeted, but the target must be a valid item which can receive the effect, if possible (see *Target Specific & Sub-Target Effects* on page 41 for the full details on how this works).

If the target item is *Rendered* (either through *Formal Magic* or the *Cantrip* effect) it is *Indestructible* for the duration of those effects and may not be Shattered by this spell. If the target item is *Strengthened* it will *Resist* the effect to defend against the attack (see the *Smithing Special Ability: Strengthen an Item* on page 33).

Any item which has other items within, attached to, or suspended from, will also all be Shattered by this effect.

For Example: Shattering a Shield with several celestial Scrolls attached to the back of it will destroy the shield and all the Scrolls. Shattering a pouch with items inside it such as coins, gems, tools, or other items, will shatter all items within the pouch. Shattering a lock on a treasure box, will destroy the box (if it is not larger than a shield) and all the contents of the box. A Rendered container which is targeted (such as a box or pouch) will prevent the contents from being shattered (because the container was immune to the target effect).

Targeted items which are specified by the attack but are within a *Rendered* container may still be targeted separately and will not be protected simply because the container is immune.

For Example: A rendered pouch which contains a Cantrip Tome inside it, means the Cantrip Tome is a valid target to be specified by the Shatter effect, and would not be protected even in a Rendered pouch.

Any tagged item which is *Shattered* must have its tag destroyed/discarded because the item is no longer usable in-game (the tag is now expired).

Shield

Almrood's Protective Field

Level: 1

Duration: Indefinite E, P, M

Incant: "With eldritch force I grant you a Shield. 5."

This protection spell grants the recipient five temporary Armor Points. The additional Armor Points are applied beyond the normal *Armor Wear Points* of the recipient, and are expended before normal Armor Points when damage is taken. This spell does not restore lost Armor Points. A Shield spell will protect the recipient from *Spell Disruption* if the damage dealt does not exceed the current Armor Points the recipient has.

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Shield Magic

Tyler's Improved Protection From Enchantment

Level: 5

Duration: Indefinite C, E, S, P, M

Incant: "I call forth mystic power to Shield Magic."

This protection spell bestows upon the recipient an automatic *Spell Defense* which is triggered by the first spell, *Spellstrike*, or magical effect (such as a *Magic Deliverance* spell or a *Glyph*), regardless of the delivery method, which hits them. When triggered, the Shield Magic is expended, protecting the recipient from the spell.

The recipient may only have either a *Shield Magic* or a *Reflect Magic* active at any given time (not both). If the character already has a *Reflect Magic* active and they accept a touch-cast Shield Magic spell, it will immediately cause the *Reflect Magic* spell to expire and will be replaced with the *Shield Magic* on the recipient (see *Touch-Casting* on page 40). You may not accept a packet-delivered spell or effect.

The character may choose to use *Cloak*, *Bane*, or *Dodge* before *Shield Magic*, but may not use *Resist* or *Return*. The player must state the out-of-game verbal phrase "Shield Magic" within three-seconds of being affected. See *Spell Defenses* on page 41 for more information on these rules.

Shun

Jondar's Charm of Avoidance

Level: 4

Duration: 5-minutes C, E, S

Incant: "I command you to Shun me."

This spell is a *Charm effect* which alters the behavior of the victim so they feel immense discomfort when near the caster and a desire to avoid them. The victim will not attack the caster in any way, must immediately move to a distance of ten-feet from the caster, and will stay at least ten-feet away for the duration of the spell effect.

The victim may not be "forced" to move by the caster in any way which would cause direct harm or endanger themselves (such as forcing them off a cliff or through a Gate). The victim is permitted to approach closer to the caster only to escape and increase the distance between them and the caster if there are no other options available to the victim (but may still never attack the caster).

This spell is more powerful than a *Calm* or *Calm Animal* effects in the *Charm-Group*, but less-powerful than *Charm*, *Charm Animal*, *Control Undead*, *Fear*, *Vampire Charm*, or *Enslavement* in the *Charm-Group* hierarchy (see *Charm Effects* on page 41).

Shun Animal

Xavier's Bestial Repulsion

Level: 1

Duration: 5-minutes E

Incant: "I command this animal to Shun me."

This spell functions exactly as the spell *Shun*, except only an ordinary animal will be affected. It will not affect magical animals, animal-men, or any of the character races (it will still trigger *Spell Defenses* however).

This spell is more powerful than a *Calm* or *Calm Animal* effects in the *Charm-Group*, but less-powerful than *Charm*, *Charm Animal*, *Control Undead*, *Fear*, *Vampire Charm*, or *Enslavement* in the *Charm-Group* hierarchy (see *Charm Effects* on page 41).

Silence

Turing's Mystical Muzzler

Level: 5

Duration: 5-minutes C, E

Incant: "I command you to Silence."

This spell immediately prevents the victim from speaking, including any sound made using the mouth (such as whistling, coughing, humming, clicking their tongue, etc.), or casting spells which require incants. The player may still speak out-of-game calls and verbal phrases (such as calling damage, *Parry*, *Dodge*, or *Spell Defenses*), including using any ability which does not require the character to speak an in-game verbal. Silence is not a *Charm-Group* effect.

Silver Aura

Nataal's Argent Aura

Level: 5

Duration: Indefinite C, S, M

Incant: "I grant you the power of a Silver Aura."

This spell allows the recipient to alter the damage type of one weapon they are wielding to deliver "Silver" damage (instead of "Normal" or "Magic") against a single opponent (following the same rules as *Critical Attack*) for a single combat encounter. The recipient decides when to use the Silver Aura effect, and may choose to end the effect any-time, by returning to their original damage or by using a different aura type (if they have one); this causes Silver Aura to expire.

Silver Aura is part of the *Blade Effects Group* and may be stacked with other Blade Effects (three maximum). Blade Effects may not be combined to function together and must be used one at a time (see *Blade Effects* on page 40).

CHAPTER FIVE:

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Sleep

Folson's Somnolent Vapors

Level: 6

Duration: 5-minutes C, E, S, P

Incant: "I command you to Sleep."

This spell immediately causes the victim to fall into a deep sleep for the duration of the effect. The effect is removed if the victim is affected by an *Awaken* or if another character forcefully shakes them while shouting loudly for one-minute (remember the *Body Contact* rule).

Stabilize

Vendar's Saving Touch

Level: 1

Duration: Instant E, M

Incant: "I call upon the earth to Stabilize you."

This spell immediately heals a *Dying* (but not *Dead*) recipient so they have zero Body Points (instead of -1 Body Points) and are *Unconscious* as if they were given *First Aid* (see *Unconscious* on page 14). If the recipient is not affected by First Aid, this spell fails.

Stone Bolt

Derros' Disapproving Glare

Level: 5

Duration: Instant C, S

Incant: "I call forth a Stone Bolt. 25."

This spell creates an eldritch bolt of magical stone which deals 25 points of damage to the target.

Taint Blood

Vorin's Venom Blast

Level: 5

Duration: Enduring E, P

Incant: "I call upon chaos to Taint your Blood."

This spell immediately causes the victim to be unable to run or use any in-game skills. Some creatures with *No Metabolism* may not be affected by this spell (see the monster ability *No Metabolism* on page 85). This spell is a reversible spell of *Purify Blood*.

Tarry

Pale's Dying Denial

Level: 5

Duration: 5-minutes E

Incant: "I grant you the gift of Tarrying."

This spell only functions on a dead target and will not affect any living creature or undead creature (but will still trigger *Spell Defenses* normally).

This spell immediately restarts the *Death-Count* of a dead recipient from the beginning so they have five-minutes before they must *Resurrect*. A recipient may must be able to be affected by a *Life* spell to be affected by this spell

and a recipient may be affected by this spell multiple times during the same rest period (Standard Reset or Limited Reset). However, if a new game reset period occurs and the recipient was already affected by a Tarry effect during the previous period, they may not be affected by further castings of this spell; they will have only the remaining duration of their current five-minute *Death-Count* before they must seek *Resurrection*.

This spell may not be used in conjunction with the Formal Magic *Obliterate* effect or in any way allow for the character to suffer the effects of multiple castings of *Obliterate*.

The player of the recipient under the effects of Tarry may choose at any point to end their *Death-Count* and seek *Resurrection*. This decision is made out-of-game regardless of effects on the character (such as *Vampire Charm* or *Enslavement*).

Trap Undead

Morien's Malignant Magnet

Level: 1

Duration: Instant E

Incant: "I call upon the earth to Trap Undead."

This spell functions exactly as the spell *Pin* with the following superseding rules:

This spell only functions on an undead creature and will not affect any living creature (but will still trigger *Spell Defenses* normally). Once affected, the undead creature may not *Rip Free* from the effect. This spell is a reversible spell of *Free Undead*.

Turn Undead

Ylivik's Lesser Sphere of Banishment

Level: 2

Duration: 5-minutes E

Incant: "I call upon the earth to Turn Undead."

This spell immediately forces a lesser undead creature to turn away from the caster and flee the combat area. If the *Turn Undead* effect is removed, the creature may return to combat. Once affected, the undead creature may not *Rip Free* from the effect.

This spell only functions on a lesser undead creature and will not affect greater undead creatures or any living creature (but will still trigger *Spell Defenses* normally). This spell is a reversible spell of *Control Undead*.

Unparalyze

Nyrina's Nerve Restorer

Level: 8

Duration: Instant E, P

Incant: "I rid you of Paralysis."

This spell immediately removes a *Paralyze* effect, regardless of the delivery method, which is affecting the recipient. This spell does not remove any other *Curse* effects. This spell is a reversible spell of *Paralyze*.

CHAPTER FIVE:

SPELLS

Ward

Elenaro's Astral Displacement

Level: 9

Duration: 5-days

C

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

This spell magically enchants a single structure or room within a structure, protecting it from damage, sealing it and preventing anyone who is not *Invested* from entering or leaving for the duration of the spell effect. This spell may not be thrown at a target and must be cast upon an out-of-game phys-rep such as a building, tent, or some such immobile structure.

To cast this spell, the caster must have their hand upon the primary portal (door or entry way), state the in-game verbal spell incant, and continue to touch the primary portal for the entire five-minute casting time. At the end of the five-minutes, the character states "Ward Up."

All characters inside the area to be affected by the *Ward* spell when the casting starts, will be aware there is a Ward being cast and will be awoken by the sensation if they are sleeping normally (but not if they are under a *Sleep* effect or if they are knocked *Unconscious*).

The caster and any other person fully inside the area when this spell is completed will be *Invested* to the Ward, allowing them to enter and leave at-will. Any *Invested* character may also allow others to enter or leave the Ward by saying the in-game verbal phrase "The Ward recognizes you (in/out)"; the phrase "you" may also be specified as the character's name. *For Example:* "The Ward recognizes Sir Hardrick in".

Nothing outside and nothing inside may pass the boundaries of the *Ward*, including *Alchemy*, items, effects, or characters (except *Hex* and *Gaze* attacks such as *Vampire Charm*), except a character who is *Invested* or "recognized".

After the casting, the Cabin Notes or Marshal Notes must be immediately updated to reflect the who is *Invested* in the Ward.

While in combat, if a character enters or leaves a Ward, whether they are *Invested* or "recognized", they must wait three-seconds before they may enter or leave that same Ward again. This delay is to limit situations where players cannot conduct combat due to quick exit and re-entry into a Ward (called "Ward-hopping").

A Ward is not affected by *Dispel Magic* and is destroyed by a *Destroy Celestial Magic* effect which structure.

Weakness

Tyrr's Damage Reducer

Level: 3

Duration: Enduring

E, P

Incant: "I curse you with Weakness."

This curse spell immediately causes the victim to deal five points less damage with a weapon (minimum of zero) for the duration of the effect. All weapon damage dealt by the victim is affected regardless of type or hand. This spell does not reduce the strength of the victim, only the damage they are able to deal. This spell is a reversible spell of *Remove Weakness*.

Web

Arakin's Idritch Binding Force

Level: 5

Duration: Line of Sight

C, E, S

Incant: "With mystic force I Web you."

This binding forces the arms of the victim straight down to their sides and completely immobilizes the entire body of the victim, holding them in place for the duration of the spell effect. The victim may still speak, but cannot use any in-game skills requiring movement and are unable to move any part of the body or head; they are rooted to the spot and may not be moved by others. No amount of *Superhuman Strength* will break the Confine effect.

The victim retains items and weapons held in the hands, but these items may be removed if they are searched (see *Searching a Person* on page 88). The victim is completely helpless (but not incapacitated) and is unable to prevent being searched or issued a *Killing Blow*.

Wither Limb

Thorna's Accelerated Entropy

Level: 7

Duration: Enduring

E, P

Incant: "I call upon chaos to Wither your <Limb>."

This spell immediately causes one of the limbs of the victim to become aged, infirm, and completely useless. The victim may not use the affected limb at all (including items, weapons, or movement).

This spell has sub-target options which may be designated by the caster (see *Target Specific & Sub-Target Effects* on page 41 for how this works). The victim may be affected by up to four Wither Limb effects, one for each limb (right arm, left arm, right leg, and left leg). If an arm is targeted, no item or weapon may be used with that arm. If a leg is targeted, the victim must kneel on the ground (unless the player is medically unable), you cannot hop on one leg. No other body parts may be targeted with this spell (no head, or tongue, etc.). If a victim has all four limbs affected, they may not receive any new Wither Limb effects, but they must still continue to say the out-of-game verbal phrase "got it" (see *Stacked Effects* on page 40). A creature with unusual "limbs" such as tentacles, wings, or similar appendages are considered "arms" for the purposes of this effect (but may still only be affected by four Wither Limb effects). This spell is a reversible spell of *Restore Limbs*.

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SPELL		C	E	S	P	M	DURATION	SPELL		C	E	S	P	M	DURATION
4	Awaken	◆	◆	◆	◆	◆	Instant	6	Destroy	◆	◆	◆			Instant
9	Banish	◆	◆				Instant	7	Destroy Undead		◆				Instant
4	Bind	◆	◆	◆			Line of Sight	2	Detect Magic	◆	◆	◆			Instant
1	Bless		◆		◆		Indefinite	8	Dispel Magic	◆	◆	◆	◆	◆	Instant
4	Calm	◆	◆				5-Minutes	8	Displacement	◆					Indefinite
1	Calm Animal		◆				5-Minutes	8	Dragon's Breath	◆		◆			Instant
6	Cause Critical Wounds		◆		◆	◆	Instant	9	Eldritch Blast	◆					Instant
3	Cause Disease		◆		◆	◆	Enduring	4	Elemental Blade	◆		◆		◆	Indefinite
1	Cause Light Wounds		◆		◆	◆	Instant	6	Elemental Shield	◆	◆	◆	◆	◆	Indefinite
8	Cause Mortal Wounds		◆		◆	◆	Instant	2	Empathic Healing		◆				Instant
4	Cause Serious Wounds		◆		◆	◆	Instant	6	Enchanted Blade	◆		◆		◆	Indefinite
2	Cause Wounds		◆		◆	◆	Instant	1	Endow	◆		◆		◆	Indefinite
7	Charm	◆	◆				5-Minutes	6	Enflame	◆					Instant / 5-sec
3	Charm Animal		◆				5-Minutes	7	Extended Hearth	◆	◆				Indefinite
6	Circle of Harmony	◆	◆				1 Hour	4	Flame Bolt	◆		◆			Instant
9	Circle of Power	◆	◆				10-Minutes	1	Free Undead		◆				Instant
8	Confine	◆	◆				Line of Sight	1	Fumble	◆	◆	◆			5-Seconds
2	Control Undead		◆				5-Minutes	7	Guardian of the Four	◆		◆		◆	Indefinite
8	Corruption		◆				1-Minute	3	Harm Undead		◆				Instant
7	Create Undead		◆				5-Minutes	3	Help Undead		◆				Instant
6	Cure Critical Wounds		◆		◆	◆	Instant	3	Ice Bolt	◆		◆			Instant
3	Cure Disease		◆		◆	◆	Instant	7	Ice Storm	◆		◆			Instant
1	Cure Light Wounds		◆		◆	◆	Instant	9	Imprison	◆					10-Minutes
8	Cure Mortal Wounds		◆		◆	◆	Instant	1	Illumination	◆	◆				5-Days
4	Cure Serious Wounds		◆		◆	◆	Instant	1	Improved Hearth	◆	◆				1 Hour
2	Cure Wounds		◆		◆	◆	Instant	9	Inspiration		◆				Instant
7	Curse		◆		◆		Enduring	7	Lesser Divestiture	◆					Instant
9	Death		◆				Instant	7	Lesser Investiture	◆					5-Days
2	Delayed Endow	◆		◆		◆	Indefinite	9	Life		◆				Instant
4	Desecrate		◆				Indefinite	2	Lightning Bolt	◆		◆			Instant
KEY		C = Celestial			E = Earth			M = Manifold		P = Potion			S = Scroll		

CHAPTER FIVE:

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SPELL	C	E	S	P	M	DURATION	SPELL	C	E	S	P	M	Duration
6 Lightning Storm	◆					Instant	4 Sanctuary		◆				Indefinite
2 Magic Armor	◆	◆	◆	◆	◆	Indefinite	3 Shatter	◆	◆	◆			Instant
1 Magic Missile	◆		◆			Instant	1 Shield	◆		◆		◆	Indefinite
9 Magic Storm	◆					Concentration	5 Shield Magic	◆	◆	◆	◆	◆	Indefinite
7 Mystic Lock	◆					5-Days	4 Shun	◆	◆	◆			5-Minutes
8 Paralyze		◆				5-Minutes	1 Shun Animal		◆				5-Minutes
2 Pin	◆	◆	◆			Line of Sight	5 Silence	◆	◆				5-Minutes
4 Poison Shield		◆			◆	Indefinite	5 Silver Aura	◆		◆		◆	Indefinite
5 Purify Blood		◆		◆	◆	Instant	6 Sleep	◆	◆	◆	◆		5-Minutes
3 Refit Armor	◆				◆	Instant	1 Stabilize		◆				Instant
8 Reflect Magic	◆	◆	◆	◆	◆	Indefinite	5 Stone Bolt	◆		◆			Instant
8 Regeneration		◆				1-Minute	5 Taint Blood		◆		◆		Enduring
5 Release	◆	◆	◆	◆	◆	Instant	5 Tarry		◆				5-Minutes
7 Remove Curse		◆		◆	◆	Instant	1 Trap Undead		◆				Line of Sight
7 Remove Drain		◆		◆		Instant	2 Turn Undead		◆				5-Minutes
4 Remove Fear	◆	◆				Instant	8 Unparalyze		◆		◆	◆	Instant
6 Remove Physical Affliction		◆		◆	◆	Instant	9 Ward	◆					5-Days
3 Remove Weakness		◆		◆	◆	Instant	3 Weakness		◆		◆		Enduring
2 Repel	◆	◆	◆			Concentration	5 Web	◆	◆	◆			Line of Sight
7 Restore Limbs		◆		◆	◆	Instant	7 Wither Limb		◆		◆		Enduring

HEALING / CHAOS PROGRESSION	Table 5-2 DAMAGE
Light Wounds	5
Wounds	10
Serious Wounds	20
Critical Wounds	30
Mortal Wounds	40

BLADE EFFECTS	Table 5-5
Endow	1
Delayed Endow	2
Elemental Blade	4
Silver Aura	5
Enchanted Blade	6

BATTLE MAGIC PROGRESSION	Table 5-3 DAMAGE
Magic Missile	5
Lightning Bolt	10
Ice Bolt	15
Flame Bolt	20
Stone Bolt	25
Lightning Storm	30
Ice Storm	35
Dragon's Breath	40
Elemental Blast	45
Magic Storm	5 each

CHARM EFFECTS †	Table 5-4 VALUE
Clam / Calm Animal	1
Shun / Shun Animal	2
Charm / Charm Animal	3
Fear	4
Control Undead	5
Vampire Charm	6
Enslavement	7

† See Charm Effects on page 41 for how the effect-hierarchy works.

CHAPTER FIVE:

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Spell Verbals Lists

"I call upon the Earth to..."			Table 5-6
"...Cure Light Wounds 5."	1	Cure Light Wounds	
"...Stabilize you."	1	Stabilize	
"...Trap Undead."	1	Trap Undead	
"...Cure Wounds 10."	2	Cure Wounds	
"...Transfer <Effect>."	2	Empathic Healing	
"...Turn Undead."	2	Turn Undead	
"...Cure Disease."	3	Cure Disease	
"...Harm Undead. 30"	3	Harm Undead	
"...Cure Serious Wounds 20."	4	Cure Serious Wounds	
"...Grant you Sanctuary."	4	Sanctuary	
"...Purify your Blood."	5	Purify Blood	
"...Cure Critical Wounds 30."	6	Cure Critical Wounds	
"...Destroy Undead."	7	Destroy Undead	
"...Restore your Limbs."	7	Restore Limbs	
"...Cure Mortal Wounds 40."	8	Cure Mortal Wounds	
"...Regenerate you."	8	Regeneration	

"I Summon a Force to..."			Table 5-8
"...Fumble <item>."	1	Fumble	
"...Refit this Armor."	3	Refit Armor	
"...Shatter <item>."	3	Shatter	
"...Enflame <item> 20."	6	Enflame	
"...Destroy <item>."	7	Destroy	

"I Rid you of..."			Table 5-10
"...Weakness."	3	Remove Weakness	
"...your Fear."	4	Remove Fear	
"...your Physical Affliction."	6	Remove Physical Affliction	
"...your Curse."	7	Remove Curse	
"...your Drain."	7	Remove Drain	
"...Paralysis."	8	Unparalyze	

"I call upon Chaos to..."			Table 5-7
"...Cause Light Wounds 5."	1	Cause Light Wounds	
"...Free Undead."	1	Free Undead	
"...Cause Wounds 10."	2	Cause Wounds	
"...Control Undead."	2	Control Undead	
"...Cause Disease."	3	Cause Disease	
"...Help Undead. 30"	3	Help Undead	
"...Cause Serious Wounds 20."	4	Cause Serious Wounds	
"...Desecrate you."	4	Desecrate	
"...Taint your Blood."	5	Taint Blood	
"...Cause Critical Wounds 30."	6	Cause Critical Wounds	
"...Create Undead."	7	Create Undead	
"...Wither your <Limb>."	7	Wither Limb	
"...Cause Mortal Wounds 40."	8	Cause Mortal Wounds	
"...Corrupt you."	8	Corruption	

"With Eldritch Force I..."			Table 5-9
"...Grant you a Shield 5."	1	Shield	
"...Build an Improved Hearth."	1	Improved Hearth	
"...Build a Circle of Harmony."	6	Circle of Harmony	
"...Build an Extended Hearth."	7	Extended Hearth	
"...I remove your Investiture."	7	Lesser Divestiture	
"...Grant you Investiture."	7	Lesser Investiture	
"...Build a Mystic Lock."	7	Mystic Lock	
"...Build a Circle of Power."	9	Circle of Power	
"...Build a Prison."	9	Imprison	
"...Build a Ward."	9	Ward	

"I Curse you with..."			Table 5-11
"...Weakness."	3	Weakness	
"...Destruction."	7	Curse	
"...Paralysis."	8	Paralyze	

CHAPTER FIVE:

SPELLS

Spell Verbals Lists (continued)

"I grant you the gift of..."			Table 5-12
"...Tarrying."	5	Tarry	
"...Inspiration."	9	Inspiration	
"...Death."	9	Death	
"...Life."	9	Life	

"I Call Forth a(n)..."			Table 5-13
"... Magic Missile 5."	1	Magic Missile	
"...Lightning Bolt 10."	2	Lightning Bolt	
"...Ice Bolt 15."	3	Ice Bolt	
"...Flame Bolt 20."	4	Flame Bolt	
"...Stone Bolt 25."	5	Stone Bolt	
"...Lightning Storm 30."	6	Lightning Storm	
"...Ice Storm 35."	7	Ice Storm	
"...Dragon's Breath 40."	8	Dragon's Breath	
"...<flame, ice, lightning, or stone> Blast 45."	9	Eldritch Blast	
"...Magic Storm 5"	9	Magic Storm	

"With Mystic Force I..."			Table 5-15
"...Pin you."	2	Pin	
"...Repel you."	2	Repel	
"...Bind you."	4	Bind	
"...Release you."	5	Release	
"...Web you."	5	Web	
"...Confine you."	8	Confine	
"...Banish you."	9	Banish	

"I Call Forth Mystic Power to..."			Table 5-17
"...Detect Magic."	2	Detect Magic	
"...Shield Magic."	5	Shield Magic	
"...Reflect Magic."	7	Reflect Magic	
"...Dispel Magic."	8	Dispel Magic	

"I grant you the power of ..."			Table 5-14
"... a Bless 5."	1	Bless	
"...an Endow."	1	Endow	
"...Illumination."	1	Illumination	
"...a Delayed Endow."	2	Delayed Endow	
"...a Magic Armor."	2	Magic Armor	
"...an Elemental Blade."	4	Elemental Blade	
"...a Poison Shield."	4	Poison Shield	
"...a Silver Aura."	5	Silver Aura	
"...an Elemental Shield."	6	Elemental Shield	
"...an Enchanted Blade."	6	Enchanted Blade	
"...a <fire, ice, lightning, or stone> Shield	7	Guardian of the Four	
"...a Displacement."	8	Displacement	

"I Command..."			Table 5-16
"...this animal to be Calm."	1	Calm Animal	
"... this animal to Shun me."	1	Shun Animal	
"...this animal to be Charmed."	3	Charm Animal	
"...you to Awaken."	4	Awaken	
"...you to be Calm."	4	Calm	
"...you to Shun me."	4	Shun	
"...you to Silence."	5	Silence	
"...you to Sleep."	6	Sleep	
"...you to be Charmed."	7	Charm	

CHAPTER SIX:

GAME PLAY

Combat

We must all consider Safety First as our primary concern while participating in the game. Combat can be fast-paced and chaotic at times, so all participants must take extra care and be aware of their surroundings and of other people involved or nearby.

The Hold Rule

We mentioned *The Hold Rule* at the beginning of this rule-book under *The 4 Most Important Rules* (on page 4), however it is the single most important rule in this book, so we're going to go into greater detail here.

Any player may call a Hold at any time to stop the action should they see an unsafe situation or a danger to another player which could result in injury out-of-game. Yelling "Hold!" loud enough so that everyone nearby will hear you will stop all game play immediately. If a Hold is called all players must follow this process:

- Stop immediately and stay where you are
- Drop down to one knee (unless you have a medical reason)
- Do not move and stay quiet unless questioned by a Marshal

While in a Hold, the game has stopped. You may not look around, ready weapons, check to see if someone is an NPC, talk to the person next to you, or wander around the game area. You need to stay silent and stay where you are until the Hold is resolved. Someone may have lost their glasses or may be injured. Staying quiet and not moving allows the staff to deal with the situation without additional distractions and chaos if keeping track of where someone is. You are permitted to collect any spell packets in your immediate area (not in-game items however), but should not get up from your kneeling position to do so. You may take this time to adjust your character records and bookkeeping (such as spells and skills used). You should not be gathering in-game information of any kind during a Hold. You are expected to play fairly.

When the Hold has been resolved, a Marshal, or the person who called the Hold, will announce the end of the Hold by asking all participants to rise from the kneeling position and resume their original positions. They will ask if everyone is ready and then end the Hold by saying "3... 2... 1... Lay On!" then play resumes normally.

Sometimes you may not hear a Hold called, others will be repeating the "Hold!" phrase, or dropping to one knee. You should also drop at this time and assume a Hold was called. If you come upon a group of players kneeling, they are likely in a Hold and you should avoid the area. Remember a Hold is for emergencies and should be taken with all seriousness. If someone is obviously injured,

you may say "Hold! Medic!" to alert staff and others there is a dire emergency and someone has been hurt.

Caution

"Caution" is an out-of-game phrase which can be used when someone sees a potentially dangerous situation or hazard, which another player might be unaware of. A Hold is not needed, simply alert the other player to the hazard by saying "Caution, there is a tree behind you." or whatever is warranted, and allow them a few seconds to avoid the hazard. Then you can resume play.

Counted Actions

Certain activities are either unsafe or cannot be performed in real-life because it is simply impossible, or may require a pre-determined amount of time to perform (usually 3-seconds, but may be longer if specified). A Counted Action allows players to perform these actions by using a specific out-of-game verbal phrase to indicate to those around them what is actually occurring.

The phrase is always related to the specific activity and is in the form of "<action> one... <action two>... <action> three...(or longer as required)."

For Example: a zombie rising from a grave might say "I tear myself from the ground one... I tear myself from the ground two... I tear myself from the ground three."

While performing a Counted Action, the character is completely vulnerable to attacks and may not use any in-game skills, abilities, or powers except *Dodge*, *Phase*, *Return*, or *Resist*. If these abilities are used, the count is halted, the action fails, and the character must start again from the beginning. *Spell Defenses* and other out-of-game calls will not interrupt a Counted Action.

Players will often use Counted Actions for functions such as issuing a *Killing Blow*. It's important to remember it must take at least three-seconds to perform any Counted Action, regardless of how fast the player can say the words or phrase associated with it. If two identical Counted Actions are taking place at the same time, the player who started first is the only thing that matters. Only actions defined by the game rules should be Counted Actions. There is no need to perform a count for actions which may be safely performed by the player, such as walking through an obvious prop being used as a *Gate* or *Portal*, just walk through it.

Likewise, some actions which take a certain amount of time but which are safe to do (such as drinking a *Potion* or *Elixir*, which each require at least three-seconds) are silent and should not be verbalized; just roleplay the action during the time requirement.

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Pinning and Trapping Weapons

Our combat system places restrictions or prohibits certain kinds of combat moves and styles because the moves would require players to perform unsafe actions (such as pushing or kicking your opponent).

“Pinning” is when one player holds another player’s weapon against a wall, tree, or other immobile object, capturing it there by the force of their own weapon. The opponent is not able to free their weapon in the way you normally would without resorting to illegal force, so this kind of “pinning” is never allowed.

Players are permitted to pin weapons only outdoors and only using their weapons. Your opponent may attempt to pull their weapon straight back to free it, if they are able, but if they can’t then it is stuck there. You may not pin weapons in this way while indoors because of the possibility of injury.

“Trapping” is when a weapon is used to grab or hold another weapon in such a way that it becomes useless. Weapons may never be constructed or shaped in such a way that they will trap weapons and such weapons will be rejected by a Marshal.

Charging

All participants must keep a safe distance in combat and must never come into physical contact with their opponent. No one should ever be able to reach out with their hand and touch their opponent’s torso, if they can, they are too close. If you are close enough to your opponent that they need to step back away from you to engage you in combat, you are too close. It is the responsibility of everyone involved to be mindful of safety first and foremost. If a player has moved too close, they must retreat to a safe combat distance before they may engage in combat again. Combatants are allowed to approach close enough to strike their opponents with their weapons when circumstances exist due to a difference of size or arm reach, but only if the combatant still cannot touch the torso of their opponent (even if their opponent could touch their torso).

Unskilled Weapon Use

No player may use any weapon their character doesn’t have the skill to wield. If the character is carrying a weapon and the weapon is hit, they must drop the weapon immediately or take the damage as if it hit their body. If the character is unable to use in-game skills, and damage which hits their weapon or shield is counted as a valid body hit, and they must take the damage.

Conducting Combat

Our system relies on the honesty and integrity of each player to play fairly and obey the rules, on an Honor System. Counting your hits and taking spells and effects which hit you are important to this system. Even if your character is the most evil person to ever walk Tyrra, you, the player, must still play by the rules.

NERO World game uses a “lightest-touch” fantasy combat system. You are expected to strike your opponent only hard enough for them to feel the hit, so they can count it. We never want to hit too hard or injure a fellow player, so we compromise realism for safety.

It is a good idea to give your opponent the courtesy of acknowledging successful hits by them against you. If there is a doubt if an attack hit you or not, saying “got it” or “ouch!” or “blocked” will allow your opponent to know if you were hit or if you considered the attack blocked by a weapon or shield.

Baseball Swing

You may not swing harder than you need to for your opponent to acknowledge they were hit. Do not rear back and swing with full-force at your opponent because that player might be wounded by such a forceful attack. Unarmored opponents will feel your hits easily. An opponent wearing physical armor might need to be hit a bit more firmly in order to feel it. If your opponent tells you that you are hitting too hard, simply adjust your swings so they have less impact; there is no need to argue or become upset (on either side), a simple reminder should be able to defuse the situation.

Machine Gunning

You must keep control of your weapon at all times, including speed. Each weapon swing should have a progress of between 45 and 90 degrees. You are not allowed to swing so fast that you cannot announce your damage (even if the optional *Silent Combat* rules are used); clearly state the damage verbal and swing your weapon. If you are not clearly announcing your damage verbals, your opponent may remind you to do so, and may ignore hits if they feel you are Machine Gunning attacks against them. It is a good practice (not a requirement) to pause for at least two-seconds after three attacks.

Combat gets adrenalin and blood pumping, and things can get chaotic and fast-paced, however your desire to “win” should be kept in check so that safety is not sacrificed.

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Shields

A shield is a defensive weapon and may never be used offensively. You are not allowed to hit an opponent with your shield, push them, or use it to gain a physical advantage against your opponent; this is called “Shield Bashing” and is a serious offence against our safety rules.

If a player is warned by a *Marshal* against excessive Shield Bashing, they may lose the ability to use the shield or be removed from combat entirely. Players may not hold anything in their shield arm, including another weapon in the hand or tucked under their shield arm, or it will negate their ability to wield a shield (causing them to take damage from attacks).

A “buckler” is a small shield which is strapped to the arm to allow for more free movement of the arm and hand. Bucklers still follow all shield rules, even though they are smaller.

“Turtling” is when a player uses their shield in such a way that their opponent cannot hit any valid targets (such as only having your head exposed). This is not allowed because of safety, again because the moves to counter such combat styles would normally require the opponent to knock them over, push them, or kick the shield, none of which is allowed. Your shield should be proportionate to your size and a small or short player with a large shield will cover too much of their body in combat, leaving only illegal targets available to their opponent and causing them to be Turtling.

See the *Shield* skill on page 32 for additional information on how they work.

Throwing / Tossing Items

Only weapons specifically designed to be thrown weapons may be thrown at other players. You are not allowed to throw any weapon, shield, or item not specifically approved for throwing. You may not throw an item to avoid a spell or effect. Weapons or items thrown, tossed, or dropped are still the possession of the character until it comes to a full stop and is at rest. If an attack or effect hits a player (such as *Shatter* or *Fumble*) or hits the weapon (such as any packet attack or weapon hit) while it is in uncontrolled motion, the attack will still count against that character. For Example: you cannot toss your weapon into the air, be hit with a *Fumble* spell, then catch your weapon and continue combat. The *Fumble* still affects you and the target weapon.

Playing Possum

This is the practice of pretending to be dead or dying,

when your character is in fact not dead or dying, in order to fool opponents into not attacking you, so you can later spring up and take actions. This is permitted within strict limits.

If you are going to Possum, you may not inform your opponent by saying “I’m down” or “I’m dead” when you fall down or are hit with an attack. This is because if you are telling your opponent out-of-game that you’re down and you’re telling them you’re not taking additional damage (which would be a lie). If you are Playing Possum and not actually dying you should continue to take attacks as normal saying “got it” or saying nothing (or calling other defenses). Even though your character is pretending, they are still being attacked and are still suffering damage.

The reasons for this are simple: There are limitations of the game environment for how other players determine out-of-game if your character is dead or dying (or not a threat) versus how in-game characters might see the same situation. Out-of-game there are less visual clues to allow players to determine the difference between a character not moving because they are dead and a player lying still pretending to be dead while waiting for an opportunity to act (especially in the dark). The other participants must be able to take your word when you make out-of-game calls that your character is actually down and out of combat. In addition, if you are going to Possum you must actually “play dead” and may not just stop moving and take a knee. You must fall over and lay on the ground (if it is reasonable and safe to do so). If you cannot fall down due to medical reasons or safety, then you may not Possum.

DELIVERY METHODS

Characters may be affected by damage or effects in many different ways in-game. These are called *Delivery Methods* and may be any of the following: *Area of Effect*, *Contact*, *Gaze*, *Ingested*, *Packet*, *Touch*, *Weapon*, and *Vengeance*.

Contact

The effect is delivered when the character makes contact with an object or surface. Any applicable Defenses may be used. An Alchemical *Contact Poison* is an example of this type of effect.

Gaze

The effect is delivered through continuous eye-contact for a specified time (usually ten-seconds). The attack will bypass *Barrier Effects* such as a *Circle* or *Ward*. The effect may not be *Dodged* or *Phased* and will not trigger *Spell Defenses*. The character may still use *Resist*, *Cloak* or *Bane* against the effect, if applicable. A Gaze attack is delivered as “<spell name or effect> Gaze”. This is an out-of-game call which may be used while silenced, but any-

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one who hears the call might recognize an ability was used. *Vampire Charm* is an example of this delivery method (see *Special Abilities* on page 83).

Ingested

The effect is delivered through consumption. The effect may not be *Dodged* or *Phased* and will not trigger protections and *Spell Defenses*. The character may still use *Resist* against the effect, if applicable.

Packet

The effect is delivered through a thrown packet-attack. The attack is successful if the packet hits the character, their clothing, or carried possessions. This type of delivery includes gas globes, spells, and specified NPC abilities. The effect is delivered even if it hits an *Illegal Target* (such as the head), but you should still not purposely target these areas (accidents will happen sometimes however). The effect will trigger protections and *Spell Defenses*, and may be *Dodged*, *Phased*, *Resisted*, *Returned*, *Reflected*, *Cloaked*, or *Baned*, if applicable. Arrows are weapons and not packets, even though they use yellow packets.

Touch

The effect is delivered by Touch-Cast. The recipient must choose to “accept” a Touch-Cast for the effect to be delivered. The effect will not trigger protections and *Spell Defenses*, and may not be *Dodged*, *Phased*, *Resisted*, *Returned*, *Reflected*, *Cloaked*, or *Baned* (see *Touch-Casting* on page 40). Acceptance occurs after the effect is delivered to the recipient and may still be refused once cast if the recipient wishes (within three-seconds).

Weapon

The effect is delivered by safe foam weapons hits, Thrown Weapons, or Arrows/Bolts (yellow packets). These are physical attacks and are blocked by armor. The effect will trigger protections and *Spell Defenses*, and may be *Parried*, *Dodged*, *Phased*, *Resisted*, *Returned*, *Reflected*, *Cloaked*, or *Baned*, if applicable.

Vengeance

This unique effect targets the person who issued a *Killing Blow* against the character. Vengeance is an *Arcane* effect and will bypass all protections and *Spell Defenses*, and may not be avoided by any means (see *Vengeance* on page 44).

Area of Effect

The effect is delivered by a Trap, Glyph, or an Environmental Hazard and might affect multiple characters simultaneously.

If the source is a Trap, the effect is delivered when the Trap is triggered. The result is either delivered directly to the character who triggered it (such as a poison) or to any character within a specified radius centered on the Trap (such as an explosive trap). A Hold may be called by Marshal to measure distance and determine who is within the Area of Effect and who is not. The effect may not be *Dodged* or *Phased* but will trigger protections and *Spell Defenses*. The character may still use *Resist*, *Cloak*, and *Bane* against the effect, if applicable. A Bane defense may be used, but will simply negate the effect (because the source was not a person). *Explosive Traps* are considered Fire effects.

If the source is a *Glyph*, each character breaking the plane of the doorway is affected individually each time they enter or leave the area. No character may be healed by the function of the Glyph. The effect may not be *Dodged* or *Phased* but will trigger protections and *Spell Defenses*. The character may still use *Resist*, *Cloak*, and *Bane* against the effect, if applicable. A Bane defense may be used, but will simply negate the effect (because the source was not a person).

If the source is an Environmental Hazard, all characters who hear the out-of-game verbal phrase recited by a Marshal or NPC are affected, unless specifically limited by the Marshal or NPC. If limited to include only a specific targets or targets, the verbal must include the designated targets, and only those targets are affected. If limited to exclude a specific targets or targets, the verbal must include the designated targets, and only those targets are not affected. Designations may be by character name, race, class, skill, ability, active effect, transform, mark, spirit mark, or item.

The effect may not be *Dodged*, *Parried*, *Phased*, or *Returned* but it will trigger protections and *Spell Defenses*. The character may still use *Resist*, *Cloak*, and *Bane* against the effect, if applicable. A *Reflect* or *Bane* defense may be used, but will simply negate the effect (because the source was not a person).

The out-of-game verbal phrase for an Area of Effect is “Area Effect <number> <spell name or effect> <damage type>.”

The Marshal or staff member must announce any Area of Effects with specific or special conditions before the encounter starts. Information presented may be general enough to so players are not given advance knowledge of how to solve the challenge. The goal is that the players understand they may be subject to in-game effects delivered by voice, instead of by packet or weapon.

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Examples of Announcements

- “Touching specific objects or stepping on specific areas within the room may trigger effects.” (all characters are affected because no specifics were designated)
- “Characters with Transforms or Transform Affinities may take specific effects on this encounter.”
- “If you are an Elf or Dwarf may take specific effects on this encounter. Any other race is not affected by the area.”
- “The character wielding Grabthar’s Hammer may take specific effects on this encounter. No one else is affected by the area.”
- “Anyone who enters the building may take specific effects on this encounter.”

Examples of Environmental Hazard Delivery

- The characters uncover a rotting tree in the dark forest. Svundar the Barbarian sees a sword sticking out of it and grabs the sword by the hilt to try and free it. The Marshal says “Svundar, Area Effect Arcane Cause Wounds 10.”
- The characters are within Castle Fellmore and find a room with an open treasure chest on a pedestal. Three characters enter the room and approach the chest, leaving two characters at the doorway. The Marshal says “Area Effect room, Magic Sleep.” One of the characters in the room falls asleep, one of the characters calls “Shield Magic”, and the third character calls “Resist”. The two characters outside the room are not affected by the sleep effect.
- The characters open a Gate to the Elemental Plane of Fire because they heard they could find “Fire Essence” for a Formal Magic spell they wish to cast later. Upon entering the Gate, the Marshal says “Area Effect Elemental Fire 10.” All the characters say “Elemental Shield” to negate the effect. After one minute, the Marshal says “Area Effect Elemental Fire 10.” All the characters take the Fire Damage and flee back to the Gate to return to Tyrre, realizing they are in deep trouble if they stay there without protection.

EFFECT TYPES

Effect Types work in conjunction with Delivery Methods to designate what kind of attack it being delivered. Effect Types determine which protections and Spell Defenses may be used to defend against the effect. Once the effect is delivered, it is removed by anything that would remove the effect, regardless of how it was delivered to the character.

Arcane

The effect is raw potent magical energy which mimics a spell or effect. Arcane will bypass all protections and *Spell Defenses*, will not trigger any defenses. The victim may not use *Resist*, *Cloak*, *Bane*, *Dodge*, or *Phase* or defend against the effect in any way, even if it would be normally applicable. Arcane effects do not require the caster to be able to speak (they may still be used while *Silenced*) and may be used even if the character is bound (such as in a *Bind* or *Web*); all other standard rules for casting spells must be followed. The effect is delivered as “Arcane <spell name or effect> <option or number>.”

Magic

The effect is a magical effect which mimics a spell or effect. The magic will trigger protections and *Spell Defenses* (such as *Shield Magic* and *Reflect Magic*). The character may use *Dodge*, *Phase*, *Resist*, *Return*, *Reflect*, *Cloak*, or *Bane*, to defend against the effect, if applicable. *Magic Deliverance* follows all the same rules as spells, except the caster does not need to have a hand free (they may still be used while in *Bind* or *Web*). The effect is delivered as “Magic <spell name or effect> <option or number>.”

Elemental

The effect draws power from the *Elemental Planes* and its energy is elemental rather than magical. The elemental effect mimics a spell, effect, or damage and will trigger protections and *Spell Defenses* (such as *Elemental Shield* or *Guardian of the Four*). The character may use *Dodge*, *Phase*, *Resist*, *Return*, *Reflect*, *Cloak*, or *Bane*, to defend against the effect, if applicable.

Physical

The attack is a physical force which mimics a spell or effect (such as a gust of wind acting as a *Physical Repel*, a large rock for *Physical Stone Bolt* 25, a spider shooting out a sticky string of *Physical Web*, or a creature breathing fire for a *Physical Flame Bolt* 20). If the Physical effect duplicates a spell or effect with a number, the verbal delivery phrase must also include the number. The Physical effect will trigger protections and *Spell Defenses* (such as *Magic Armor*). The character may use *Dodge*, *Parry*, *Phase*, *Resist*, *Return*, *Reflect*, *Cloak*, or *Bane*, to defend against the effect, if applicable. Physical attacks which hit physical Shield of a character are defend against in the same way as a blocked weapon blow.

Poison

The effect is a toxin which mimics a spell or effect (usually represented by claws or spittle). The poison effect will trig-

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ger protections and *Spell Defenses* (such as *Poison Shield*). The character may use *Dodge*, *Phase*, *Resist*, *Return*, *Reflect*, *Cloak*, or *Bane*, to defend against the effect, if applicable.

Spell

The effect is a spell, following all rules for casting spells (see *Chapter Five: Spells* on page 54). The spell will trigger protections and *Spell Defenses* (such as *Shield Magic* and *Reflect Magic*). The character may use *Dodge*, *Phase*, *Resist*, *Return*, *Reflect*, *Cloak*, or *Bane*, to defend against the effect, if applicable.

Spellstrike

The effect is a spell which is delivered through a special form of weapon hit (the weapon is the Delivery Method) and follows all rules for spells (above). The effect will not trigger a *Magic Armor* and the character may not *Parry* or use *Resist Physical* to defend against it, because the effect is a spell and not a weapon attack. The character must have the skill to use the weapon which is delivering the Spellstrike spell. The attack is delivered as "Spellstrike <effect>."

Protection Hierarchy

The following list is how Protections and Defenses are applied in order of protection. Each layer of Defenses forms a barrier between the character and appropriate attacks, with layers on top of layers (sort of like an onion) until the all layers are exhausted at the center, where the character resides.

1. Dodge*, Parry*, Phase*, Cloak*, Bane*
2. Displacement
3. Elemental Shield, Magic Armor, Poison Shield, Shield Magic, Reflect Magic
4. Guardian of the Four, <Effect> Shield
5. Shield (spell), Eldritch Shield (cantrip)
6. Physical Armor, Natural Armor**
7. Dexterity Armor
8. Arcane Armor
9. Immunity**
10. Resist <Option>*, Return *
11. Damage Cap**, Reduced Damage**
12. Threshold**
13. Bless, Eldritch Bless (cantrip)
14. CHARACTER / CREATURE

* Defenses with (*) are by choice, all other defenses are triggered by the next appropriate effect/attack which hits the character.

** Monster Ability Only.

Calling Weapon Damage

Every player using a weapon must call out their damage using the correct out-of-game verbal phrase to indicate to their opponent the attributes of the attack. The player may always call less than their full damage amount if they wish (minimum of 0). This will still trigger automatic *Spell Defenses*.

Each attack has at least two attributes which are required, but may have as many as four attributes, in certain circumstances. The attributes are: <damage amount> <weapon type> <damage type> <effect>.

All weapon damage verbal phrases are out-of-game and are made by the player (not the character). They are made regardless of character effects or if the character is *Silenced*. Any character who hears these calls is aware that combat is taking place.

Damage Amount

The total amount of damage being dealt by the attack is verbalized as a numerical value.

Weapon Type

The "flavor" of the weapon is its Weapon Type. Only the following Weapon Types are allowed: Normal, Silver, Magic, and Massive. Some spells and weapon auras will allow characters to change their weapon type, either temporarily or permanently (see *Weapon Auras* on page 43).

Damage Type

This is an additional qualifier which may determine if certain characters or creatures alter the amount of damage they take from attacks. Some creatures are vulnerable to certain damage types, others might have a reduction to certain damage types, and some creatures might be immune to certain damage types altogether (these are spelled-out on their stat card). Damage Types are wide and varied and under the purview of the local Plot Team, but may never duplicate a game effect. The most commonly encountered Damage Types are elements (fire, ice, lightning, stone, essence, destruction, etc.) but never "Magic" or "Spell". If no Damage Type is specified in the delivery phrase, the default Damage Type is "Physical".

Effect

If the character suffers Body Damage, the attack also causes second specific effect to the character, known as a "carrier attack". The spell or effect name must be designated in the delivery verbal phrase of the attack. The carrier effect is ignored if the character does not suffer Body Point damage, or if the damage is taken but the character is fully

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protected by armor points or *Bless*, *Eldritch Bless*, *Shield*, or *Eldritch Shield*; the character always takes damage part of the attack unless it is negated by a *Spell Defense* or other protection. If the character is already affected by an *Enduring* effect, they still take the damage of the attack (see *Stacked Effects* on page 40, see also *Target Specific & Sub-Target Effects* on page 41).

Conversational Combat (optional rule)

In order to reduce combat noise from melee damage calls, some local chapters use *Conversational Combat*. This means that melee damage is announced once to your opponent and once they acknowledge that damage, it no longer needs to be stated over again with each swing. If the damage amount or type changes, the attacker must announce the new damage amount or type. *Slays*, *Assassinates*, and other such combat calls must still be made normally. Ranged attacks must be announced for each attack (Conversational Combat cannot be used). Check with your local chapter to see if they are using this optional rule.

Negating Attacks

If any portion of an attack is negated or defended against, the whole attack is prevented and no effects or damage are conveyed to the character. Some attacks target both the character (damage) and an item in their possession. In these special cases each part of the attack is applied to only the target it is actually affecting. For Example: "10 Normal Shatter Weapon" would target the character for the damage portion of the attack ("10 Normal") and the item for the *Shatter* effect ("Shatter Weapon"). Negating the Shatter effect does not prevent the damage to the character, neither would preventing the damage to the character negate the Shatter Weapon effect; they are separate attacks with one delivery phrase.

Special Abilities

Base Claws & Body Weaponry

The creature has special body weaponry which functions exactly like a weapon, except it cannot be *Fumbled*, *Shattered*, or *Destroyed* (unless specifically noted on the monster stat card). The weaponry might be claws (swords), fists (hammers), bites (two-handed weapons), or spiked tails (polearms or axes). See *Claw Mastery* on page 25 for additional information.

Control Undead

Certain powerful undead creatures are able to command less powerful undead creatures at-will by voice. The affected creatures must obey the commands to the best of

their ability. Functionally, it is identical to the spell *Control Undead* except that the creature does not cast the spell, they simply issue commands. Each command spoken is considered a new *Control Undead* effect. This effect is more powerful than a *Calm*, *Charm*, or *Fear*, but less powerful than a *Vampire Charm* or *Enslavement* in the Charm-Group hierarchy (see *Charm Effects* on page 41).

Curse of Transformation

Certain creatures have the ability to afflict their victims with a powerful curse which will cause the victim to change into a version of the creature under appropriate conditions. When the trigger conditions are met, the character becomes a lesser creature of the same type that cursed them. The local plot team will supply the character with a stat card which indicates the trigger conditions and the creature stats while changed. The character cannot use *Resist*, *Cloak*, *Bane* or any protection or *Spell Defense* to negate this special curse effect. The Curse of Transformation is removed by a specific plot cure or by the resurrection of the character; the effect is not removed if the character dies and receives a *Life* spell.

The most obvious examples of this ability are Werewolves and Vampires.

Drain

The victim is not able to run or use any in-game skill or ability. The effect lasts five-minutes and is removed by a *Remove Drain* or a *Life* spell. The effect is not removed by *Dispel Magic*.

Drain Life

The victim is not able to run or use any in-game skill or ability. The effect is *Enduring* and is removed by a *Life* spell or the resurrection of the victim. The effect is not removed by *Dispel Magic* or *Remove Drain*.

Fear

The creature has the ability to invoke Fear. This effect is a *Charm* effect which alters the behavior of the victim so they feel immense Fear when near the creature and will have desire to flee as far from the creature as possible, in an attempt to break *Line of Sight*. The effects last for five-minutes and do not end even if Line of Sight is broken. If the victim is cornered in such a way that it is impossible to flee except to move closer to the creature (due to obstacles or space limitations), they must instead only cower in place unable to move. The effect ends if the creature dies, or the character is affected by an *Awaken*, *Remove Fear*, or the character dies.

This effect is more powerful than a *Calm*, *Calm Animal*,

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Charm, *Charm Animal*, or *Control Undead* effects in the Charm-Group, but less-powerful than a *Vampire Charm*, or *Enslavement* in the Charm-Group hierarchy (see *Charm Effects* on page 41).

Infection

The creature has the ability to infect a helpless victim with a contagion which will cause the victim to change into a version of the creature. Only the physical form of the victim is changed but the victim loses all memory of their former life (they temporarily become an NPC), until they are dead. Once dead, the victim may be saved by a *Life* spell as normal which also cures the infection. The local plot team will supply the character with a stat card which indicates the creature stats while changed. The character cannot use *Resist*, *Cloak*, *Bane* or any protection or *Spell Defense* to negate this special Curse effect. The Curse of Transformation is removed by a specific plot cure or by the resurrection of the character; the effect is not removed if the character dies and receives a *Life* spell. The delivery of the Infection is performed by the NPC stating the verbal phrase (Counted Action) "I infect you one... I infect you two... I infect you three."

Lesser <effect>

The creature has an ability which mimics a spell or effect, but which lasts only 10-seconds instead of the normal duration (if the duration is longer than Instant). The verbal phrase of delivery of the attack must start with "Lesser" to indicate the duration change. The effect automatically expires after 10-seconds or is removed by any means which would remove the effect.

Massive

The creature is very powerful and may use the Massive weapon type to deliver attacks. The Massive attack is not blocked by weapons or shields, and physical hits to them are counted as valid body hits against the victim. The attack is Physical and will trigger protections and *Spell Defenses* (such as *Magic Armor*). The victim may use *Dodge*, *Parry*, *Phase*, *Resist*, *Return*, *Reflect*, *Cloak*, or *Bane*, to defend against the effect, if applicable.

Superhuman Strength

The creature is extremely strong and is able to deal more damage with weapons they are wielding. The *Superhuman Strength* is noted as "plusses" on the monster stat card, and the bonus damage is divided between each hand (the full bonus is applied to creatures wielding two-handed weapons). *Endow* or *Delayed Endow* have limitations for creatures with Superhuman Strength (see those

spells for full details). Superhuman Strength does not automatically confer the ability to *Rip* from Binding-Group effects. These must be noted separately on the Monster Stat card.

Vampire Charm

The creature (usually a Vampire) can override the will of the victim through a powerful *Charm* effect which lasts 5-minutes. The *Delivery Method* is often a *Gaze* attack, but some powerful creatures might deliver it using a packet attack or other delivery method. The Vampire Charm effect gives the creature complete control over the victim and the victim must obey every command issued unquestioningly, even if they are commanded to commit suicide. Vampire Charm is an *Enduring* effect with a maximum duration of 1-year. If the victim is subjected to a second Vampire Charm, it is replaced by the new effect (the old one immediately expires).

This effect is more powerful than a *Calm*, *Calm Animal*, *Charm*, *Charm Animal*, *Control Undead*, or *Fear* effects in the Charm-Group, but less-powerful than an *Enslavement* in the Charm-Group hierarchy (see *Charm Effects* on page 41).

Special Defenses & Vulnerabilities

Damage Cap <X>

The creature has a maximum amount of damage they will suffer from any weapon attacks which are able to affect it. All damage above the maximum is reduced to the maximum instead (any remaining amount is discarded). The NPC monster stat card will state the number of "x". The verbal phrase for this ability is "Cap x", where "x" is the damage amount. The *Damage Cap* of a creature will never affect *Assassinate*, *Slay*, *Bladefury*, or spell damage; they will always do full damage to the creature.

Double from <damage type or effect>

The creature suffers double damage from the specified spell, effect, or damage type. The NPC monster stat card will document the vulnerability. The damage is doubled by the NPC when they take the damage or effect (not by the player dealing the damage).

<Effect> Shield

The creature has a specific defense against one type of spell or effect. The defense is triggered by the next appropriate weapon or any attack with the specific option, regardless of the delivery method, which hits them (in the same way as a *Shield Magic*). When triggered, the protec-

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tion is expended, negating the attack. *Spell Defenses* will be triggered before the *<effect> Shield* defense. The NPC monster stat card will state the effect type.

The creature may choose to use *Cloak*, *Bane*, or *Dodge* before the *<effect> Shield*, but may not use *Resist* or *Return*. The NPC must state the out-of-game verbal phrase “*<effect> Shield*” (replacing the word “effect” with the designated effect listed on the stat card) with the within three-seconds of being hit.

Focus

The creature is immune to *Spell Disruption*. This ability might be limited to one or more of their spells or might be for all spells cast by the creature. The NPC must state the out-of-game verbal phrase “Focus” after the delivery of the spell or effect (See *Spell Disruption* on page 39 for more information).

Gaseous Form

The creature is able to turn into a *Gaseous Form* making them immune to all attacks and effects except for *Solidify*. The creature may not use any other in-game skills, abilities, or powers while in a Gaseous Form (except to Solidify themselves). They may not speak, may not move objects, and may only move at a normal walking pace. The Gaseous Form does not allow the creature to pass through solid objects or obstacles. All personal possessions carried by the creature will also become gaseous with them, however the creature will drop any other characters they are carrying upon becoming a Gaseous Form. To use the ability, the player performs a three-count action with the out-of-game verbal phrase “I become gaseous one... I become gaseous two ... I become gaseous three.” (see *Counted Actions* on page 77). The creature may end the effect at-will by performing another three-count action with the out-of-game verbal phrase “I become solid one... I become solid two... I become solid three.” If the creature is forced into a Gaseous Form when they are killed, they drop all their possessions and treasure.

Gate

The creature is able to open a Gateway to another place or plane. The Gate should be a prop, clearly defined doorway, or some other form of phys-rep used to define the Gate. If there is no prop, the NPC must perform a three-count action by stating the out-of-game verbal phrase “I open a Gate one... I open a Gate two... I open a Gate three” (if a prop is used, there is no three-count needed). Other characters may enter the Gate while it is open. Usually the creature may close the Gate at-will.

Harmed by <damage type or effect>

The creature suffers damage when hit by specific spells or effects instead of its normal effect.

Healed by <damage type or effect>

The creature is healed when hit by specific spells or effects instead of its normal effect. The creature is not healed by weapon attacks of the specified type, but is immune to the entire attack. They are healed by packet attacks and *Spellstrikes* of the specified type. If the creature is immune to the attack the NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected.

Immune to/from <damage type or effect>

The creature is immune to specific spells, effects, or groups of spells or effects. The NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected by the attack.

Immune to <Type> Weapons

The creature is immune to specific weapon types and attacks against the creature with these weapons causes no damage or effects when the hit the creature. Other weapon types deal full damage and/or effects. The NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected.

Natural Armor

The creature has hardened skin (such as a carapace) or a shell which acts like armor. The *Natural Armor* has Armor Points and functions exactly like Physical Armor in every way except it cannot be *Shattered* or *Destroyed*. It may be refit just like regular armor and affected by the spell *Refit Armor* or the *Smithing Special Ability: Rapid Refit*.

No Metabolism

The creature has no Metabolism and is immune to the following effects: *Death*, *Disease*, *Drain*, *Drain Life*, *First Aid*, *Life*, *Nausea*, *Paralyze*, *Poisons* (including all *Alchemy*), *Sleep*, *Stabilize*, *Taint Blood*, *Waylay*, and *Wither Limb*. The NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected by the attack.

Non-Corporeal Form

The creature has no physical form and is made entirely of energy or magic. The creature is immune to the Weapon Type “Normal”, and all *Binding-Group* effects (*Pin*, *Bind*, *Web*, and *Confine*).

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Phase

The creature is able to momentarily become incorporeal, negating one attack or effect which hits them, even if they are completely immobilized (such as in a *Confine* or *Paralyzed*). The creature will have a specific number of times they may use the ability each day. When the ability is used, the NPC must say the out-of-game verbal phrase “Phase” to inform the attacker they were not affected by the attack. The Phase ability may not be used to negate a *Killing Blow*, *Vengeance*, *Formal Magic Backlash* effects, *Arcane*, or any effect which automatically hits and which cannot be defended against.

Reduced Damage

The creature suffers less damage from certain attacks than normal. The NPC must say the out-of-game verbal phrase “Reduced” when hit with an appropriate attack. If the attack is reduced to 1 point of damage, the NPC must state “Minimal”. This ability cannot reduce the damage below one point.

Regenerate

The creature is able to heal themselves to their full Body Points over time (usually one-minute, but could be any amount of time dictated by the Monster stat card, including *Instant*). They must sit at rest or stand completely still while they Concentrate on Regenerating (this is a *Concentration* action). The process is interrupted if the creature suffers Body Point damage or if the creature uses any other in-game skills or abilities while they Regenerate. If the process is interrupted, no Body Points are restored and they must start over from the beginning (if they are able). This ability does not remove any additional effects. The Monster stat card will designate the amount of time, conditions, and number of times the ability may be used.

Some powerful creatures can Regenerate at zero Body Points instead of becoming *Dead*; they are not reduced to -1 Body Points, but instead have zero Body Points and automatically begin to Regenerate without the need for them to Concentrate or be conscious.

NOTE: The Monster ability *Regenerate* is slightly different from the spells *Corruption* and *Regeneration* (see the those spell descriptions for more information) and is reserved for NPC monsters only.

Renew <option>

The creature is able to reset one or more of their expendable abilities or skills so they may use them again (in a similar way to *Inspiration*). The Renew ability usually has a specific set of conditions which allow for the use of the

ability, but some power creatures might be able to use it when they choose. The Monster stat card will detail the conditions and number of times it may be used each day. Conditions could be anything including: entering an area, using a skill or ability, concentration for a specific amount of time (similar to refitting Armor), holding an object, being affected by a specific spell or effect, etc. Certain very powerful creatures might *Renew All*, meaning all their abilities and skills are reset as if they had not used them for the day. The Renew ability does not refresh it's own daily uses and an Inspiration may not be used to reset a Renew ability. This ability will not renew *Formal Magic* levels, *Cantrp* levels, *Crafting* or *Tradecraft* skills.

Resist <effect>

The creature has the ability to *Resist* a specific spell or effect a limited number of times per-day. The designated effect may be any specific spell, effect, or group of spells or effects (such as *Resist Magic* or *Resist Binding*). The creature decides when to use the ability. *Spell Defenses* are expended before the creature may use the Resist ability (see *Protection Hierarchy* on page 82). To use this ability, the creature must be conscious and the player must state the verbal phrase “Resist” within three-seconds of being affected. It is obvious to any observers the creature was not affected by the effect if they say “Resist”.

Return <type>

The creature has the ability to *Return* a specific spell or effect directed at it a limited number of times per-day. *Return* works exactly like *Resist* except the effect is restored to the origin of the effect instead of the being expended.

If the origin effect was generated by a character ability or skill (such as a *Slay* or *Assassinate*), the Returned ability or skill (or spell) may not be used by the original character until they Meditate (see *Meditation* on page 40 for additional information).

If the origin effect was generated by an item (such as *Alchemy* or *Scroll*), the item is not consumed and is restored to the original state it was before it was used (if the tag is still valid). The item may not be used again for ten-minutes (it is temporarily inert).

If the origin effect was generated by a Magic Item (such as spell or effect), the effect is not consumed and is restored to its original state before it was used (if the tag is still valid), but is suppressed. The character must spend one-minute concentrating on the item (in the same way as refitting Armor) before the Returned effect is restored and can be used again. This must be done for each item separately (but not each effect on a single item).

To use this ability, the creature must be conscious and the

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player must state the verbal phrase “Return” within three-seconds of being affected. It is obvious to any observers the creature was not affected by the effect if they say “Return”.

Revive

The creature has the ability to enter a state of temporary pseudo-death. The creature does not fall below zero Body Points and instead lies “dead” for five-minutes and then returns to life with full Body Points. The Monster stat card will detail the number of times the creature may use the Revive ability each day. Some powerful creatures must be killed in a special way or with a specific Weapon Type (such as issuing a *Killing Blow* with a *Silver Weapon*) to prevent them from Reviving.

Rift

The creature has the ability to step into another place and appear elsewhere later. The NPC must perform a three-count action by stating the out-of-game verbal phrase “I rift out one... I rift out two... I rift out three.” after which, the NPC will don their white headband to designate they are no longer there. They Rift back in by stating the out-of-game verbal phrase “I rift in one... I rift in two... I rift in three.”

Some powerful creatures are able to take others with them through the Rift or to cause others to Rift out against their will. It is the decision of the Rifting character to “accept” another into their Rift.

Solidify

The character has the ability to force a Gaseous Form to instantly become solid. To use this ability, the character must say the in-game verbal phrase “Arcane Solidify”. This ability is also used by “Stake of Woe” (see the *NERO World Classic Formal Magic Rulebook*). This ability does not prevent the target from becoming a *Gaseous Form* immediately after they we Solidified.

Suicide Ability

The creature is able to end their own life. The creature may have conditions or be able to perform the act at-will. The effect might reduce the creature to -1 Body Points and *Dead* (such as a *Killing Blow*) or might immediately destroy the creature entirely, causing them to dissipate immediately without a *Dying Count* or *Death Count*.

Threshold

Th creature suffers only one point of damage from weap-

on attacks which are equal to or less than its Threshold protection rating; all weapon damage above the Threshold does full damage. The creature’s Threshold only applies to Body Point damage and other protections or *Spell Defenses* will be triggered first (Threshold is last in the *Protections Hierarchy*; see page 82). The NPC must announce “Threshold” to each opponent if the damage dealt is less than the rating (once acknowledged, they are not required to state again). The NPC Monster stat card will state the number value of the Threshold. An *Assassinate*, *Slay*, or *Bladefury* will always do full damage regardless of the Threshold protection rating. A *Killing Blow* will always bypass a Threshold.

So You Want to Be a Thief?

Sometimes you may want for your character to engage in some in-game law-breaking or thievery, which is permitted, however there are some tight controls on this activity. You are never allowed to steal personal property or break a real-world law.

Stealing an Item

Only in-game items with tags attached or associated with them may be “stolen” in-game. Each player must be very careful that they are not taking someone’s personal property. The out-of-game prop must never be damaged or destroyed (but in-game items might be destroyed by *Shatter* or *Destroy* effects, which also destroys the tag). Players may never “pick pocket” another player (remember the Physical Contact rule). Each player is required to know these rules, ignorance is not a defense of improper stealing. “Stealing” is permitted only with the following stipulations:

Game Money, Items, & Jewelry

Our game coins and valuables (such as jewelry, gems, and trade bars) are props used to simulate the “real money” of the in-game world. You are always allowed to take in-game coins. Gems, trade bars, and jewelry will either have embedded or attached official tags to demote their validity, or will have an associated tag. If it has an embedded or attached tag, the item is fair game. If there is not tag, that item is “worthless” and has no game value, because it is just a prop and not actually in-game, just a part of costuming or decoration.

The prop for an item, jewelry, or magic item which is “stolen” must immediately be turned over to a Marshal as soon as possible so they can return the item to the player who owns it out-of-game. This must be done no later than one hour or the end of the game event (whichever is shorter). The prop may be turned in at a specific area (designated by local staff) or may be returned to Monster Camp.

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“Stealing” a weapon requires the player to actually take the weapon. Sometimes a tag might not be affixed to it because doing so would damage the prop. When you steal a weapon and return it to a rules Marshal, they will go collect the tag for the item when they return the prop to the player who owns it, and give you the tag. If the weapon is a recognizable magic item, you must have a prop for it which resembles the original as closely as possible. You may not keep the prop because it is personal property.

In certain cases the local chapter has provided the prop associated with the item. That prop always belongs to the local chapter and they are loaning it out to be used by players. If the prop is owned by the local chapter, the item tag and associated prop stay together until they expire or are destroyed, and the prop is returned to the local chapter to be reused later. The tag (and possibly the item) will make note that the chapter provided the phys-rep prop.

Some local chapters use a two-tag system for Magic Items. The first tag only has basic information and a number or code for the associated second tag, which has the item properties. In these cases the first tag should stay with the item and if lost or stolen, the second tag is surrendered to a Marshal; it will be reunited with the first tag when the item is Identified (see *Special Circle Power: Identify* on page 45 for additional information).

Other In-Game Items

Certain items are props used by the local game and might not have a tag attached to them (such as books, maps, skulls, bones, or the like). Some of these might be in-game objects, while others might just be decorations. If you find these items on an adventure or module, ask a Marshal if you may take them prior to doing so.

Searching a Person

If a character is dead, unconscious, incapacitated, or helpless, they may be searched. The searching player must be close enough to touch the target of the search and the player must say “I search you.” The player being searched must turn over all in-game items to the searching player as quickly as possible. You must still perform the search if the player is holding something in their hand or the something is visible because you are not allowed to physically touch another player or their gear. You may ask for specific items first if you know a player has such an item, and they must turn it over (for example a sword held in their hand).

The player being searched has the option to require the player doing the search to “describe their search” in detail. This means the searching player needs to ask specific questions such as “I search you belt pouch” or “I search your boots” and the player must hand over items located

in that area. The items must actually be located where you say they are and you cannot claim something is in your boot if the item is in your belt pouch. The described search takes longer and helps players to slow down the searching process. No one may completely hide something on their body which cannot be found by a search and nothing may be withheld no matter how well it is hidden. You may not hide something in a place on your person which is not “decent” (no one should have to describe a full-body cavity search in order to find what you have hidden). Remember that if a character resurrects, all in-game items are left behind (no matter where they are hidden) because the body dissipates (see *Life and Death* on page 14).

Searching a Cabin

This always requires a Marshal to be present and may never be done otherwise! Entering a cabin without a Marshal is considered Breaking and Entering and is against real-world laws. You need a Marshal to witness your actions in order to ensure you are only searching in-game areas and no personal items are disturbed.

The cabin will have “Marshal Notes” which detail any protections (such as Circles, Mystic Locks, and Wards, and who is Invested in them), Glyphs (and what the effect is), Traps, or specific out-of-game areas. Before the players open the door to enter the building, the Marshal needs to review the notes so they understand them. The Marshal must be inside the cabin while any player inside a cabin is searching it (even if they are sleeping there). Items marked “personal” or out-of-game areas designated by a curtain may not be opened or entered. The Marshal is there to witness and ensure game rules are followed (such as disarming traps, picking locks, destroying Wards, etc). Nothing in the cabin may be physically damaged and windows, screens, or hinges cannot be removed in order to enter; you may only enter a cabin through a door.

Securing your Cabin

Keeping your cabin secured through in-game means is a good idea to keep your in-game valuables safe.

Some chapters might have simple lock props players are permitted to use to “lock” the door of the cabin. If an actual lock is used, it must be affixed next to the door (do not actually use the lock to lock the door, do to safety). If a prop lock is used, the prop must be constructed in such a way that it is clear it is “locked” or “unlocked” and should have a “key”. Anyone with the *Pick Locks* skill can attempt to open a lock.

If the character has the *Disarm / Arm Trap* skill, they may set Traps in their cabin following the rules for Traps. Anyone with the *Disarm / Arm Trap* skill can attempt to disarm the Trap. See *Traps & Locks* (below) for additional information.

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Characters may use a *Mystic Lock* to secure a box or chest which will only allow characters *Invested* in the spell to open and access the contents of the chest. See the spell *Mystic Lock* on page 66 for additional information.

A *Glyph of Protection Formal Magic* may be placed upon a door which will trigger its effect when any character or creature who is not *Invested* in the Glyph breaks the plan of the door. See the *NERO World Formal Magic Rulebook* for additional information.

A *Ward* may be used to magically secure the cabin or a room within a cabin. If the character does not have the ability to cast the spell themselves, they might find another character in-game to cast it for them. This kind of protection allows characters who are *Invested* to enter and leave freely, but will prevent other characters from entering (unless they are “recognized” by an *Invested* character). Destroying a *Ward* requires *Formal Magic* and takes a full hour. See the *Ward* spell on page 71 for additional information.

Similarly, an *Extended Circle of Power Formal Magic* may be used to secure a cabin or area within a cabin. It's more costly to cast (but lasts longer) and also requires *Formal Magic* to destroy it (again, taking an hour). See *CHAPTER FOUR: MAGIC* under the section for *Extended Circles of Power* on page 44 for additional information.

Areas under bunks or beds is always out-of-game. Anything placed there is considered personal and may not be disturbed by any player except the owner. Players are not allowed to store any in-game items under their bed (this is cheating).

Any protections placed on the cabin must be entered into the Marshal Notes (sometimes called “Cabin Notes”) so that a Marshal can view them if needed. If you forget to add things to the Marshal Notes, the missing protections will be invalidated by the Marshal, so be thorough about keeping it updated. No player may read the Marshal Notes except players residing in that cabin, and then only if they need to add or remove notes from the Marshal Notes because they are out-of-game and restricted.

Remember that if you are sleeping in-game, you must be outside of any out-of-game partitions or curtains. It must be clear which areas are out-of-game and players sleeping out-of-game should be wearing a white headband (if possible).

Traps & Locks

Characters must have the *Craft Trap* skill in order to make a Trap. Crafting skills are detailed in the *Crafting Skills* section of page 36. Each Trap must be approved each event by a Marshal before it may be used.

Traps must have a physical trigger and be constructed so that they have a visual or auditory cue when they are triggered, such as a noticeable sound or light which occurs when the trap is set off. The trigger must be connected to the trap for it to be a valid trap. All Traps and Locks must have an affixed *Item Card* to be valid. The trigger may be simple or complex, but there must be a method to prevent the Trap from triggering, so it may be disarmed by characters with the *Disarm / Arm Trap* skill (although it doesn't have to be easy, it must be possible).

The trap trigger can be something simple like a wooden spring clothespin, two tacks (tops inside clothespin so they touch when closed, with wires attached to a buzzer and battery. Put a small piece of cardboard with a hole threaded with string between the tacks (so the contacts don't touch) and use the other end of the string as a tripwire. Tripping the string pulls the cardboard, allowing the clothespin to close and make contact with the tack heads, completing a circuit, and powering the buzzer. The trap is sprung!

Traps may never be used like a weapon; you cannot throw a trap at another player or use it as a weapon in combat. There are no “grenades” in NERO. The Marshal has the final say to approve any trap.

Some chapters might have simple lock props players are permitted to use to “lock” the door of the cabin. If an actual lock is used, it must be affixed onto the door (do not actually use the lock to secure the door, or barricade an exit for safety reasons). Physical Locks must be simple locks (such as diary locks or similar) and should be possible for any player to pick with minimal tools. If it takes the Marshal longer than five-minutes to pick the lock, it is too complex. Combination locks may never be used by players in-game, but may be used for out of game totes or footlockers, or by the local staff on a module. Players are never allowed to actually lock a door or chest with a lock; attach it to the door or chest so it may be picked in-game.

Some local laws prevent people from owning “lockpicks” or performing actions which disable locks (check with your local chapter). In such places, a prop lock is used to signify there is a lock present. If a prop lock is used, the prop must be constructed in such a way that it is clear when it is “locked” or “unlocked” and should have a “key”. Chapters using a prop lock which cannot be actually picked will also have a system to simulate the picking of the lock (puzzle, wire-ring system, or something else). Check with your local chapter for what they use.

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Trap Types

Each of the seven Trap Types are different and have different construction requirements. The rules for each are listed below:

Weapon Traps

This type of trap uses a NERO-approved weapon to deliver damage to a character. The trap must be mounted to a secure stable object, such as a wall, door, chest, or tree and may involve a spring mounted device. The weapon must not swing with such a force that it will hurt a person in the path of the weapon. Weapon Traps may never be used on a character's body. The trap delivers a weapon blow which functions just like a weapon attack.

The crafting cost is one Level of *Craft Trap* for every two points of damage the trap will deal (maximum of 40 points of damage). The effect will damage armor and will also trigger protections and *Spell Defenses* (such as *Magic Armor*). The character may *Dodge*, *Parry*, *Phase*, *Resist Physical*, or block the Trap with weapons and shields. The damage type delivered during the attack is based on the weapon used.

Weapon Traps may be reset by any character with the *Disarm / Arm Trap* skill without the need to pay the crafting cost again (see *Trap Mechanics* below).

Massive Mechanical Traps

This type of trap represents rock falls, collapsing ceilings, giant weapons, or other similar mechanisms. The trap must have a minimum size of 3 square inches (3" x 3" x 3") and cannot be moved. A character hit by any part of the triggered trap will take the full damage of the trap. Massive Mechanical Traps cannot be reset and are destroyed once triggered. The construction of the trap must include a trigger and a conveyance method, such as a prop which consists of pillows, plastic garbage bags filled with newspaper, or other harmless soft items. Nothing heavy or sharp may be used.

The crafting cost is one Level of *Craft Trap* for every four points of damage the trap will deal (minimum of 16 points of damage and a maximum of 80). The effect will damage armor, but will bypass *Spell Defenses* (such as *Magic Armor*). The character may use *Displacement* or *Phase* to avoid the attack, but cannot use *Dodge*, *Parry*, *Resist Physical*, or block the Massive Mechanical Trap with weapons or a shield. The damage done by the attack is "<damage> Massive."

Fire & Acid Traps

This type of trap showers the damage and effect in a five-foot radius area centered on the trap. When the trap is triggered, everyone in the *Area of Effect* takes the damage plus any additional effects as described below (See *Area of Effect* on page 80).

Acid Traps deal "<damage> Physical Acid" and Fire Traps deal "<damage> Physical Fire" when triggered. The specified effect will damage armor, but certain protections may also be used to negate the effect (such as *Cloak Fire / Bane Fire* against a Fire Trap). Applicable *Spell Defenses* (such as *Guardian of the Four: Fire*) will also be triggered. The character may use *Resist* abilities (if relevant) but they may not *Dodge* or *Phase* the effect.

The trap construction must have a trigger, a detonator attached to a phys-rep, and a container for the oil or acid, which must be at least 216 cubic inches in size. These Traps cannot be reset and are destroyed when triggered.

The crafting cost is one Level of *Craft Trap* for every three points of damage the trap will deal (minimum of 12 points of damage and maximum of 60).

Explosive Traps

This type of trap is an explosive which causes fire damage in a five-foot radius area centered on the trap. When the trap is triggered, every character in the *Area of Effect* takes the effects as described below (see *Area of Effect* on page 80).

The explosive effects are delivered as "*Area of Effect <damage> Physical Fire*" and "*Area of Effect <damage> Physical Destroy <item>*" as two separate attacks to every character and item within the five-foot blast radius area centered on the trap (fire damage first, then Destroy effect). Armor will protect the character up to its remaining Armor Point value from the fire damage before being destroyed (if it is not rendered). See *Area of Effect* on page 80, also see the spell *Destroy* on page 61 for more information.

The explosive fire damage will bypass all automatic *Spell Defenses* (including *Magic Armor*, *Guardian of the Four*, and *Displacement*). Certain protections (such as *Cloak Fire* or *Cloak Destroy*) may be used to negate the fire damage and the character may use *Resist* abilities (if relevant), but they may not *Dodge* or *Phase* the effect. *Cloak Shatter* will not protect items from the effects of an Explosive Trap. *Strengthened* items will expend a *Resist Shatter/Destroy* to negate the attack on the one item only.

The trap construction must have a trigger, a detonator attached to a container phys-rep, which must be 216 cubic

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inches in size. These Traps cannot be reset and are destroyed when it explodes.

The crafting cost is one Level of *Craft Trap* for every two points of damage the trap will deal (minimum of 30 points of damage and maximum of 60).

Gas Traps

This type of trap contains a poison gas effect which is released when the trap is triggered, affecting every character in a five-foot radius area centered on the trap, delivered as an *Area of Effect*. The attack will trigger protections and *Spell Defenses* but the character may not use *Dodge*, *Displacement*, or *Phase* to negate the effect. A *Poison Shield* or *Resist Poison* will negate the entire attack, even if multiple gas traps are chained together or are set off at the same time (within 3-seconds).

The trap construction must have a trigger and a container phys-rep, which must be 216 cubic inches in size. Gas Traps are not destroyed when triggered, but the poison gas is expended and will need to be replaced. Gas Poison from the container of a disarmed Gas Trap cannot be salvaged or reused, but can be used in the same trap if it is reset or replaced with another applicable gas if desired (the removed gas is rendered useless and inert when removed).

Up to three Alchemical *Cause Damage* gas poisons may be combined into a single container to deliver them as a single attack, but is still limited to the trap level (9 levels is the maximum, 30 points). No other Alchemical Gas poisons may be combined.

The crafting cost in levels is based on the highest level Alchemical Gas to be placed in the trap, in addition to needing the Alchemy Gas to be placed within the trap.

Alarms & Noisemakers

This type of Trap does no damage but will set off loud alarms, bells, or other noises. The trap must make its own noise and has no construction requirements or minimum / maximum size. The *Disarm / Arm Trap* is required to disarm or disable an Alarm trap or Noisemaker. The crafting cost is one Level of *Create Trap*.

Trap Mechanics

Arming a Trap

It takes time to arm (set) a trap. The character sets the trigger and must then keep touching the trap for an additional one-minute afterward.

Backfire

The trap will be triggered by the character arming it if they remove either hand from the trap or they are hit by a weapon or packet attack. When the trap backfires, the character arming it is automatically hit with the damage and/or effect(s). A backfiring trap does not deliver an *Area of Effect* (even if it normally would).

Setting off a Trap

There are three ways a trap will be set off:

Being Moved

If the trap is armed (set), it may not be moved more than five feet from its position, even if the character has the *Disarm / Arm Traps* skill. *If a character is touching the trap, they are automatically hit.*

Destroyed

If the trap is armed (set), it will trigger if hit by a *Shatter* or *Destroy* effect before being destroyed. *If the trap is not armed, it is simply destroyed.*

Triggered

When the armed trap is set off, a noise, buzzer, or noticeable light will occur and the damage or effect will be delivered.

Dealing Damage

Some traps have an *Area of Effect*. The area is a five-foot radius measured from the center of the trap and only characters within (or partially within) that area will be affected by the trap. When positioning the trap, be sure you are including the area you want to be affected. If the tripwire is ten-feet away when it's triggered, it is outside the five-foot radius of the *Area of Effect*. Players may use long cords to trigger traps from a safe distance on purpose, similar to how a claymore works.

Disarming Traps

Only characters with the *Disarm / Arm Trap* skill may attempt to disable a trap. See the *Disarm / Arm Trap* skill on page 29 for additional information.

The character can attempt to disarm the trap using any reasonable method which does not physically destroy the trap prop phys-rep itself. Physical damage to the trap is any damage which cannot be repaired by a Marshal within ten-minutes with no tools. Players cannot cut electrical

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wires, but may cut strings, tripwires, or remove a battery clip to disable the buzzer or light.

Once disarmed, the trap will not be triggered, even if is destroyed, or if other traps trigger in a chain-reaction. Traps may be reset later after they are disarmed.

Marshals

Marshals are officials acting as the referees, arbitrators, and witnesses who aid the running of the game in various ways. They will be there watching you perform Formal Magic, witnessing you as you try to sneak into a cabin, and a variety of other official actions.

Your local chapter may have one type of Marshal which can handle any type of request, or may have specialized Marshals who can be consulted for their assigned duties only (such as Rules Marshals, Formal Magic Marshals, Rogue Marshals, Module Marshal, Trap Marshals, etc.). The ruling of a Marshal is final. If you disagree with a ruling, you may calmly state your case, but if they still disagree it is your responsibility to accept the ruling and continue play. The Marshal may be aware of information you are not privy to or something you missed or how a rule is intended to work. That is their responsibility to ensure the game is fair and runs as smoothly as possible. If you still disagree later, you can appeal the decision to the local staff or an Adjudicator. Don't let a ruling against your favor ruin your fun or the fun of others around you.

Intentionally using (or arguing) specific wording of a rule or using an error, misprint, loophole, or exploit is Poor Sportsmanship. No rules system is perfect and there will always be times when players disagree.

Marshals are by appointment of the local game organizers. Impersonating a Marshal, even if you are a Marshal in another chapter, is not allowed and is cheating. This is a serious rules violation and you will face disciplinary action.

Some chapters allow trusted players who might be in-play as their characters at an event, to also be a Marshal. That player steps out of character when required to perform their Marshal duties and then may step back into the game as their character. No Marshal may ever Marshal their own character actions, and should avoid Marshaling the actions of their friends, team, or party members due to the appearance of bias. The honesty, integrity, and judgement of a Marshal should be unquestionable and trustworthy.

Cheating & Metagaming

Cheating

The intentional disregard or misuse of game rules in order to gain an unfair advantage. The use of known errors, loopholes, and exploits to gain an unfair advantage.

Unintentional Cheating

Not knowing a rule or not understanding a rule can create a situation where a player is cheating, but they are not aware they are doing so. It is the duty of all players to know the rules, but also to help correct those less acquainted with how the rules work. Polite conversation involving a Marshal should be engaged so that the offending player understands how the rule works.

Metagaming

The use of player knowledge gained out-of-game by the character they are playing, thereby bringing knowledge that character would not otherwise know, in-game. Occasionally, players may misremember where they learned information or if that source was in-game or out-of-game. When in doubt, you should assume it was learned out-of-game until you can confirm you know it in-game. If you don't want someone to know information, the best way to do that is to keep your secrets to yourself, even after the game ends.

NERO is an honor-based system and when any player engages in rule-breaking, they harm everyone involved and the larger game as a whole.

Any player caught cheating or metagaming may face disciplinary action, depending on the severity of the cheating. If severe enough, players may be asked to leave or even be banned from play.

If a player suspects another player of cheating, they should immediately report the situation to a Marshal for investigation. If someone makes an accusation against another player to a fellow player, it's fair to ask them how they know that situation and if they have reported it to a Marshal.

Do not let Peer Pressure allow you to overlook the cheating of your friends or teammates. Cheaters are nearly always eventually caught and you will be assumed to be a cheater as well.

Avoid "casual cheating" which is when players choose to ignore a rule or system because they don't like it or because it is inconvenient, or "such a small thing".

Gossip and rumors can be spread quickly in a community, especially accusations of misconduct and cheating. This can swiftly ruin our game. We all gripe or complain at

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times, but be very careful what you say and how you say it – that is how hearsay, rumors, innuendo, and gossip are spread and these have no place in our game or our community.

You are expected to cooperate to the best of your ability with all Marshals and game staff. If someone asks a question, don't take it as a personal attack on you or others, just answer truthfully.

When we all work together, guiding, coaching, listening, and trusting each other we build a community which helps things to run as smoothly as possible. You are a crucial part of ensuring that by controlling your own actions and playing fairly, everyone else will have a fun gaming experience.

Build Cheating

This is a very serious form of cheating. Any player who knowingly falsifies their character levels, build, skills, awards, any character record, or counterfeiting game tags or items will face disciplinary action of suspension from all NERO World Chapters for a minimum of six months. In addition to the suspension, their character Build Points will be reduced by half their total Build Points and a full audit of their character will be performed. If the cheating is severe enough (or a clear pattern of cheating is present), players may be banned from play for longer periods of time or even banned permanently.

NERO World Sportsmanship Policy

All participants in NERO World are expected to:

1. Follow the "spirit of the rules" first, as well as the letter of the rules. Play fairly and honestly.
2. Contribute to the enjoyment of all players and be considerate to others. Everyone should be able to enjoy the game.
3. Avoid play styles which detract from the chance for other participants to enjoy the game or fun. When in doubt, error on the side of fun.

Marshals, Staff, Game Organizers, etc. are expected to:

1. Help run the event as your primary concern. The game is not about you versus the players and everyone's enjoyment at the event is of paramount importance.
2. Treat all participants with respect and equality. No player is more important than another and everyone deserves an equal opportunity to participate. Favoritism will not be tolerated.
3. Communicate in a respectful and timely manner.
4. Uphold the authority of your fellow staff members and avoid in-fighting or overturning decisions without careful investigation.
5. You are representing NERO World and your Local

Chapter when you are running events. Be professional and unbiased.

Code of Conduct

1. All members are expected to act responsibly and abide by all NERO World rules and policies.
2. NERO World has no tolerance of physical violence towards others out-of-game, threats of violence out-of-game, dangerous, destructive, and lewd behavior, disrespect of others, vandalism, damage or theft of personal property, the display of pornographic materials, or consumption of illegal drugs or alcohol at any NERO World sponsored event.
3. NERO World does not condone out-of-game discrimination or bigotry, including race, gender, gender identity, religion, ethnic background, ancestry, ideology, beliefs, sexual orientation, physical appearance, afflictions, handicap, disability, age (although certain games may have a minimum age requirement for participation) or any other protected status.
4. All participants are responsible for knowing the rules of the game and to follow them during play.
5. References to explicit sexual behavior, concepts, or depictions or sexual acts, particularly violent one, are expressly forbidden. This is a family game where children may be present.
6. NERO World reserves the right to remove any participant from play or limit participation if they are deemed to have disobeyed NERO World rules or policies. Every reasonable effort will be made to inform participants of rules changes, updates, errata, and corrections.

Safety

Alcohol

It cannot be stressed enough that alcohol is forbidden at our games. Anyone caught with any controlled substance will face severe disciplinary action of suspension from all NERO World Chapters for a minimum of six months. We take this with the highest level of seriousness. If you see anyone with alcohol or illegal drugs it is your duty to report that person or group to a Marshal or game staff.

Real Weapons

No one may ever bring real weapons to a NERO World game. Small knives or daggers may be carried only for eating or utility purposes and must be "peace-bound" into their sheath except during meals. Small knives, tools, Swiss Army Knives, or other similar items may be carried with extreme care.

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Page Status

A “Page” is a person who cannot engage or be engaged in melee combat. The Page must wear an Orange Headband (similar to a White Headband) which denotes they are non-combat. They may never be hit with weapons.

Some adults might have a medical condition which makes combat uncomfortable, difficult, or even dangerous. Some local chapters might allow children under the age of 14 to play the game as a Page. Playing as a Page allows them to participate in the other aspects of the game. A Page is just like every other character, they have a race, class, and skills, but engage in combat or throw packets to attack others (but may touch-cast spells, with chapter permission). Children must be carefully monitored by an adult at all times.

Never strike a Page with a weapon. Attacking a Page is simulated by simply pointing your weapon (or a packet) at them and saying the verbal phrase “I down you Page!” (-1 Body Points, dying) or “I kill you Page! (*Killing Blow*, dead) or similar actions. You must be close enough to actually hit them to do these actions. Any character within five-feet of the Page who has a weapon or shield, may defend them by saying “I defend you Page” and then roleplaying.

Smoking

Smoking cigarettes and “Vaping” is restricted to designated areas and never indoors. We discourage players from smoking in public common areas for the consideration of others (some people have medical conditions), fire safety, and local regulations. Some campsites are non-smoking and don’t allow any smoking on site. Check with your local chapter policies and requirements.

Torches & Flames

Torches, flame candles, or any form of open flames are generally not allowed unless expressly stated that are permitted. Camp sites have leaves, logs, dried plants and grass which can easily catch fire. Most campsites have strict regulations about fire and open flames (even candles). Even if they are permitted, flames are never to be left unattended, even for a moment. Check with your local chapter policies and requirements.

Flames may be simulated with props such as battery operated “flameless” candles (they come in a variety of sizes from tea lights to full candles). A diffused flashlight (using cloth, or a red filter, or both) may be used if someone casts an *Illumination* spell. Remember not to shine into anyone’s face and should always be pointed at the ground or up in the air. We would prefer flashlights not be used at all, as there are better options available which are

less intrusive to the game atmosphere. Players can use a light-stick for a *Liquid Light Alchemy* or for an *Illumination* spell

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Physical Representations

A Physical Representation (phys-rep) is a prop used to embody an in-game tagged item of some kind. All players should have one appropriate phys-rep for every tag they are carrying and the tag should be attached (if possible and reasonable). Any item which does not have a phys-rep may not be used. The associated tag is the official out-of-game record of the item, but the phys-rep is the in-game item itself. A character cannot “drink” a paper tag, but the player can pretend to drink from a vial containing a *Cure Light Wounds Potion*. The phys-rep may be lost or might be stolen by other character, the player then turns over the tag to a Marshal (see *So You Want to be a Thief?* On page 87 for more information on in-game stealing).

In-game items take up space, they must be carried, and accounted for. It's not easy to find exactly what you're looking for in a bag containing 100 tags and 100 phys-reps – this is just like real-life. Carrying around 100 Potion phys-reps is going to be a bit cumbersome, but carrying 100 tags is easy because they have no weight and take up little space.

Armor

Armor Points protect your character from most damage effects. There are three kinds of Armor: *Physical Armor*, *Dexterity Armor*, and *Arcane Armor*. All armor types may be used in conjunctions with each other, adding their collective Armor Point values together, for one amount of total Armor Points.

Wear Points

Characters are limited by the amount of maximum Armor Points they may have, which is based on the Class and skills the character has. These are called your “Wear Points.” Players may costume themselves in more armor than their character can benefit from, but they don't gain any additional Armor Points beyond their Wear Point maximum. Starting Class limits: Fighters 20, Templar 15, Rogue 15, and Scholar 10.

Wear Bonuses

The skill *Wear Extra Armor* grants the character the ability to benefit from five additional *Wear Points* each time it is purchased. Players may also gain a *Costume Bonus* of five additional Wear Points for being fully in costume fitting with the in-game atmosphere. A Marshal must evaluate your costume to validate if it merits granting you the Costume Bonus and this must be done at each chapter you play at because some chapters may have specific requirements.

Maximum Armor Points

The total maximum Armor Points any character may have is 40 points, plus the *Costume Bonus* for an additional 5 Armor Points, allowing for a grand total of 45 Armor Points. The *Shield* spell and *Eldritch Shield* Cantrip are not counted against your maximum Armor Points because they are “temporary points”.

For Example: Svundar the Fighter has a Class base of 20 Armor Points. His Costume Bonus gives him the ability to wear 25 Amor Points total. He purchases the Wear Extra Armor skill twice, giving him an additional 10 points (5 points each purchase). Svundar can wear a maximum of 35 Armor Points.

Physical Armor

There are three types of Physical Armor: Leather, Chain Mail, and Plate. Each location is counted separately based on the type of armor worn. The point values for each body coverage location are as follows: Leather Armor (1 point), Chain Mail Armor (2 points), and Plate Armor (3 points). Chest and Back locations are each three-times the type rate: Leather Armor (3 points), Chain Mail Armor (6 points), and Plate Armor (9 points), because they cover large areas of the body.

Armor types can be mixed and used in conjunction with each other, however only one type of armor is counted at each body location. Coverage must be at least three-quarters covered to get armor points for that location. You may later armor types, however only the highest level armor type is counted. The entire value of the suit is added together for one total. Armor should “look real” but does not have to be authentic real materials for a player to get Armor Points for it.

Players must have a phys-rep for the actual armor worn. The Armor tag allows the character to gain armor points of up to the Armor Point value of the tag, and multiple tags may be combined and used together; even though they are separate tags, they are considered one suit of armor for game-mechanics reasons. Characters may not benefit from more armor points than their phys-rep is rated for by a Marshal, even if their tags are worth more points. If a player has an armor phys-rep worth 20 Armor Points, they may use a 30 point Armor tag, but may only claim 20 points of value in-game; the armor points above the allowed phys-rep are simply ignored and the armor is treated as a 20 point suit of armor (the other 10 points are ignored).

Physical Armor must be evaluated by a Marshal for safety, and may be rejected for things like sharp edges or points, points, protrusions, and unsafe construction or materials.

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Leather

The material may be any natural or synthetic, but must look like leather hide.

Chain Mail

The material is made of interlocking metal or metal-looking links, but the gaps should be large enough that they cannot put a finger through them.

Plate

The material is made of ridged material such as metal, bone, or other such hard substance or created so that it looks like such materials. It must not be easily deformed by reasonable pressure.

SMITHING SPECIAL ABILITIES COSTS	Table 7-3 LEVELS
Silvering a Weapon	4
Strengthening an Item	4
Enhance Armor	X2
Improve a Weapon +1 *	3
Improve a Weapon +2 *	9
Improve a Weapon +3 *	18
Rapid Refit *	1

* Requires Base Levels of Smithing to be used.

Refitting Physical Armor

When armor points are lost to damage in combat, it may be reset to its full armor point value, even if the armor was reduced to zero points (but not if it is affected by a *Destroy* spell). To refit armor, the character must spend one-minute of uninterrupted time roleplaying the repairs (tightening straps, adjusting armor position, etc). Players do not need to remove armor to perform a refit, and only the character themselves may refit armor worn; no one can refit another character's armor or "help them" to reduce the time requirement. Refitting your Armor is a *Concentration* action.

Refitting *Dexterity Armor* may be done simultaneously while refitting physical armor and *Arcane Armor*. This is a *Concentration* action and once completed, all Armor Points are restored. The longest roleplay time requirement is used when refitting multiple armor sources.

Rapid Refit (Smithing ability) and *Refit Armor* (celestial spell) may be used to refit physical armor to full value. These may be used on the character themselves or on another character.

Summer Armor (optional rule)

This optional rule exists for safety to prevent Heat Exhaustion or Heat Stroke in hot weather. Wearing layers of costuming or armor (especially metal armor) can be dangerous in weather, where players are exerting themselves in combat. If the local chapter deems that conditions warrant it, they may institute *Summer Armor* for that event (or portion thereof). This means players will still gain the full benefit from wearing their normal costuming and armor without actually needing to wear it. They simply show a Marshal their normal phys-reps and the Marshal will validate it by giving them a Summer Armor Tag with an amount

ARMOR VALUES BY LOCATION				Table 7-1
BODY LOCATION	PLATE	CHAIN MAIL	LEATHER	
Head	3	2	1	
Chest	9	6	3	
Back	9	6	3	
Left Arm	3	2	1	
Right Arm	3	2	1	
Left Forearm	3	2	1	
Right Forearm	3	2	1	
Left Thigh	3	2	1	
Right Thigh	3	2	1	
Left Leg	3	2	1	
Right Leg	3	2	1	
TOTAL POINTS	45	30	15	

ARMOR COSTS	Table 7-2 LEVELS
1 - 10	1
11 - 20	2
21 - 30	3
31 - 40	4
41 - 45	5

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listed in large bold text. This tag, which should look similar to a sporting event number, is pinned to the middle back of their costuming to inform other participants that their character is wearing armor points. The Costume Bonus still applies if the character is in qualifying costume.

Weapons

WEAPON SAFETY CHECKS & MAINTENANCE

All weapons must be checked for safety before each NERO World event, and approved by a Marshal. Weapons deemed unfit and unsafe may not be used. Weapons break down over time and proper care and maintenance is required. Even if a weapon passed safety inspection at a previous event, it must still be checked and approved. NERO World reserves the right to disallow any weapon which is deemed unsafe.

It's a good idea to bring supplies needed to repair your weapons and to have a backup weapon in case your main weapon fails inspection.

If you are unsure how to correctly construct a "boffer" type weapon, bring the supplies with you and a Marshal will instruct you on the methods to create safe weapons, when they have time to do so. Some weapons are more advanced, such as Latex or PlastiDip style weapons. In these cases, a Marshal may not be able to show you, but there are other players who might be willing, outside of the game event (they take much more time and skill to construct). Latex weapons should be maintained with a protective layer of silicone spray to keep them from breaking down quickly (be sure you wipe off extra spray before use). See the section *Weapon Construction* (page 98) for more information.

WEAPON COMBAT

When constructing a weapon, the primary consideration must always be for safety first. Even the safest weapon might cause an injury in certain circumstances or if wielded improperly or recklessly. This section outlines the restrictions of specific weapons, their construction, and use.

Latex Weapons

These pre-made manufactured weapons often have no soft tip points (no trusting tip), therefore they may never be used for thrusting or stabbing attacks. You may only strike with the "edge" of the weapon. These weapons might qualify for the *Weapon Costume Bonus* optional rule (if your chapter is using it). See *Weapon Construction* below for additional information.

Sculpted Foam Weapons

These weapons are created by players or small businesses and must each be evaluated individually for safety and construction. These types of sculpted weapons (AKA "PlastiDip" weapons) must follow all the NERO World construction guidelines for such weapons, including length requirements, safety, thrusting tips (if possible), materials, and cores. If the weapon construction does not include a thrusting tip, the weapon may never be used for thrusting or stabbing attacks (just like Latex weapons). These weapons might qualify for the *Weapon Costume Bonus* optional rule (if your chapter is using it). See *Weapon Construction* below for additional information.

Blunt Weapons

All blunt weapons should have a "head" on the end and if it does not, the base damage is reduced by one point. Blunt weapons may never be used for thrusting attacks. You may only strike with the "head" or padded area of the weapon. Blunt weapons must have a padded thrusting tip to prevent injury to other players. Blunt weapons may not have any hard "spikes" or protrusions on the head where it creates a small striking surface which might cause injury.

Bows & Crossbows

NERO World uses a simulated archery system, which employs yellow packets as arrows and bolts instead of other more realistic systems. The Bow or Crossbow phys-rep may not have a usable taught "string" (but are allowed a loose string for sling carrying the weapon). Players are never allowed to fire any projectile from a bow or crossbow, even padded-tipped arrows. NERO World has deemed them unsafe for our game, even if other games allow them. Real bows and Crossbows are never allowed.

Bows and Crossbows are two-handed weapons. To correctly "fire" them they must be held in the off-hand in front of the archer at arms-length, aimed at the target in the direction the packet will be delivered. The archer draws a single yellow packet from their quiver (or bag) with their main hand, then touches the packet to the hand holding the bow. The packet is then pulled straight back towards their ear, the player states the weapon damage call, and the packet is thrown forward in the direction the bow is facing, as a natural flight path for the arrow or bolt. The weapon damage call must be fully completed before the packet is in motion to be thrown forward. Players are not allowed to throw around corners.

The hand throwing the yellow packet determines damage with regard to handed weapon prophecies; *Master Prophecies* are applied to the *Archery* skill and the *Racial Abilities* Bow and Crossbow (respectively). Blade spells func-

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tion just like any weapon and all Vorpall Coatings tags must be attached to the weapon phys-rep in some way in order to be valid. Bows and Crossbows enchanted with an Aura (such as *Magic Aura*, *Elemental Aura*, or *Damage Aura*) function normally for each yellow packet attack thrown. Arrows cannot be enchanted by spells, cantrips, *Formal Magic*, or enhanced with *Smithing* abilities. Bow and Crossbow phys-rep props may never be used to directly strike an opponent, only yellow packet attacks are valid. Characters may block a weapon attack with their Bow or Crossbow, however this type of blocking causes the bowstring to break or become “unstrung” requiring the player to spend at least three-seconds of roleplay fixing it so it can be used again in combat. Players do not need to carry replacement bowstrings, this is roleplay only.

Arrows & Bolts Without Tags (optional rule)

Local Chapters may choose to use an optional system to reduce tags needed for Quivers of Arrows and Bolts. The tag is not required but the character must still have a Quiver phys-rep and the number of Arrows/Bolts they have at the start of any combat encounter is the number they are limited to. They are not permitted “unlimited ammo” with this optional rule. There is no difference between “tagged” Quivers, arrows, or bolts or untagged ones.

Spears

These weapons must have a soft safe foam tip eight-inches in size in order to be valid. They may only be used for thrusting or stabbing attacks and they may never be used as a *Thrown Weapon*. Only strikes with the tip of the spear count as valid hits and if an opponent is hit with any other part of the weapon, it is invalid and does not count.

Two-Handed Weapons

These weapons must be used with both hand on the weapon at all times. If you cannot use both hands (one arm is affected by *Wither Limb* for example), the character cannot use the weapon.

Damage Bonus for Latex & Sculpted Foam Weapons (optional rule)

Some local chapters reward players for their effort and expense to improve the look, feel, and immersive environment of the game, with regard to Latex and Sculpted Foam Weapons. Approved quality weapons, coupled with the player's full costuming, may afford their weapon a *Costume Bonus* of additional bonus to the base damage of the weapon. The increases are outlined below:

- Small Weapons & Thrown Weapons:
+1 Base damage (base 2 instead of base 1)

- Short/Long One-Handed Weapons & Staff :
+1 Base damage (base 3 instead of base 2)
- Bow/Crossbow :
+2 Base damage is applied to the Arrow (base 5 instead of base 3)
- Two-Handed Weapons :
+2 Base damage (base 5 instead of base 3)
- Javelins: No bonus damage
- “Boffer” style weapons: No bonus damage

Putting a nylon sock over a traditional boffer weapon and applying some Latex or PlastiDip over top is not sufficient to get the weapon *Costume Bonus*. No weapon “boffer” weapon or weapon which uses duct tape / kite tape can gain the bonus. The goal is for our weapons to look better and more realistic than “boffer” weapons.

Check with your local chapter to see if they are using this optional rule.

Weapon Tags

Each weapon used in the game must have two tags, a Safety Tag and an Item Tag. The Safety Tag certifies that the weapon has been inspected by a Marshal and is approved for the game event. These tags will have a date and each weapon must be certified for every event they are used (weapons break down over time with use). This tag must be affixed to the weapon in some way.

The Item Tag is the official record of the item in-game. When players craft or purchase a weapon in-game, they will receive an Item Tag, which must be kept with them while they are using the weapon phys-rep prop. For every weapon Item Tag a player is carrying they must also have a phys-rep prop for that weapon. No player can claim to have another weapon which doesn't have a phys-rep prop, they must always have an actual prop.

If players receive a weapon Item Tag as treasure, the local chapter may not have a prop for them to use. In these cases, the player may carry the tag, but may not use it until they have a suitable phys-rep prop for the weapon. It's up to the player to find a phys-rep for their weapon.

If their weapon is stolen in-game, the player must turn over the weapon Item tag to a Marshal (see *So You Want to be a Thief?* on page 87 for additional information).

Tag Changes

Weapons and Items might change during the course of play. A weapon might be enhanced by a character with the *Smithing* skill such as being *Silvered* or be *Strengthened* to be able to Resist two (or more) Shatter/Destroy effects, or be enchanted through *Formal Magic*. If the effects of the weapon or item change, you will be issued a new tag to reflect the changes.

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Weapon Construction

Melee combat is an important part of our game. Proper weapon construction and use are necessary to insure the safety of all participants during combat. This section outlines how to make your own basic “boffer” style weapon, how to choose a suitable pre-made Latex weapon, and requirements for Sculpted Foam weapons made by players.

Pre-Made Weapons

There are many companies which make a variety of manufactured weapons. It is each player's responsibility to ensure that the construction of such weapons falls within the safety requirements. You must know what the core of the weapon is made of, what type of foam is used, and its thickness at striking points. These weapons might not fall exactly within minimum and maximum length requirements, so a small allowance is granted because players cannot control manufacturing processes. A manufactured weapon which is a little too long can still be permitted, however an obviously long weapon which is too long (or short) is not allowed.

These pre-made manufactured weapons often have no soft tip points (no trusting tip), therefore they may never be used for thrusting or stabbing attacks. You may only strike with the “edge” of the weapon. Be aware that some manufacturers might produce weapons which are not suitable for our game because they may be intended for a more “sport” or “battle” type LARP (we are a light-touch system). These weapons may fail our safety requirements and standards if they are too hard, have protrusions, or the foam compression is not sufficient to prevent injury. Check with your local chapter for their guidelines or lists of manufacturers and styles.

Make Your Own

Making your own weapon can be done in a variety of ways. They can be simple functional “boffer” weapons or nice-looking more complex sculpted foam or latex style weapons. The design of your weapon and the materials used must conform to safety and construction requirements or your weapon will be failed. These types of sculpted weapons (AKA “PlastiDip” weapons) must follow all the NERO World construction guidelines for such weapons, including length requirements, safety, thrusting tips (if possible), materials, and cores. If the weapon construction does not include a thrusting tip, the weapon may never be used for thrusting or stabbing attacks (just like Latex weapons). It's recommended you construct a simple weapon first, especially if you have never made a weapon at all.

All weapons should be in-period to fit within our medieval fantasy game, but you are allowed to be creative so long

as you maintain all requirements. Different styles and shapes are allowed for weapons, even if they are not standard to our system, however they must be categorized as one of the following: One-Handed Blunt, One-Handed Edged, Polearm, Small Weapon, Staff, Thrown Weapon, Two-Handed Blunt, or Two-Handed Sword. No weapon may have more than one weapon type; you cannot have a weapon which is a one-handed blunt on one end or side and one-handed edged on the other and expect the weapon to be counted as both types. A weapon is one type or the other, even if it has both types present.

Check with your local chapter marshal on your ideas for design before and during construction to make sure everything is proceeding correctly and you don't end up wasting time, effort, and money on a weapon which will not be allowed. Even once you're done, that weapon must be evaluated by a Marshal and approved.

Weapon Parts

This section describes the terms used when constructing the various parts of a weapon so players can understand the different parts being discussed.

Thrusting Tip

The thrusting tip is added for additional safety when the weapon is used for thrusting, stabbing, or poking opponents. It involves adding at least two inches of open cell foam extending past the end of the pipe insulation of the blade or shaft. The tip should be large enough that it cannot easily fit into an eye socket, but not so large it folds over or breaks off. The tip must be at least the width of the weapon and must collapse 50% when pressure is applied. A weapon with a head (such as a club or hammer) may be incorporated with the thrusting tip. So long as the requirements are met and the weapon is safe. Weapons with two striking ends (such as a staff), a thrusting tip is required on both ends of the weapon. Thrusting tips do not count towards the overall length of the weapon.

Blade / Shaft

This part of the weapon is located above the grip. The length requirements are measured from the end of the thrusting tip to the end of the grip. The Blade/Shaft length must be covered with a continuous piece of 5/8" closed cell foam (pipe foam insulation wrap).

Head

If the weapon has additional sections, such as an axe head (for a polearm), a hammer head, or spear tip, it must be positioned near the top of the shaft, and extend outward. It must be at least six inches connecting to the shaft and be at least one inch thick open-cell foam, with a maximum size of two cubic feet. Any covering may not have hard or sharp corners on the striking surface.

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Crossguard

Some weapons have a crossguard which runs perpendicular to the weapon shaft and is used as a blocking mechanism so blades don't hit the players hands while in melee combat. The crossguard must be constructed of foam and may not have any type of core or weights within it. The maximum length of the crossguard may not exceed 18 inches across.

Grip

This part of the weapon is where the player will hold the weapon. The grip is not a striking surface and does not need to be padded. The grip is measured from the inside part of the pommel to the end of the blade, excluding the crossguard (if present).

Pommel

The part of the weapon is located at the bottom end of the grip at the butt-end of the weapon. The pommel must extend an inch past the end of the core and must be made of closed-cell foam and should be sturdy. The pommel area is not a striking surface.

Weapon Specific Requirements

Bow & Crossbow

As stated before, real Bows and Crossbows are not allowed to be used. When constructing a Bow, it must be curved in a "C" shape, so it resembles a Bow. Each end of the Bow must have a thrusting tip in case of accidental striking of other participants. The length from end to end can range between 34 inches and 58 inches.

A Crossbow must be constructed in a "T" shape, so it resembles a Crossbow. All ends of the Crossbow must have a thrusting tip in case of accidental striking of other participants. The stock length (shaft) of a Crossbow can range between 12 inches and 24 inches and cross of the "T" cannot be smaller than half the length of the stock (maximum of 24 inches).

Arrows & Bolts

Arrows and Bolts are yellow packets, which are in-game items usable for all types of Bows or Crossbows and there is no in-game difference between the two. These in-game items cannot be held in the hand when casting spells, using a Shield, or a Weapon. Arrows and Bolts are physical weapon attacks, just like a weapon blow, and are blocked by a Shield or Weapon. Arrows/Bolts are not recoverable once used (see *Quiver below*).

Players may not "swat" packets out of the air with their weapon for safety reasons; packets which are swatted are

uncontrolled and can be batted away with high-velocity, causing an elevated chance of injury (just like hitting a baseball).

Quiver

Every Archer must have a Quiver to carry their Arrows/Bolts. The Quiver phys-rep prop must be capable of holding 30 packets and should resemble an actual Quiver in look. A character may have as many Quivers as they can carry, but must have a separate phys-rep prop for each one. A Quiver holds a maximum of 30 shots. Once a character fires a shot, even if they miss, the Quiver loses one shot use. Arrows/Bolts are not recoverable and are not in-game items once they are fired (although the packets can still be collected). A player may not carry tags for more than 30 Arrows/Bolts per Quiver phys-rep prop they are actually carrying. See *Arrows & Bolts Without Tags (optional rule)* on page 98.

Dagger / One-Handed Sword / Two Handed Sword

These types of weapons all have the same basic construction requirements. Each weapon has a blade, grip, and pommel. No gaps in foam coverage are allowed between the thrusting tip and the grip. Most should have a crossguard, but some weapons are permitted to lack one (such as a katana) if the design lends itself to that style. In the case of sculpted foam weapons, if the weapon construction does not include a thrusting tip, the weapon may never be used for thrusting or stabbing attacks (just like Latex weapons).

Mace / Axe / Hammer

These types of weapons all have the same basic construction requirements. Each weapon has a shaft, grip, and pommel. No gaps in foam coverage are allowed between the thrusting tip and the grip. The head must be constructed of open-cell foam material (see *Head* above). Weapons may not be designed to trap or catch an opponent's weapon. A *Bludgeon* is a type of Mace, a *Hatchet* is a type Axe, and a *Sap* is a type of Hammer.

Polearms & Spears

These types of weapons have five parts: thrusting tip, head, shaft, grip, and pommel. The thrusting tip may be integrated into the head of both Polearms and Spears. A crossguard is permitted for either a Polearm or Spear if desired, but is not required. Spears are thrusting weapons only, whereas a Polearm is a thrusting and striking weapon (see *Head* above).

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Staff

This type of weapon is a simple shaft with a thrusting tip on each end of the weapon. The core should be such that the weapon does not flex or “whip” when used, and must be covered with half-inch thick closed-cell foam.

Thrown Weapons

These types of weapons are made specifically to be thrown. The construction may never contain a core or weight of any kind. Rocks must be between 6 inches and 10 inches of open-cell foam on any side. Throwing Daggers, Throwing Axes/Hammers, or stars (shuriken) made of closed-cell foam with a minimum length of 6 inches and a maximum of 18 inches. Each of these types may be covered with fabric, duct tape, kite tape, or latex (or similar) material, but may not contain sharp edges or corners which could cause injury. You should avoid making them small enough to fit into an eye socket.

Javelins must be 3 feet long closed-cell pipe insulation foam. They must have a thrusting tip at each end and may not contain a hard core or weight of any kind.

All thrown weapons must be approved by the local chapter Marshal before they may be used, just like any weapon. Thrown Weapons may never be used for melee combat; they must be thrown to be effective.

Weapon Safety Guidelines

Every weapon must follow these basic guidelines.

- All weapons must be approved by the local chapter Marshal before they may be used.
- All player constructed weapons must have a thrusting tip.
- Weapons with a core must be have 5/8 inch thickness of closed-cell foam from the tip of the weapon, covering the blade/shaft, and all the way to the grip. There may not be any gaps or splits in the coverage. If a Marshal can feel the core, the weapon will fail.
- Weapons with a core must have between a minimum of half-inch and a maximum of 1.5 inches of closed cell-foam beyond the core, before the thrusting tip is attached.
- All tips and ends of a weapon must be padded for safety, and covered with fabric, duct tape, kite tape, or latex (or similar) material. Accidents occasionally happen in melee combat, so all parts of a weapon which could hit another player must be as safe as possible.
- Weapons should be ridged enough that they don't flex excessively in melee combat, but must have some give so they are not too ridged. The weapon should not “whip”, meaning the weapon tip should not flex

more than about 6 inches when moderate force is used which the weapon is held level.

Construction Materials

Core

The core is the bones of the weapon, it's the internal material which gives the weapon firmness and strength. There are various types of cores which are allowed such as PVC, CPVC, Kitespar tubes, graphite tubes, carbon fiber, and fiberglass tubes. Wood and heavy metals may never be used as a core of a weapon, they are too dangerous.

The types of suitable cores will depend on the weapon being made. The following is a list of suggested cores, thicknesses, and when they may be used.

PVC/CPVC (Standard)

The most basic type of core is PVC. The white PVC is used in most plumbing work and the grey or beige PVC or CPVC which is used for electrical work. Schedule 20 CPVC has a thin wall, so you need to use one higher than you would for PVC. For longer weapons you'll need a thicker core to prevent excessive flexing or “whip”.

1/2 inch PVC

This is material suitable for most one-handed weapons but avoided for weapons over 46 inches in length. Even still, maximum length weapons might still flex too much. If you're using CPVC, use 3/4 inch instead.

3/4 inch PVC

This is material suitable for two-handed weapons. CPVC should be avoided, but 1 inch is suitable if it must be used.

Ultralight Cores

As previously noted above, you can also use kitespar tubes, graphite tubes, carbon fiber, and fiberglass tubes as cores.

0.414 inch

This material is suitable for one-handed weapons but should be avoided for weapons over 46 inches in length. Even still, maximum length weapons might still flex too much.

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0.610 inch

This material is suitable for two-handed weapons and spears but should be avoided for weapons over 46 inches in length. Even still, maximum length weapons might still flex too much.

0.745 inch

This material is suitable for all two-handed weapons but should be avoided for weapons over 54 inches in length.

Closed-Cell Foam

This material is suitable for all weapon construction and is water-resistant. Common forms of closed-cell foam include: pipe foam insulation, camp pad, pool noodle, etc.

Pipe foam Insulation

This material is closed-cell foam which must be 5/8 inch wall thickness and is the most common form used in boffer-type weapon construction. They may be found at your local home improvement stores or online.

Pool Noodle

This material is closed-cell foam which is thicker than standard pipe foam. Be sure the inner diameter will fit the core you are using and they you are following thickness requirements (some pool noodles are very thick and may be too heavy to wield).

Camp Pad

Used for more advanced sculpted foam weapons. Most types come in 1/4 inch thickness and layering and gluing may be required to build the correct thickness. Be sure you are following all the thickness requirements.

Open-Cell Foam

This material is suitable for thrusting tips, weapon heads, and thrown weapons. The foam must not be too dense and should compress 50% when squished. These are easily found in most fabric stores, old couch cushions, or online. Car sponges are readily available and easy to find.

Tapes

Duct Tape

This tape is the most widely used kind of tape for boffer weapons and shields. Some brands and varieties are too thick and stiff to be used in weapon construction. Avoid any kind of tape with a rough outside or metal tapes (such as aluminum). Found online or at home improvement stores.

Gaffer Tape

This tape is made of a dense cloth outside and is good for securing weapon components together or covering areas such as a crossguard, but cannot be used for striking surface because it is too dense. Usually found online or nearly any music store.

Kite Tape

This tape is made of nylon with a self-adhesive side. It is strong and very lightweight. It comes in rolls just like duct tape. Usually found online or at a kite shop.

Strapping Tap

This tape has threads of string running the length of the tape so it is strong and sturdy. This tape is good for securing weapon components together, but cannot be used for striking surface because it is too dense.

Packing Tape

This tape is not suitable for weapon construction. It is made of plastic and cracks easily, creating areas which can cut opponents. This kind of tape may not be used on any portion of a weapon.

Weapon Sock

This is a sleeve of cloth or nylon which sheathes the weapon. This is often used instead of tape because it doesn't damage the weapon foam, it's lightweight, and easily replicable.

RESOURCES:

One-Handed Weapon Core

(www.goodwinds.com)

Filament Wound Epoxy Tubing

MODEL NUMBER: FWETFL4140545

Length: 54", Outer Diameter: 0.414", Inner Diameter: 0.337"

One-Handed Weapon Foam

(www.mcmaster.com)

Unslit Polyethylene Foam Pipe Insulation Tube

MODEL NUMBER: 4530k161

3/4" Wall Thickness, Inner Diameter: 3/8", 6 Feet Long

Open-Cell Foam, Thrusting Tip

(www.foamorder.com)

Custom Cushion - Cylinder seat cushion 2x2 measurement. PART NUMBER: Everflex V44

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Grip

(www.walmart.com)
Wilson Cushion PRO Comfort Replacement Grip

Pommel

(www.mudhole.com)
Tapered-EVA-Butt-Caps
MODEL NUMBER: EB 4 (smaller) or EB 3 (larger)

Kite Tape

(www.goodwinds.com)
Black (Nylon, 3" wide, sold by the yard) – many other colors available
PART NUMBER: INSBK3INY

Two-Handed Weapon Core

(www.goodwinds.com)
Filament Wound Epoxy Tubing
MODEL NUMBER: FWETFL745065
Length: 65", Outer Diameter: 0.745", Inner Diameter: 0.670"

Two-Handed Weapon Foam

(www.mcmaster.com)
Unslit Polyethylene Foam Pipe Insulation Tube
MODEL NUMBER: 4530K163
3/4" Wall Thickness, 5/8" Inner Diameter, 6 feet long

How to Make a Weapon

Making a weapon is not difficult to master, once you've had some experience. Don't be discouraged by early setbacks of failures. Just make a few basic weapons to start out with and you'll be a pro in no time.

Here's a list of things you'll need:

Tools

Tape measure, marker, saw, knife/xacto, metal file, and scissors. Electric carving knives are wonderful cutting/shaping tools if you have one available (optional).

Materials

Weapon core material, closed-cell foam, roll of tape, and block(s) of open-cell foam. Weapon sock (optional).

ONE: The Weapon Core

Once you have chosen the core material (see above), you can measure and cut it to the desired length. Mark the core where you'll be cutting.

When cutting, remember to cut the core about three inches shorter than the overall length desired (five inches for weapons which require thrusting tips on each end). If you're cutting fiberglass or carbon tube be sure you are wearing closed eye protection and gloves. Getting these dusts and splinters on your skin is an irritant and very harmful if you get it in your eyes. Wrap a piece of tape around the area you plan to cut to keep the material from splintering to fraying too much.

After cutting, you'll need to clean up the edges to remove burrs and edges. You can cut them away or use a metal file to shape the end. Cover the ends of the core with tape so the ends are closed.

TWO: Pad the Striking Area

Measure, mark, and cut the foam to the desired length, taking into account the required half-inch overhang and the thrusting tip. Slide the foam over the core, leaving a half-inch overhang on the end. The foam must be snug against the core so it does not rattle. Add foam if needed to make it snug. Fill the hole at the top with some of the same closed-cell foam you're using and cover the hole with tape to secure it there.

THREE: Add a Crossguard (optional)

You can add a crossguard by simply cutting a hole in the side of a piece of closed-cell foam (the same kind used for the blade will work) and sliding it up from the bottom until it meets the bottom of the blade. Again, the crossguard should also be snug against the core. Take some tape and secure it in place. Shape it and fill as needed. Cover with tape.

FOUR: Add a Pommel

Cut a three-inch piece of the closed-cell foam and place on the butt-end of the weapon core so it overhangs by one inch. Fill the hole at the top with some of the same closed-cell foam you're using and cover the hole with tape to secure it there. Tape the pommel to the core (on the grip side), making sure it is snug and will not wobble or fall off.

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Weapon Construction

Table 7-1

Weapon Name	Blade / Shaft Length	Head	Total Length	Core Size	Grip Length	Base Damage
RANGED						
Bow	x	x	34" – 58"	1/2 "	5" – 14"	x
Crossbow	x	x	12" – 24"	1/2 "	1" – 8"	x
MISSILE						
Arrow / Bolt	x	x	x	x	x	3
Javelin	x	x	36" – 40"	x	x	2
Throwing Dagger	x	x	6" – 10"	x	x	1
SMALL						
Bludgeon	8" – 17"	6" – 12"	12" – 26"	1/2"	1" – 6"	1
Dagger	8" – 17"	x	12" – 26"	1/2"	1" – 6"	1
Hatchet	8" – 17"	6" – 12"	12" – 26"	1/2"	1" – 6"	1
Sap	8" – 17"	6" – 12"	12" – 26"	1/2"	1" – 6"	1
SHORT						
Short Axe	18" – 24"	6" – 8"	27" – 34"	1/2"	1" -14"	2
Short Hammer	18" – 24"	6" – 8"	27" – 34"	1/2"	1" -14"	2
Short Mace	18" – 24"	6" – 8"	27" – 34"	1/2"	1" -14"	2
Short Sword	18" – 24"	x	27" – 34"	1/2"	1" -14"	2
LONG						
Long Axe	25" – 36"	6" – 18"	35" – 46"	1/2"	1" -14"	2
Long Hammer	25" – 36"	6" – 18"	35" – 46"	1/2"	1" -14"	2
Long Mace	25" – 36"	6" – 18"	35" – 46"	1/2"	1" -14"	2
Long Sword	25" – 36"	x	35" – 46"	1/2"	1" -14"	2
Spear	20" – 45"	8"	48" – 58"	3/4"	1" – 30"	2
TWO-HANDED						
Polearm	38" – 44"	18" – 24"	60" – 72"	3/4"	1" – 36"	3
Staff	24" – 32" (x2)	x	60" – 72"	3/4"	0" – 9" (x2)	2
Two-Handed Blunt	40" – 48"	18" – 24"	48" – 62"	3/4"	1" – 36"	3
Two-Handed Sword	40" – 48"	x	50" – 62"	3/4"	1" – 22"	3

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FIVE: Add the Thrusting Tip

Cut a two-inch cube of the open-cell foam so it is large enough to cover the entire tip of the weapon; there should be about a half-inch overhang on all sides, which will be flush once taped in place (because it will compress a little). Be sure to trim any sharp corners/edges for safety. Cover the entire thrusting tip with tape and then poke some holes into it so air can move freely, allowing the tip to expand and compress with use. If a Marshal can feel the core when pressing any part of the tip, it is not safe.

SIX: Cover the Blade/Shaft

Cover all exposed closed-cell foam on the striking surface with tape (or a weapon sock). The tape must run vertically along the length of the weapon, not spiral around the blade/shaft (this makes weapons hard and heavy with extra tape. The vertical tape should overlap slightly to grip to itself, but not every so (we're trying to avoid as much tape as possible). If you're using a weapon sock, just slide on and secure.

SEVEN: Add the Grip

The final step of making the weapon is to cover the exposed core of the weapon handle (grip). You can use anything you like, simple duct tape, electrical tape, hockey grip tape, tennis grip, in a spiral within the grip area. You want the weapon to be comfortable in the hand. If the core is too thin for your liking, you can add padding beneath, or build up a layer a tape.

Maintaining Your Weapon

Weapons require regular maintenance and care in order for them to last a long time and remain safe to use. Latex, injected foam, and sculpted foam weapons usually need to be sprayed with a silicone spray to keep them from drying out and cracking. Do not expose your weapons to extreme cold or heat for long periods of time (such as your car). Store them in a cool dry place where temperatures don't fluctuate much. It's best to hang weapons by the pommel with the blades pointed down, but not touching the floor. It's a good idea to sleeve latex-type weapons in cloth so they are further protected and don't stick to other weapons or surfaces while storing them. Do not rest or lean on your weapons, which puts weight on weapon tips or pommels, causing them to compress or break off. Remember, weapons are checked every single event they are used at. Proper care will keep them in usable safe condition, saving you time, effort, and money in the process.

Shield Construction

Shield construction allows for a lot of personalization with regard to size, shape, style, handles, and materials. Players are allowed to use almost any material they want (wood, plastic, aluminum, foam) however there are some requirements which must be followed.

Safety is the primary concern. All edges of a shield must be covered by 5/8 inch pipe insulation. No part of the shield may have sharp edges or protrusions which might cause injury to another person (including the wielder).

The dimensions of the shield may not exceed 36 inches in any direction (including the pipe around the edges), with a maximum area of 531 square inches (26 inches in diameter). The area includes gaps, recesses, holes, or other such design features. The shape can be anything you like (kite, teardrop, oval, round, etc).

Pick a handle which is large enough for your hand and comfortable. You can wrap the handle in nylon rope, tennis grip tape, or anything you like. Make sure any hardware, such as nuts and bolts, used in the construction are padded and covered. You should use flat-end bolts on the outside face of the shield so they don't protrude at all when attaching hardware.

If your shield does not follow the size restrictions or if it is unsafe, the Marshal will fail it during the safety check.

Potions

A Potion phys-rep prop is not valid unless it has an accompanying official tag attached to the phys-rep. A Potion tag is not valid unless it has an accompanying phys-rep prop. It is the responsibility of the player to ensure they have a proper prop for the tag. If a Potion is received as treasure, but does not have a Potion prop, it may not be used until the player has a proper prop for it. The phys-rep prop for a Potion must be large enough to appear to hold a minimum of one-quarter ounce of liquid but does not need to contain actual liquid.

To use a Potion, the player must have a Potion vial phys-rep prop in their hand and roleplay drinking it for at least three-seconds. No verbal count should be done, just count silently to yourself. Potions may not be attached to a shield or shoulder location to "bite" and drink while bound or restrained (such as if in a *Web*).

A Potion may not be mixed into food or drink, nor can multiple Potions be combined in any way. Two or more Potions mixed together destroys both Potions. Potions may not be mixed with Alchemical Elixirs.

Potions affect only the character drinking them. The drink-

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ing of a Potion will bypass *Spell Protectives* in the same way as “accepting” a touch-cast spell. One character may “force feed” a Potion to an unconscious, sleeping, or dying character, which also takes three-seconds of roleplaying.

A Potion is an Earth magic effect and will detect as magical if *Detect Magic* is used or if *Identified* in an *Extended Celestial Circle of Power*. Potions are created using the *Craft Potion* skill (see page 28).

Scrolls

A Scroll phys-rep prop is not valid unless it has an accompanying official tag attached to the phys-rep. A Scroll tag is not valid unless it has an accompanying phys-rep prop (sometimes the Scroll is printed in such a way that it is the phys-rep and the tag). It is the responsibility of the player to ensure they have a proper prop for the tag. If a Scroll is received as treasure, but does not have a Scroll prop, it may not be used until the player has a proper prop for it. The phys-rep prop for a Scroll must be at least 16 square inches in size (Example: 2x8, or 4x4, or larger).

To use a Scroll, the player must have the Scroll phys-rep prop, hold it out in front of them, have sufficient light to read the Scroll, touch a spell packet to the Scroll, say the verbal incant while reading the actual Scroll, and lastly, throw the spell packet at the target. If a Scroll is attached to a shield, it may not be used while you are blocking or swinging your weapon; you must have a free hand to cast from a Scroll (just like any other spell).

A Scroll is a celestial magic effect and will detect as magical if *Detect Magic* is used or if *Identified* in an *Extended Celestial Circle of Power*. Scrolls are created using the *Craft Scroll* skill (see page 29).

Alchemy

Alchemy requires different types of phys-reps depending on the type of Alchemy; Contact Poisons require a physical substance (petroleum jelly, water, honey, etc), elixirs require a vial (with the same requirements as Potions), and gasses are represented by orange packets (exactly like a spell packet).

Any character may drink an elixir, feed an elixir to another character, or apply a *Vorpal Coating* to a weapon. In order to apply a *Contact Poison*, the character must have at least one level of Alchemy skill. In order to use a *Gas Poison* the character must have at least the amount of Alchemy skill levels to craft it (Alchemy 9 allows the use of all standard gas poisons). See *Types of Alchemical Substances* (below) for additional information.

Alchemy is not magical and will not detect as magical if

Detect Magic is used or if *Identified* in an *Extended Celestial Circle of Power*. They are not removed by *Dispel Magic* unless the effect description specifically states otherwise or the effect duplicates a spell effect which is removed by *Dispel Magic*. Removal of effects is not dependent on the *Delivery Method* (see *Delivery Methods* on page 79). The entire Alchemy must be used to be effective. Alchemical substances are created using the *Alchemy* skill (see page 27).

Alchemical Effects

Alchemical effects are not magical. The damage from a “Cause” poison bypasses armor and does direct Body Point damage. The damage from an Alchemical effect is not removed by an Antidote, but may be healed normally.

The effects *Berserk*, *Feeblemind*, *Hallucinoid*, *Nausea*, *Paralyze*, *Sleep* and *Vertigo* are *Visible Effects* (see *Visible Effects* on page 42 for additional information).

Many Alchemical substances may be removed by the specific Antidote for the type of Alchemy used (*Antidote: Contact*, *Antidote: Gas*, or *Antidote: Ingested*), *Purify Blood*, or prevented with *Resist Poison*. A *Poison Shield* Spell Defense will be triggered by a Gas Poison, Contact Poison, or any attack with the word “Poison” in it regardless of the *Delivery Method*. A *Poison Shield* will not be automatically triggered if the character drinks an Alchemical Elixir, if the character is conscious. If the character is aware they are consuming an Elixir, they may “accept” the effect in the same way they accept a touch-cast spell, allowing the elixir to bypass the defense. If they don’t accept the effect (such as poisoned food or drink), the *Poison Shield* is triggered normally (see *Poison Shield* on page 66).

Alchemy use is subject to *Disruption* (see *Spell Disruption* on page 39).

Mind Effect Restrictions (optional rule)

Some chapters may restrict the following effects in one of two ways: *Enslavement*, *Forget-Me-Not*, and *Forget-It-Well*. The chapter may choose to make these effects only usable against NPCs or may disallow their use at all against any character (PC or NPC). If the local chapter uses this option rule, they must make the information available on their website prior to the event and make an announcement at the start of the event.

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Types of Alchemical Substances

Elixirs

The effects of these Alchemical substances are delivered by drinking them. An *Elixir* may be placed into food or drink, affecting the first character who eats or drinks them, after which the Elixir is expended. The character may mix an ingested Alchemy into food or drink. *Alchemy 1* is required. The Alchemy tag must be attached to the bottom of the cup or plate for this to be effective, or having a Marshal witness the pouring roleplay requirements. If two or more Elixirs are present, they are triggered on the first drink or bite. The effect-chain order of delivery to the victim is the order they were applied to the food or drink (tags should be stacked in order). A single *Poison Shield* or *Resist Poison* will defend against all Alchemy effects.

Gasses

The effects of these Alchemical substances are delivered by an orange packet. The character may utilize alchemical *Gas Poisons* up to their level in this skill. To use a Gas Poison, the player must have an orange packet in their hand, and must state the out-of-game verbal phrase “<type> Gas Poison” before throwing the packet.

Contact Poisons

The effects of a *Contact Poison* is delivered on physical contact. The phys-rep of a Contact Poison requires a physical substance (petroleum jelly, water, honey, etc) in order to be effective. A single *Poison Shield* or *Resist Poison* will defend against all Contact Poison effects. A Contact Poison may not be applied to a weapon (see *Vorpal Coatings* below).

Vorpal Coatings

The effect of a *Vorpal Coating* is only effective when applied to a weapon and is used to increase the damage delivered by the weapon for a specified number of hits, adding 5 additional damage (for one, three, or five hits depending on the Vorpal applied). A Vorpal Coating is used on the next weapon attack and is only expended if the weapon hits the target (even if it is defended against). Applying a coating must take at least three-seconds of roleplay and the tag must be affixed to the weapon in some way. If the tag is not affixed or falls off, the coating is not valid. A new coating must be used each time and only one coating may be used at a time (even if they are different ratings).

See the skill *Alchemy* on page 27 for the full details of Elixirs, Gasses, Contact Poisons, and Vorpal Coatings.

Alchemical Descriptions

Alchemical Solvent

Level: 2

Duration: Instant

Type: Contact

This Alchemy removes an *Oil of Slipperiness* or a *Paste of Stickiness* from an area up to one square foot.

Antidote

Level: 2/4/5

Duration: Instant

Type: Elixir

An Antidote is a cure for a specific type of Alchemical effect and comes in three stages, each with different skill level requirements: *Antidote: Contact* (2 Levels), *Antidote: Ingested* (4 Levels), and *Antidote: Gas* (5 Levels). The proper Antidote must be used to remove the effect and is based on the Alchemy Delivery Method (*For Example: an Ingested Sleep requires an Antidote: Ingested to remove it, an Antidote: Gas would not be effective*). Antidote does not affect Carrier Attacks or any effects which are not Alchemical, even if they duplicate an Alchemy effect.

Berserk

Level: 10

Duration: 5-minutes

Type: Elixir

This effect causes the victim to enter a mindless killing frenzy. While under the effects, the victim will attack any creatures or characters they can see, to the best of their ability (including melee, spells, gas globes, etc.) for the duration of the effect, regardless of the target being friend or foe. Berserk is not a *Charm-Group* effect. This effect is removed by *Purify Blood*.

Cause Damage

Level: 2 (Gas: 3)

Duration: Instant

Type: Elixir, Gas

The victim suffers 10 points of damage directly to their Body Points.

Cause Light Damage

Level: 1 (Gas: 2)

Duration: Instant

Type: Elixir, Gas

The victim suffers 5 points of damage directly to their Body Points.

Cause Serious Damage

Level: 4 (Gas: 5)

Duration: Instant

Type: Elixir, Gas

The victim suffers 20 points of damage directly to their Body Points.

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Charm

Level: 8

Duration: 5-minutes

Type: Gas

This effect functions exactly as the spell Charm (see *Charm* on page 57).

Cure Light Damage

Level: 1

Duration: Instant

Type: Elixir

This effect restores 5 Body Points to the recipient, up to their maximum Body Points. Unconscious or Dying characters will be restored but it will not affect a dead character (because they need a *Life spell*).

Death

Level: 9

Duration: Instant

Type: Elixir

This effect functions exactly as the spell Death (see *Death* on page 60).

Enslavement

Level: N/A

Duration: Enduring

Type: Elixir

This *Charm* effect causes the victim to be completely under the control of the character which delivered the effect. The victim must obey every command issued unquestioningly, even if they are commanded to commit suicide. A character may not administer an *Enslavement* to themselves. No character may be enslaved to “behave normally” but the character does not act in a way which is abnormal unless commanded to do so by the character which delivered the effect, and the resulting compulsion of the Enslavement effect.

If a character is already Enslaved, a new Enslavement effect will replace the first one (see *Stacked Effects* on page 40).

This substance may not be crafted by player characters and no player character may ever be enslaved to another player character in any way. No effect in the game may duplicate the effects of Enslavement (even LCO effects). This effect has a great potential to ruin the fun of a player at a game event, extra care and thought should be given to its use.

Enslavement is an *Enduring* (permanent) effect which is cured only by an Enslavement Antidote Elixir or by the Resurrection of the affected character.

This effect is more powerful than a *Calm*, *Calm Animal*, *Charm*, *Charm Animal*, *Control Undead*, *Fear*, or *Vampire Charm* effects in the *Charm-Group*. There is nothing more

powerful than an Enslavement in the Charm-Group hierarchy (see *Charm Effects* on page 41).

Enslavement Antidote

Level: 9

Duration: Instant

Type: Elixir

This effect removes all *Enslavement* effects on the character. The character remembers everything during the time Enslaved and knows who they were Enslaved to. If the character was also affected by a *Forget-It-Well* or *Forget-Me-Not*, they will still not remember anything during that time.

Feeblemind

Level: 6 (Gas: 7)

Duration: 5-minutes

Type: Elixir, Gas

The victim's intelligence is reduced to that of an idiot, causing them to be unable to use any in-game skills for the duration of the effect. The character will not be aware they were under the effects of *Feeblemind*, even after the effect ends or they are cured.

Forget-It-Well

Level: 10

Duration: Enduring

Type: Elixir

The victim suffers complete amnesia, forgetting everything which happened in the past hour, there is a blank spot where the memories once were. The victim will not immediately be aware of the blank spot in their memory, but circumstances might arise which cause them to question the gaps and reach the conclusion they were poisoned. The effect may be removed within the first ten-minutes of delivery if the character receives an *Antidote: Ingested* or a *Purify Blood*. The amnesia becomes permanent if not cured within ten-minutes of delivery, after which nothing will restore the lost memories (including *Resurrection*).

If the victim's body dissipates before the ten-minute time period, the *Forget-It-Well* effect is negated and the character's memories are restored. Forget-It-Well cannot be used on a dead character (neither can any other poison).

Forget-Me-Not

Level: 7

Duration: Enduring

Type: Elixir

This effect functions identically to *Forget-It-Well* (above), except the memory loss is everything in the last fifteen-minutes (instead of one-hour).

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Hallucinoid

Level: 2

Duration: 5-minutes

Type: Elixir

This effect causes the victim to hallucinate and see things which are not actually there, for the duration of the effect. The victim might be aware they are poisoned but will not be able to ignore the effects even if they know they are not real. The character retains all abilities and skills, but is likely to use them against the hallucinations. The player should roleplay the effects of seeing strange things while the character is under the effects of this poison.

Intoxicant

Level: 1

Duration: 1-hour

Type: Elixir

The character becomes extremely drunk for the duration of the effect, as if they consumed a strong alcoholic drink. This has no other in-game effect and the character retains all abilities and skills.

Liquid Light

Level: 1

Duration: 5-days

Type: Contact

This effect functions exactly like the spell *Illumination*, except it is non-magical in nature. In order to use a Liquid Light Alchemy, the character must have at least Alchemy Level 1, but once activated, it can be given to another character to use. A Liquid Light is not affected by a *Dispel Magic* but is destroyed if affected by a *Shatter* or *Destroy* effect or an *Alchemical Solvent*.

Nausea

Level: 5 (Gas: 6)

Duration: 5-minutes

Type: Elixir, Gas

This effect causes the victim to become nauseous and feel ill, causing them to be unable to use any in-game skills for the duration of the effect.

Oil of Slipperiness

Level: 5

Duration: 1-hour

Type: Contact

One dose of this slippery substance will affect an area up to one square foot or one hand-held object. If spread on the ground, it will prevent any character from standing in that area, or even to crawl out of the area without help or something to hold on to. If spread on a hand-help object, the object becomes impossible to hold or even pick up. Multiple doses may be used to cover larger areas or bigger objects. An *Alchemical Solvent* or a *Paste of Stickiness* will remove the effect (larger areas will require more doses).

Table 7-4			
ALCHEMY COSTS	CONTACT	ELIXIR	GAS
Alchemical Solvent	2		
Antidote (Contact)		2	
Antidote (Gas)		4	
Antidote (Ingested)		5	
Berserk		10	
Cause Damage		2	3
Cause Light Damage		1	2
Cause Serious Damage		4	5
Charm			8
Cure Light Damage		1	
Death		9	
Enslavement Antidote		10	
Feeblemind		6	7
Forget-It-Well		10	
Forget-Me-Not		7	
Hallucinoid		2	
Intoxicant		1	
Liquid Light	1		
Nausea		5	6
Oil of Slipperiness	5		
Paralyze		8	9
Paranoia		2	3
Paste of Stickiness	5		
Poison Shield		4	
Sleep		6	7
Vertigo		5	6
Vorpall Coating 1	1		
Vorpall Coating 3	3		
Vorpall Coating 5	5		
Weakness		3	4

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POTION COSTS	Table 7-5 LEVELS
Awaken	4
Bless	1
Cause Critical Wounds	6
Cause Disease	3
Cause Light Wounds	1
Cause Mortal Wounds	8
Cause Serious Wounds	4
Cause Wounds	2
Cure Critical Wounds	6
Cure Disease	3
Cure Light Wounds	1
Cure Mortal Wounds	8
Cure Serious Wounds	4
Cure Wounds	2
Curse	7
Dispel Magic	8
Elemental Shield	6
Magic Armor	2
Purify Blood	5
Reflect Magic	8
Release	5
Remove Curse	7
Remove Drain	7
Remove Physical Affliction	6
Remove Weakness	3
Restore Limbs	7
Shield Magic	5
Sleep	6
Taint Blood	5
Unparalyze	8
Weakness	3
Wither Limb	7

SCROLL COSTS	Table 7-6 LEVELS
Awaken	4
Bind	4
Confine	8
Delayed Endow	2
Destroy	6
Detect Magic	2
Dispel Magic	8
Elemental Blade	4
Enchanted Blade	6
Endow	1
Flame Bolt	4
Fumble	1
Guardian of the Four	7
Ice Bolt	3
Ice Storm	7
Lightning Bolt	2
Lightning Storm	6
Magic Armor	2
Magic Missile	1
Pin	2
Reflect Magic	8
Release	5
Repel	2
Shatter	3
Shield	1
Shield Magic	5
Shun	4
Silver Aura	5
Sleep	6
Stone Bolt	5
Web	5

WEAPONS COSTS	Table 7-7 LEVELS
Bludgeon	1
Bow	4
Crossbow	4
Dagger	1
Hatchet	1
Javelin	2
Long Axe	2
Long Hammer	2
Long Mace	2
Long Sword	2
Polearm	4
Quiver (Arrows/Bolts, 30)	2
Sap	1
Shield	2
Short Axe	2
Short Hammer	2
Short Mace	2
Short Sword	2
Spear	3
Staff	1
Throwing Dagger	1
Two-Handed Blunt	4
Two-Handed Sword	4

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Paralyze

Level: 8 (Gas: 9)
Duration: 5-minutes **Type:** Elixir, Gas
This effect functions exactly as the spell *Paralyze* (see *Paralyze* on page 66).

Paranoia

Level: 2 (Gas: 3)
Duration: 5-minutes **Type:** Elixir, Gas
This effect causes the victim to be completely convinced people they normally dislike are in fact out to kill them. Paranoia is not a *Charm* effect.

Paste of Stickiness

Level: 5
Duration: 1-hour **Type:** Contact
One dose of this sticky substance will affect an area up to one square inch or one hand-held object. If enough doses are spread on the ground, it will act as a *Pin* effect to any character standing in that area. If spread on a hand-help object, the object becomes impossible to drop and will stick to the character. Multiple doses may be used to cover larger areas or bigger objects. An *Alchemical Solvent* or an *Oil of Slipperiness* will remove the effect (larger areas will require more doses). A *Release* spell will also remove the effect.

Poison Shield

Level: 4
Duration: Indefinite **Type:** Elixir
This effect functions exactly as the spell *Poison Shield* (see *Poison Shield* on page 66). It is not removed by a *Purify Blood*.

Sleep

Level: 6 (Gas: 7)
Duration: 5-minutes **Type:** Elixir, Gas
This effect functions exactly as the spell *Sleep* (see *Sleep* on page 66). It is not removed by a *Purify Blood*.

Vertigo

Level: 5 (Gas: 6)
Duration: 5-minutes **Type:** Elixir, Gas
This effect causes the victim to become dizzy and unable to stand, causing them to be unable to use any in-game skills for the duration of the effect.

Vorpal Coating

Level: 1/3/5
Duration: Indefinite **Type:** Elixir
This weapon coating increases the damage dealt by a weapon it is applied to by five points for a specified number of hits. Vorpal Coating 1 (one hit), Vorpal Coating 3 (three hits), and Vorpal Coating 5 (five hits). See *Vorpal Coatings* on page 111 for additional information.

Weakness

Level: 3 (Gas: 4) **Duration:** 5-minutes **Type:** Elixir, Gas
This effect functions exactly as the spell *Weakness* (see *Weakness* on page 72). It is not removed by a *Purify Blood*.

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Roleplaying

In a Live Action Role-playing game (or LARP) the players create and assume the roles of characters, often with different personas than their own. The character is not the stats and skills you have, but the roleplay you do as that character. You should try to behave as the character would, to move and think as they would, what your character will say or how they will react. Don't shy away, even if there are consequences in-game. You are the player and your character is your role. A LARP is similar to improvisational theater, you dress in costume to look the part, take on the mannerisms of the character to become them for a short time.

Our game is set in a fantasy medieval-style world. There are monsters, fantastic creatures, swords, and magic. Your character knows this world, they live it. Your character doesn't have to be a carbon-copy of yourself. They can be vastly different, doing things you would never do in their place. Some players might be more comfortable with a character similar to themselves, and that's fine too. We encourage you to explore the roleplaying and challenge yourself.

Be sure that when you are playing and roleplaying with other players that you are considerate to them as players, even if your character is rude to their character. We're all players and participants in a game. Everyone should have a fun time at the event and no one is entitled to intentionally ruin the fun of anyone else.

To allow for a deeper game experience, players are expected to be in-game as much as possible. Always avoid modern-day topics or references. Speak in ways your character would be from the world they come from. Every player can add to the overall enjoyment of all participants, it doesn't take that much effort.

Darkvision & Low-Light Vision

Unlike a tabletop RPG, a LARP relies on what the player can actually do. There are no special gifts bestowed upon Dwarves or Elves as they would in games of pure imagination. There is simply no such thing in our game as Darkvision – players see what they can see. Players are not allowed to use modern gadgets or equipment to allow them to see in the dark.

Languages

There are no required languages in our game other than English, which all the races speak as the common language. If you, the player, knows how to read, write, and speak another language, you may certainly do so. You cannot say "I'm speaking Italian", you must actually speak in Italian.

Ancient languages may exist in our world, but they are not

required to portray a specific race, such as a Dwarf or Elf. They are dead languages, discarded and largely forgotten.

Even though it would be understandable that another culture of people might have different names for things like months, years, days, or different names for things like trees, it's just not practical for our game. It needlessly complicates the vernacular if you need to remember that Wednesday is called something else in-game. It would be confusing and not add much (if anything) to the in-game setting. As a result, we just use the English names of things. We don't speak in "Olde English" of the Shakespearean era either (all those "thees" and "thous" are too difficult on communication), instead we use modern English, even while trying to avoid specific words which might break immersion and remind us we're playing a fantasy game. Certain old documents might have archaic language elements, but those are only used for effect.

Costumes

The costume you wear as your character will help you to stay in character more easily. Your costume does not have to be elaborate or expensive. Most players start out slow and add to their costume over time. Your costume should also be functional and comfortable. Try to avoid modern accessories such as zippers, logos, and technology such as watches and phones. Eyeglasses have been around for a long time and we don't expect players to have a special pair just to be more authentic – you need to see!

We do have some minimum costume requirements which should be followed. We don't allow jeans, printed t-shirts, baseball caps, and sneakers with corporate logos. These things immediately look out of place and remind people around you of the real world and it breaks the immersion to the game.

You should have at least a solid colored shirt and a pair of sweat pants. You need to put a little effort into trying to fit into the atmosphere of a fantasy medieval-style world.

We do not allow obvious religious symbols such as crosses, pentacles, or the like. There is no religion in our game or our world. If you wear one of these symbols of faith, please keep it hidden. We don't want to ever accidentally insult someone's religious beliefs or sensibilities, which is why there are no "gods" or "deities" in our game world.

Disguises

Players may never disguise their character through the use of makeup in order to pass as another character, race, or to hide themselves so they are not recognizable as that character. Players may not mimic the costume requirements of another race or to use a disguise to remove the costume requirements of the race they are playing

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(Barbarians must look primitive, Dwarves must have a beard, etc.) A human wearing makeup to look like an Elf would be easy to spot by anyone.

Players are allowed to use costumes, mannerisms, and speech in order to try and fool others. You can wear a hood to hide your ears or your face, or wear a simple mask to hide your appearance (in a similar way to a superhero or Zorro would), but cannot wear a mask that makes you appear so something or someone else (no monster masks). Even after all the disguises, if you are asked out-of-game if the character you're playing looks like your player character, you must reply with "yes" so they don't think you're portraying an NPC.

Taking Damage

Combat is a frequent part of our game. You should continue to roleplay while in combat, especially when you take damage from attacks. If you get hit in the arm by a weapon, grunt a little or say "ouch!" If you suffer enough damage that you're out of Body Points and dying, fall down on the ground and pretend to be dying instead of saying "OK I'm down". Act the part and roleplay the actions, events, and woes that are befalling your character. This adds to the enjoyment of combat and those players around you. That's not to say you should overact the scene, but feel free to stumble and fall down with a grunt or gasp to add a little performance to it.

Magical Effects

Our in-game world is a fantasy medieval-style place of wonder and magic. Your character has grown up in and witnessed this world first hand. Roleplay your character how they would react to these fantastic magical things. Getting hit with a Lightning Bolt spell would be jarring and painful, clutch at the area where it hit you, or let out a shout of pain – don't just say "got it", immerse yourself in the battle and act as your character should when confronted by the realities of magic. Those around you will feel more immersed in the atmosphere of the game we're all trying to enjoy.

Playing Fair

The NERO World game relies on the honesty and integrity of each player to follow not only the letter of the rules but the spirit of the rules too. Our game is purposely designed so players don't require constant supervision, in order to allow for more freedom, flexibility, and ease of play. A player who unscrupulously cheats or abuses the freedom we have allotted, hurts everyone by doing so. When a player cheats, eventually others will take note and avoid interacting with them. A player who doesn't count hits against them or over casts spells, or seems to always have a Spell Defense will quickly gain a bad repu-

tation. Once discovered by NERO World, that player will face severe disciplinary action.

All skills, abilities, powers, magic items, etc. are fully documented on a character sheet or an item card. If you suspect a player of cheating, bring it to the attention of a Marshal so they can investigate the matter. See *Cheating & Meta-Gaming in Chapter 6 on page 92* for additional information.

Marshals

Marshals are officials acting as the referees, arbitrators, and witnesses who aid the running of the game in various ways. They will be there watching you perform Formal Magic, witnessing you as you try to sneak into a cabin, and a variety of other official actions. See *Marshals on page 92* for additional information.

Anachronisms

Our game makes every effort to avoid the trappings of modern society as much as possible. You should avoid painting smile-faces on your shield, or clothes with corporate logos, and leave your modern gadgets in your car or locked away in your cabin (do you really need your phone?). This includes soda cans and candy wrappers. Players are not allowed to use gadgets such as night-vision goggles, infrared seeing devices, or any other such device; they don't fit into our in-game world and provide an unfair advantage to those players. Play fair and follow the rules.

Justifying Anachronisms

Some kinds of anachronisms are allowed in order for players to be comfortable or as needed for medical reasons.

Eyeglasses

No one is expected to have a second pair of prescription glasses which look authentically in-period. Eyeglasses have existed for a long time and even though they were more primitive than today's glasses (easily broken), we accept that they exist in our game world. No player may be forced to remove their glasses in order to handicap them.

Matches

You don't have to carry a flint and tinder around with you in order to have a source of flame. Matches are known and understood in our game world (likely created by Alchemists). Matches are a fine addition to atmosphere are lighting candles or whatnot. We ask that you try to avoid lighters, but understand the need for them as well (try and hide them as much as possible).

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Bathrooms

Bathrooms and such areas are always out-of-game. Showers, toilets, changing areas and the like are never in-game because of safety and privacy. Bath Houses have been around for a long time, since the days of the Roman Empire. In our game world, only the very rich have indoor plumbing. It's a good idea to make use of these facilities during an event – we're all running around and getting sweaty and dirty (no one likes to smell bad after all). Players are not allowed to run into the bathroom in order to avoid combat or avoid capture if being pursued in-game. Likewise, if you're already in the bathroom, you should stay there until the current combat scene going on outside is completely finished (within reason). It's a bit cheesy to run out of the bathroom where you have been safe, to join combat and save your friends. Also, please wash your hands!

Clocks & Watches

Clocks do exist in our game world, however only the very rich can afford them. There might be a single clock in a large town, so they would be a very rare sight indeed. They are run by gears, cogs, springs, and levers (or by powerful magics) because there is no batteries or electricity as in the real world. A Timepiece is a watch or pocket watch and would be even more expensive to own.

Time

The passage of time in-game happens at the same rate as it does in the real world. Minutes, hours, days, months, and years all tick by. If it's been a month between events, then it has also been a month within the in-game world.

What year is it in-game? The most common calendar is the Evendarr Reckoning (ER). To figure out the current in-game year, you just subtract 1400 years from the current date (for example: 2019 -1400 = 619ER). The timeline of Tyrra is much different than our real world and our date system is not meant to imply that the in-game world is similar to the Seventh Century AD of Earth's timeline. It's possible that some local chapters may use other date systems or methods, so check with your local chapter to see what they are using. Even if they are using another date system, the common date would still apply to most chapters (often does for ease and to have consistency).

Discrimination

Our in-game world is a pseudo-medieval-style world which is loosely based on the medieval era of the real world. We've recreated the setting in a legendary way, but not as it actually was. The cultures and systems of government, even though they are Monarchies, are noticeably different in their attitudes and egalitarian ways.

NERO World does not condone out-of-game discrimination or bigotry, including race, gender, gender identity, religion, ethnic background, ancestry, ideology, beliefs, sexual orientation, physical appearance, afflictions, handicap, disability, or age (although certain games may have a minimum age requirement for participation). See the *NERO World Code of Conduct* in Chapter 6 on page 93.

The in-game world is not a perfect paradise of acceptance however. Discrimination and prejudices in-game can happen and are allowed. There are Kingdoms and Countries which have story-driven elements to them. Characters may also discriminate as long as it is completely in-game and based on character traits and not a players protected statuses. We'd prefer to stay away from the topic altogether, but we leave it to players to decide how their characters act and think. Just be careful it doesn't cross the line into out-of-game bigotry.

For Example: A Dwarf might not like Elves. Maybe he thinks they are pompous and arrogant people. Maybe he overcharges Elves at his Smithing shop, or maybe he's always rude to them when he sees them. These kinds of things are fine because they add believability to the world. Not everyone is going to get along, even in a fantasy setting.

Science

Generally speaking, science is in its infancy, mostly because magic exists. Science technology and understanding are considered to be at the near-end of the Dark Ages, close to the brink of the Renaissance period. There are such things as compasses, lenses, telescopes, yet they remain of poor quality and are expensive. Academics understand that Tyrra is a planet (one of many), that there are real elements in existence, but also understand that there are "Elemental Planes" and other things unknown.

Magic

In a world of magic and spells, characters would be able to do a lot more things than are represented in our rules system. Limits are placed on what spells and magic can do, largely for playability; it's a game system mechanic.

There are no teleportation or invisibility spells, and no flying or levitation spells. Why? Because you can't do these things in real life and it would be too much of a suspension of disbelief to allow them in our game. Likewise, there are no "Truth" spells or Scrying and Divination spells because they removed from our game as problematic or unplayable. There is simply no way to accomplish some kinds of spell effects in-game. What is "Truth" anyway? How can you tell out-of-game is someone is telling the truth, lying, or omitting facts? You just can't do it, because sometimes truth is subjective, even if all parties are actually telling the truth as they understand it.

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Healing

Magic can't fix everything. Sometimes if a character is near death or are injured, there might not have been healing spells available and the character healed naturally over time. This helps to explain scars and old injuries such as limps, missing fingers or other body parts.

Some scholars believe that when a person is healed, their body is being restored to a time before the injury occurred, prior to any chance to heal naturally. Characters still age and have the ailments associated with getting older (mostly because we, as players, are ageing too). Other scholars believe that it's the psychological aspect of the will of the character. They know they have a scar, and so when they resurrect or are healed, that scar remains. There are any number of in-game explanations and theories which can be concocted to fit an explanation and it's up to each player to decide what their character might believe.

Religion

It's true that religion played a large part in how the medieval society worked. However, NERO World does not have any form of religion and we specifically try to avoid it. We do not allow obvious religious symbols such as crosses, pentacles, or the like. There is no religion in our game or our world. If you wear one of these symbols of faith, please keep it hidden. We don't want to ever accidentally insult someone's religious beliefs or sensibilities, which is why there are no "gods" or "deities" in our game world.

The Society of NERO

The main campaign of the NERO World game takes place on the world of "Tyrra", which is not unlike Earth in many respects. Tyrra has its own land masses, polar ice caps, seas, mountains and other geographic features. Our game takes place on a continent on Tyrra called Avalon, and is primarily based on the feudal structure of Europe, but your character could be from anywhere in the world, or based on another culture entirely (real or imagined).

Government

The very concepts of democracy are largely unknown to the people of Tyrra. Most Kingdoms are Monarchies ruled over by a King or Queen, and there are a few Empires with Emperors or Empresses. Some countries might be organized in a limited form of democracy where the Nobles vote on certain issues or proposals, which then go to the Crown for approval or veto. Even in the case of revolt or revolution, the people never really consider another form of government, and simply install a new monarch to rule over them (one who is more fair hopefully).

The feudal society is held together by a very strong hierarchy system. It's a system of lieges and vassal, where one person or group has sworn fealty to serve another, and it's the duty of the liege to protect and support those below them, in return for their obedience and loyalty. At the top of the hierarchy sits the monarch (usually a King) who owns all the lands within their realm.

The king appoints vassals to run a portion of his kingdom, which is divided up into one or more Duchies. The appointed person is granted a Noble title (Duke/Duchess) in recognition of the appointment, and commands the respect of those beneath them. They are granted land over which to govern, raising an army to defend it, collecting taxes, and whatever other duties the king requests. Each Duke or Duchess might further divide the lands of the king into smaller parcels or land, and in turn appoint others to govern those lands, and granting them Noble titles, and on down the line Counts, Barons, and Lords are appointed, and swear fealty. The Oaths of Fealty bind each person to the person above them in a liege/vassal relationship.

Each person is a Noble on the hierarchy. Anyone who is not a "Noble" is a commoner, the base of a feudal society. They are the bakers, fisherman, soldiers, merchants, farmers, craftsmen, blacksmiths, etc. They are the root of society and are under the protection of the Noble to who they serve, and ultimately to the king, whose land it is. Unlike the real world, Nobility in the world of Tyrra is bestowed, it is earned, not usually granted by birthright or bloodline.

Between commoners and Nobles are the adventurers. They are given respect because they often have a drive to seek fortune and their deeds are often noteworthy. The player characters are other adventurers and Nobles, not commoners. No one wants to play a character who is boring, ordinary, tending to fields, cleaning stables, or doing the hard work. It's safe to assume commoners are always out there going about their daily tasks, occasionally characters might run into a few in need of help, or who have information, but these roles will be played by NPCs to help the story along.

Commoners are protected by the Nobles of the land they are residing upon. These Nobles hear concerns, provide walls to towns, punish criminals, and have soldiers to keep invasions at bay. The Noble is the leader and is expected to improve the lives and circumstance of the commoners over time. In turn, these commoners have the responsibility to pay the Noble in the form of goods and taxes, report crimes, help defend the land in times of need by joining a militia, defend the good name of their liege, and address them with respect due to their station.

CHAPTER EIGHT:

ATMOSPHERE

Societal Conventions

There are some basic behavioral customs which all people are expected to follow as members of society, regardless of their social standing or position. These tenants are ingrained into society, having been observed for so long, they are seldom challenged or even questioned.

Hospitality

Any invited person, who accepts your hospitality, has certain expectations as a guest. It is implied that you will treat that person with respect due to their station and social standing. It's the host's responsibility to ensure their guest is reasonably protected from by you and other guests or household members. The guest is expected to give respect where it is due, to follow the rules of etiquette, and not take advantage of the hospitality given.

Loyalty

Any person who swears an oath of fealty to another as their liege must obey their orders and be loyal to them. In turn, the liege will support their vassal and protect them.

Kinship

Members of your family are expected to be loyal to each other, because they are family and there is an implicit level of trust that is inherent of family members.

Honor

Every person is able to defend their honor by means of respectable use of arms or magic. The rules for honor combat differ from region, culture, and race, and even between nobles and commoners. You should learn the rules for honor combat before you invoke them or agree to an honor duel.

Medieval Society

THIS SECTION IS UNDER REVIEW. IT HAS BEEN EXCLUDED.

REVISION NOTES

Overview

While performing this update, I have tried to keep track of any changes made, but it's likely I missed a few, despite my best efforts. I have numbered the changes to allow for discussion and easy reference.

1. All existing errata additions, corrections, clarifications have been rolled into these rules throughout without further note. These should be already well-known.
2. Some names of things were changed, notably rules sections and crafting.
3. Gypsy race name changed to Baljar.
4. Details about how effects are removed (cured) or resisted as previously listed in some of the spell and effect descriptions were largely removed and are now listed in the defense or remove description only.
5. Removed most duplicate places where identical information was presented (such as *Spell Defenses*). This was done to slim the rulebook size and viewed as unneeded bloat.
6. When possible, I formatted to keep rules text together on a single page. This means, there are some blank areas.
7. Spirits & Resurrection – Added that an *Invested Character* in an *Extended Earth Circle* can resurrect themselves after having their death officially recorded. So fewer players need to wait out-of-game for resurrection if no one is available.
8. Fixed and Adjusted the Level Advancement Chart. All characters start at Level 1 (0XP), formerly level 4, 310XP and 50BP. Racial Abilities are also impacted by this change because the maximum number of Racial Abilities your character may buy is limited by Character Level.
9. Magical Ability - Corrected some wording from previous version of rules (v1.0) to clarify removal methods.
10. Racial Abilities: "Invoke" changed to "Evoke" to further separate them from Cantrip Invoked effects, which are completely different.
11. Racial Ability: *Detect Magic* – roleplay requirement was removed. The effect must still be touch-cast.
12. Racial Ability: *Detect Poison* – "Natural Antidote" changed to *Purify Blood* as a touch-cast magical ability. The effect is the same and there is no catch-all Antidote effect in Alchemy (Contact/Ingested/Gas). This was needlessly complex when an existing effect already covered the desired function.
13. Racial Ability: *Dodge* renamed to *Adept Dodge* to separate further, in the same way as *Mighty Slay*
14. Racial Ability: *Will to Live* - evoked ability now acts as a *Stabilize* effect. Verbal changed to "Will to Live, Stabilize"
15. Racial Feature: *Hex* – If no time is specified when the Hex is used, the default is 5-days.
16. *Back Attack, Backstab, Assassinate* – Added wording to allow for completion of one attack if the target turns while you are attacking and are no longer "behind" them, when the attack was already started. Being behind a target to properly start the attack is still required. It caused confusion in combat. *Waylay* is excluded from this change.
17. Craftsman (other), renamed to Tradecraft: <type>
18. Critical Slay/Parry - Renamed to *Slay/Parry*.
19. Master Critical Slay/Parry - Renamed to *Master Slay/Parry*.
20. Production Skills: Create Potion, etc. Renamed to *Craft Potion*, etc. In addition the word "production" was removed from lexicon throughout and replaced with "Crafting" or similar. Except the skill *Production Master* which was not renamed.
21. Crafting: Special Abilities - Corrected the wording from a previous version of these rules (v1.0). It implied all Special Abilities required Base Levels, which is untrue
22. Arrows & Bolts Without Tags (Optional Rule) - Quivers no longer require tags. There are some limitations on use. Added from existing play-test.
23. Cantrips: REMOVED Cantrip Pages – No method to create a cantrip page existed except through Goblin Points, which was never intended. The rules for pages and how they worked caused issues, game balance problems, exceptions, and was confusing to players and staff.

REVISION NOTES

(CONTINUED)

24. Cantrips: Formal Magic Components must be broken *BEFORE* the incant for the Cantrip is started, instead of after (zero cost cantrips see no change). The reason is that fuel is required prior to casting, components are still consumed if casting is disrupted (*Spell Disruption*), and to ensure fluidity and consistency in the rules wording.
25. Magic Item Slots are now an Optional Rule chapters may use and is not a requirement.
26. Durations: Added *Enduring* for effects which only end when removed or character death; these were formerly Indefinite effects. Indefinite is now reserved for effects which expire when used (Shield Magic, Delayed Endow, etc.)
27. Durations: Removed *Continuous* as a Duration. Only one spell, *Stabilize*, had this duration in the system and continuous casting is already covered in the Manifold skill. Changed *Stabilize* duration to Instant.
28. Base 10 Celestial Damage (Optional Rule) - Base 10 instead of base 5 damage for Celestial spells. The spells affected by this optional rule are: Magic Missile (10), Lightning Bolt (20), Ice Bolt (30), Flame Bolt (40), Stone Bolt (50), Lightning Storm (60), Ice Storm (70), Dragon's Breath (80), Eldritch Blast (90), En-flame (40), and Magic Storm (10). Added from existing play-test.
29. Delayed Endow: may be used to Rip from Pin and Bind effects (previously only Pin).
30. Guardian of the Four: Corrected placement in the *Protection Hierarchy* because it is the same as *<Effect> Shield*.
31. Prepare Hearth: Small system change when attuning room – characters must be within arm's reach of one wall instead of all walls (as was previous and impossible).
32. Refitting Armor: All armor types may be refit simultaneously as a single *Concentration* action. Physical Armor, Dexterity Armor, and Arcane Armor. All armor points are restored when completed. The longest roleplay time requirement is used.
33. *Read and Write* is now a passive skill and may be used even if the character may not use other game-skills. Reading will not disrupt concentration or any other skill, ability, or power. It is impossible to enforce if a player out-of-game reads something.
34. *Tarry* moved from Earth level 7 to Earth level 5. For balance and usability.
35. Manifold - change in previous version of these rules (v1.0) was rolled-back and removed. It prevented Manifold spells from being *Spellstored*.
36. Playing Possum – added clarification for permitted methods. This is a new addition.
37. Spell Disruption - Bless/Eldritch Bless and Shield/Eldritch Shield will prevent Spell Disruption. The character must suffer actual Body Point loss (not temporary points or protections) for disruption to occur (existing errata, special note due to magnitude of change).
38. Delivery Methods: Arcane cannot be blocked by any defense and will not expend any defense. Added from existing errata (existing errata, special note due to magnitude of change).
39. Delivery Methods: Gaze added as a delivery, because of Vampire Charm.
40. Charm-effects Group: Clarified that commands cannot circumvent game rules or status effects.
41. Effect Types: added Spellstrike.
42. Line of Sight: lasts for a maximum of 1-day before expiring. A new casting resets the duration.
43. Smithing Special Ability: *Rapid Refit* - a change in previous version of these rules (v1.0) was rolled-back and removed. Roleplay timed requirement is 3-seconds.
44. *Extended Circle of Power* and *Ward* changes: While in combat, if a character enters or leaves a Circle or Ward (invested or recognized), they must wait 3-seconds before they may enter or leave that same Circle/Ward again. This is to restrict step-out, strike, step-in, tactics which slow combat, and create confusing situations. No restriction when not in combat.
45. *Regeneration* monster ability renamed to *Regenerate* - because it is different from the spell effect slightly.
46. Return monster ability was revamped to make it friendlier. Items (Scrolls and Alchemy) are not consumed but are returned as if they were not used, but become unusable for 10-minutes. Magic items require 60-sec concentration (like attunement) to regain Returned effect.

REVISION NOTES

(CONTINUED)

1. Monster Ability: Rip from <pin/bind/web/confine> was removed as it duplicates Racial Ability *Rip from Binding*. Monster cards may still limit what monsters may rip from and how often by specifying on the card.
2. Vampire Charm – Clarified it is an *Enduring* effect with a maximum Duration of 1-year. A new Vampire Charm replaces an existing one (due to *Effect-Stacking*).
3. Armor Crafting Costs: Added Armor values 41 - 45 to chart with a cost of 5 levels of *Smithing*.
4. Added “Medic” as term when calling a HOLD for serious injury to alert staff of importance.
5. Added “Caution” as an out-of-game phrase to lessen use of Hold. Used to alert other players of hazards without stopping play for all participants.
6. Added Summer Armor rules as an Optional Rule.
7. Corrected tables data throughout rules.
8. Updated weapon construction section.
9. Updated ToC and all page number references from previous version of these rules (v1.0).
10. Note that throughout the document Silver coins are still used instead of Copper for costs such as training (max-out) and crafting costs. This may change in a future update.

UPDATE v1.2

1. Concentration: Added “Concentration immediately ends if the character is unconscious, dying, or dead.”
2. Web spell description incorrectly had the spell level as 8th level instead of 5th level. Corrected to 5th level throughout.
3. Taint Blood spell description incorrectly had the spell level as 1st level instead of 5th level. Corrected to 5th level throughout.
4. Alchemy: Death effect description was missing from the section. Corrected.
5. Poison Shield (page 67) Incorrectly showed the Elemental Shield incant instead of the proper incant for Poison Shield. Corrected.
6. Alchemy Elixirs (page 107): Added “The effect-chain order of delivery to the victim is the order they were applied to the food or drink (tags should be stacked in

order).” Due to non-harmful elixirs such as *Poison Shield* or Cure Light Damage potentially being in the mixture effect chain.

7. Pin was listed in the table on page 74 as 1st level instead of 2nd level. Corrected.
8. Refit Armor was listed as 5th level instead of 3rd level in it’s spell description on page 37. Corrected to 3rd level.
9. Several spells had incorrect “true names” listed (copy/paste errors). All names, spell levels, incants, etc have been corrected and verified.
10. Protection Hierarchy (page 82): Added *Eldritch Shield* and *Eldritch Bless* to the hierarchy.

UPDATE v1.21 and v1.22

1. Silence (page 70): Incorrect incant was fixed. Additionally, it was listed as earth only in the spell description. Corrected to Celestial and Earth.
2. Release: (page 68) was listed as 8th level instead of 5th level. Corrected to 5th level.
3. Remove Weakness (page 71) was listed as 4th level instead of 3rd level. Corrected to 3rd level.
4. Unparalyze (page 71): corrected the incant. Table on page 75 is correct.
5. Weakness (page 72): Corrected incant.
6. Web (page 72): Corrected the incant. Table on page 75 is correct.
7. Table 5-17 (page 76): listed *Detect Magic* as 3rd instead of 2nd level. Corrected to 2nd level.
8. Enslavement Antidote (page 108): Effect Description was missing for the effect. Added rules entry.
9. Table 7-5 (page 110): Corrected Bless cost in table.
10. Table 7-6 (page 110): Corrected entries for Elemental blade, Enchanted Blade, Endow, Flame Bolt. Corrected costs in table.

REVISION NOTES

(CONTINUED)

KNOWN BUT OUT OF SCOPE IN THIS UPDATE

- The NERO World Classic Formal Magic Rulebook is forthcoming which contains the full rules for Formal Magic. It will be posted to the NERO World website when completed.
- Transforms, Golems, and Summoning systems will be addressed in the NERO World Classic Formal Magic Rulebook.

DISAVOWED ERRATA, UPDATES, & PLAY-TESTS

- Any additional or existing corrections, errata, updates, and/or play-tests not already included in this rules version are no longer valid and are disavowed by NERO World. Any new corrections, errata, updates and/or play-tests may be created as we move forward and will be posted on the NERO World Website if/when they are approved.

~ Jason Mote