

2011

We Are Roleplayers

Mike Ennis

[NERO OH/NERO WV 2011 LOCAL RULES COMPANION]

Contains local rules and playtests. (last modified 3/29/2011)

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Miscellaneous Local Rules

3/29/2011

Bows and Crossbows – Nerf-style bows and crossbows can be used, given that they are made to look in-period. Nerf-style bows and crossbows cannot be used to block unless they are properly padded per the requirements for packet bows outlined in the core rules.

Cantrips – The following clarifications apply to Cantrip usage:

Cantrip Tome – A Cantrip Tome must be at least 6"x4" in dimensions, and should fit in-period.

Notebooks with spiral binding or anachronistic phys reps will not be accepted as a legitimate Cantrip Tome.

Cantrip Casting – For all intents and purposes, casting Cantrips will follow the same rules for casting spells, IN ADDITION to the rules included in the Cantrips package. This includes the mechanics of casting, interrupting, and removal of the Cantrip. Once a Cantrip incant is started, the Formal Magic Level and the components required are consumed even if it is interrupted, mis-canted, or otherwise ineffectively used. For Cantrips with extended durations for casting until used (Healing/Defiling Pool, Element's Fury, etc.), each individual use will count as an individual spell, and follow all rules for casting and can be interrupted as if casting a spell.

Cantrip Durations and Limited Reset – Cantrip casting ability is not restored at a limited reset.

Cantrip Marshaling – All characters must tear their components as part of the Cantrip, and hand them to a Game Marshal at the next available time. Failure to break components at the time of casting, or breaking the components in front of a Game Marshal will result in a failure of the Cantrip, and the components will still be consumed. Contingency and Armored to Magic are particularly powerful and MUST be cast in front of a Game Marshal. Any Game Marshal can effectively marshal the casting of a Cantrip.

Cantrip Errata – The *Bane/Boon the Dead* Cantrip will follow all the rules as for *Boltstorm* with regard to what can interrupt the casting, including Speech.

Carrying Un-rep'd Item Tags – All carried items must have a physical representation as detailed in the latest version of the Core Rules. Carrying un-rep'd tags (those without physical representations) can only be done by a player if he or she has both hands free and carries the un-rep'd tags in two hands out in front of his or her body in an obvious manner. This rule applies if the player is carrying 1 or more un-rep'd tags. In order to use his or her arms, the character carrying tags in this way must first put them down. Un-rep'd tags can never be used for any purpose within the game setting.

Conversational Combat – At NERO Ohio and NERO West Virginia, silent combat can only be used on a closed module with the approval of all involved players and the marshal. This will be the exception not the rule, and players should not expect this to occur often, if at all. At any time, any player taking part in the module can disagree with silent combat and demand that damage be called. If any player disagrees, no one on the mod will be able to use silent combat.

Gasses - If the caster of an alchemical gas globe receives body damage while performing the verbal, the gas will be destroyed for no effect. The verbal for throwing a gas is an out-of-game statement and the caster need not be able to speak in order to perform it. The throwing of gasses will otherwise follow all of the rules for spell casting. As per the rules of touch casting, alchemical gasses may never be touch-cast.

Holds – Due to the fact that some members have bad knees, we do not require that players drop to their knees during a hold. Instead we ask that all players lower their heads and close their eyes.

Resurrection Logistics - All resurrecting characters will return to the NPC Shack before going back into game. While at the shack the character will have the death recorded on his sheet, and will draw from the

bag of chance if necessary. Only after reporting to the shack and having successfully drawn will a character be allowed to go into town to resurrect, at which time the character will be required to role-play the resurrection as per the rules. Characters that do not need to draw still need to report to the shack in order to have the death recorded by a staff and/or plot person. In the case of a field resurrection, the draw must be marshaled in the field, and the character is still required to report the resurrection to the NPC Shack at his earliest convenience.

Starting Equipment – New characters will start the game with 3 silver pieces. In addition, they will start with tags for all weapons and armor that they can use, and that they have approved phys reps for. This will be limited to two of each type of weapon, except in the case of ranged weapons. Up to four tags for ranged weapons will be given out, but the player must have proper reps for each. A starting archer with a proper quiver phys rep will begin the game with two Quiver tags. Only one armor tag shall be given out in this way per character, regardless of the phys reps provided. All weapons and armor received by a starting character will be normal in nature, and Unrestricted in transferability.

Tying of Hands - Due to insurance limitations, the actual tying of hands and/or legs in order to immobilize another player is not acceptable. All tying will now be done as phys rep tying. When phys rep tying, the player doing the tying must provide material that is long and strong enough to hold the individual, but no actual tying is required. While phys rep tying a person the player performing the tying should perform an uninterrupted 60-second count.

Workshops – Workshops cannot be purchased by individuals, and access to extra production is offered through the guild structure and Estate System.

Change Log

- *03/29/2011 – removed Auto-Memory, Monster Poison Attacks, and Scribing Spells/Recipe Books to abdicate to 9th Edition Rules; removed Formal Magic effects as un-necessary; removed reference to coin used for production in Starting Equipment provision*
- *03/04/2011 – incorporated Cantrip provision*

Archery Modification v1.3

3/29/2011

Archery Weapons

Type*	Size	Min-Max Length	Base Damage
Slingshot, Hand Crossbow	Small	8" – 12"	1
Light Crossbow	Short	12" – 24"	2
Short Bow	Short	24" – 36"	2
Heavy Crossbow	Short	24" – 36"	3
Long Bow	Long	36" – 46"	3
Scorpion (crossbow)	Two-Handed	36" – 46"	4
Great Bow (recurve)	Two-Handed	46" – 58"	4

**this packet will use the term 'bow' to mean any and all of these weapons throughout this packet, except where specifically noted*

Melee with a Bow

A character with Archery can use a Small, Short, or Long bow as a blocking weapon while using a melee weapon in his or her other hand. The Archer must have the appropriate skill to use the melee weapon, and if the size of the bow is Small or Short, the melee weapon can be Long or shorter. If the bow is Long, the melee weapon can be Short or shorter. This is an innate ability of Archery, will not follow the rules of *One-Handed Block*, and does not require the Archer to purchase any skill other than Archery and a melee weapon skill.

A Two-Handed Bow cannot be used in this way, and will follow all of the normal rules for *One-Handed Block*.

All bows, regardless of size, require two hands for the purpose of firing.

Rapid Fire

A character skilled in Archery can fire a burst of missiles faster than the common Archer. To represent this, the Archer can hold a limited number of packet arrows in the same hand as his bow. These arrows are a completely out of game convention, and for the purpose of being targeted by spells, etc., all missiles are still considered to be held in the Archer's quiver.

The number of missiles that can be held in the archer's bow hand is one per full +2 Proficiency with Archery. Master Proficiencies count in this total, and odd-number proficiencies do not add to the total. This is calculated such that a +1 proficiency allows no packet arrows to be held in the Archer's hand, +2 allows one, +3 allows one, +4 allows two, +5 allows two, +6 allows three, etc. These arrows can be fired consecutively or individually at the discretion of the Archer, and can be replenished at any time, but the total number held in this way can never exceed the limit described above.

Change Log:

- 3/29/2011 – removed Packet Arrows section to abdicate to 9th Edition
- 3/4/2011 – added packet arrows section
- 6/22/2010 – Clarified language of 'Rapid Fire' to specify that arrows can be fired consecutively, not all at the same time.

Base Ten Celestial Magic v1.0

3/27/2010

Base Ten Celestial

All Celestial damage spells will be base ten, meaning that they will deliver ten points per spell level. The proper incant will be “I call forth <<spell specific suffix>><<damage number>>”. For example, “I call forth a Dragon’s Breath 80” would be the incant for Dragon’s Breath.

This modification is made to the base damage of the spell and is not an ability/power of the spell caster but is instead a change to the Celestial Magic system itself. As such, all current monster statistics that specifically allow the creature to cast celestial spells (i.e. Magic Flame Bolt, Celestial Spell Tree, etc.) will also be altered.

Powers/effects that alter the damage from a specific spell or damage type will alter this new base damage in all cases where appropriate. For example, a monster ability that halves the damage taken from flame would take 40 from the standard Dragon’s Breath as described above, while a power that doubles the caster’s damage will allow him or her to deliver 160 points causing the same monster to take 80 points.

Base Weapon Damage v1.0

3/27/2010

Purpose:

To help balance the utility of different weapon types.

Description:

Base damage types have been altered to the following:

Weapon	Base Damage
Small Weapon	1
One-Handed Swords, Staff, One-Handed Blunts with no head	2
One-Handed Blunt/Axes	3
Two-Handed Sword, Polearm	4
Two-Handed Blunt	6

Critical Strikes v1.1

3/29/2011

Type	Skill	F	R	S	T	Prerequisites
Fighting	Critical Fumble/Parry	10	15	20	15	+2 Weapon Proficiency
Fighting	Critical Wither/Parry	10	15	20	15	+2 Weapon Proficiency
Fighting	Critical Death/Parry	10	15	20	15	+4 Weapon Proficiency
Fighting	Critical Riposte	10	15	20	15	+2 Prof., One-Handed Sword
Fighting	Critical Knockdown/Parry	10	15	20	15	+2 Prof., Staff/Polearm, Thrown Weapon
Fighting	Critical Shatter/Parry	10	15	20	15	+2 Prof., One-Handed Blunt/Axe
Fighting	Critical Smite/Parry	10	15	20	15	+2 Prof., Two-Handed Sword/Blunt/Axe, Bow
Fighting	Master Critical Fumble/Parry	13	18	25	18	+2 Weapon Proficiency
Fighting	Master Critical Wither/Parry	13	18	25	18	+2 Weapon Proficiency
Fighting	Master Critical Death/Parry	13	18	25	18	+4 Weapon Proficiency
Fighting	Master Critical Riposte	13	18	25	18	+2 Prof., One-Handed Sword
Fighting	Master Critical Knockdown/Parry	13	18	25	18	+2 Prof., Staff/Polearm
Fighting	Master Critical Shatter/Parry	13	18	25	18	+2 Prof., One-Handed Blunt/Axe
Fighting	Master Critical Smite/Parry	13	18	25	18	+2 Prof., Two-Handed Sword/Blunt/Axe, Bow

Critical Strikes work in a manner identical to a Critical Slay, except that they deliver specific game effects instead of damage. Each one requires the weapon wielder to say, “prepare to die” when activating them, and each also comes with a reversible use of Critical Parry that follows the rules for this skill as outlined under Critical Slay. Each skill can be purchased multiple times, once per each time the character reaches a multiple of the prerequisite proficiency. For example, a skill that requires +2 can be purchased once at +2, a second time at +4, a third time at +6, etc.

After saying, “prepare to die,” the following verbal will apply for each type of strike: “Critical <type><option>.” The “type” portion of this verbal will be Disarm, Shatter, Death, or Wither as appropriate. The “option” portion is for effects that require the specific target to be stated, as in “Critical Shatter your shield.” Failure to state this option will allow the target to choose which item that he carries is to be affected.

The effects delivered in this manner are not magical in any way, and cannot be removed via Dispel Magic and can only be removed by removing the specific effect (i.e. Restore Limb).

Critical Strikes are weapon and hand specific, while Master Critical Strikes are only hand specific. Strikes that have a specific weapon type listed in the prerequisites require skill in one of the listed weapons to purchase the skill and the character must also be wielding the listed weapon type to use the skill.

Specific Skills:

Fumble, Wither, Death, Shatter – Other than as noted above, these skills follows the rules for each effect as listed in the current edition of the Core Rules.

Riposte – Upon calling this effect the wielder will automatically Parry the incoming blow and deliver a strike at his or her typical weapon damage against the attacker. The verbal for this skill is out of game, and is “Riposte <damage value><damage type>”. The damage from a Riposte automatically strikes the target

without need for the player using the Riposte to even swing his or her weapon. This effect is always delivered at the wielder's base damage (i.e. base weapon damage + proficiency) and cannot be used in conjunction with other Game Skills such as Critical Strike, Critical Slay, Critical Attack, etc. in order to alter damage or deliver an effect. Blade Spells, Endows, Contact Poisons and similar non-skill effects will alter this damage as appropriate. A Riposte can be prevented by any means that would normally prevent a weapon blow, except as noted above.

Knockdown - This effect will cause the target to be knocked to the ground and stunned for a minimum of five seconds. No Game Skills can be used while the target is knocked down, and there is no generic cure for Knockdown. A character with an Endow / Superhuman Strength can lift a knocked down character to his feet within the five seconds, but Game Skills still will not be able to be used until the duration is up.

Smite – By means of this skill the weapon wielder can deliver a single blow as the damage type Massive. The damage delivered by a Smite is the same as the damage from a Critical Slay based on the wielder's level of proficiency, etc. This does not take the place of a Critical Slay, and does not deliver an amount of damage equivalent to a Blade Fury. The verbal for the delivery of this effect is "<damage number> Massive Slay."

Change Log

- 03/29/2011 – changed Disarm to Fumble per 9th Edition Rules
- 03/04/2011 – added clarification of verbal for smite

Expanded Alchemy v1.1

3/29/2011

Salves

The system will now include the type *Salve* in addition to the types of Contact, Ingested, and Gas. A *Salve* must be applied by an Alchemist with at least 3 levels of skill. The application is a *Counted Action* requiring at least three seconds to complete, and follows the rules for assisting with an Armor Refit with respect to the use of *Game Skills* and being targeted by effects.

Salve becomes inert immediately if not applied directly to its target and therefore cannot be used on a blade or smeared on an area like other contact poisons. *Salve* otherwise follows the rules of contact poisons.

Expansion of Existing Recipes

The following recipes have been modified as described.

Berserk – A Berserk Contact Poison can be produced at a cost of 9 levels

Cure Light Damage – A Cure Light Damage Salve can now be produced at a cost of 2 salves per level

Poison Shield – A Poison Shield Salve can now be produced at a cost of 3 levels

New Recipes

The following recipes are added to the things that an Alchemist can produce:

Battle Acid – This alchemical globe, originally created by the famed alchemist Serghier Damashay, costs the alchemist 3 levels to create and deals 20 points of acid damage in combat. The verbal for this is “20 Physical Acid”

Battle Wine Elixir - This powerful draft instills bravery in even the most faint of heart. The target should role-play unshakable bravery for as long as this elixir is in effect. In addition to this, the character that drinks this concoction will have 5 resistances vs. Fear at his disposal. The latter effect is identical to the Monster Ability Resist as detailed in the latest edition of the NERO International Core Rules. Once consumed, this elixir will last until the end of the current game day or until all of the Resist Fears are used up, whichever comes first. It costs 8 levels to create a Battle Wine Elixir.

Cure Damage Salve – This salve acts as the effect *Cure Light Damage*, except that it will heal 10 points of damage instead of 5. It costs 2 levels to create.

Cure Disease Elixir - This elixir costs the alchemist 4 levels to create and acts as the level 3 Earth battle magic spell of the same name.

Cure Light Damage Salve – This salve costs 1 level to create 2 salves.

Cure Serious Damage Salve - This salve acts as the effect *Cure Light Damage*, except that it will heal 20 points of damage instead of 5. It costs 4 levels to create.

Harm Undead Gas - This gas costs 4 levels to create and acts as the level 3 Earth battle magic spell of the same name. The verbal for the preparation of this gas is “Harm Undead Gas 30.” The physical representation of a Harm Undead Gas globe is orange. Please note that this is not a poison effect, and that it will only affect undead beings. Any being that is not undead that is struck by this substance should call “no effect.”

High Blade Poison - There are three types of High Blade Poison that can be created - Nausea, Paralysis, and Sleep. These are standard effects that act as carrier attacks on the first swing with the weapon they are applied to. The cost in production to create them is 4 levels for Nausea, 7 levels for Paralysis, and 5 levels for Sleep.

Oil of Burning - Oil of Burning globes combust on impact, causing 20 points of damage when they are thrown in combat. The verbal for throwing this substance is "20 Physical Flame." The cost to create Oil of Burning is 3 levels. This substance has no other game effect. The physical representation of an Oil of Burning globe is orange.

Salve of Blade Turning – This salve gives the recipient a *Magic Armor* as detailed in the level 2 Battle Magic spell of the same name. It costs 2 levels to create. Salve of Blade Turning cannot be used in conjunction with another *Magic Armor* of any type.

Stone to Flesh Salve - When this salve is applied to a target under the effects of a *Petrify*, that character and all of his belongings will revert back to their original form. This effect will not take place unless the target is currently under the effects of a *Petrify*, and stone walls or other stone works and/or items cannot be targeted at all by this effect. This elixir will cost 5 levels to create.

Tangling Goop – This globe can be thrown to *Entangle* the target's arms or right foot. This costs 12 PP to create, and the alchemist gets to choose the targeted body parts ('foot' or 'arms') at the time of use. The verbal for this is "Physical Entangle <target>."

Change Log

- 03/29/2011 – modified all PP costs to levels

Expanded Create Trap v1.1

3/29/2011

New Types of Traps

Snare Trap – This type of trap holds its victim in place with an Entangle Foot. This effect will afflict a single victim within 5' of the trap trigger. If more than one eligible target is within the area of effect, choose the one closest to the trigger. If two targets are equally close allow the marshal to choose or randomly determine. This effect is in all ways like an Entangle with respect to duration and cutting/ripping free. The cost to create this type of trap is 2 levels.

Net Trap – This trap will afflict all targets within 5' of the trigger with the effect of an Entangle Body. The physical representation for this trap is a large hanging net. The cost to create this type of trap is 24 production points. This effect is in all ways like an Entangle with regards to duration and cutting/ripping free.

Locksmith

A character with Create Traps that buys the craftsman skill Locksmith will be able to create locks as well. The trap maker uses his trap production points toward the creation of these locks, and the details of this system are outlined below.

This character has an in-depth understanding of the creation and workability of locks and keys. This will in no way substitute for the game ability Pick Locks, and it should be considered that the picking of a lock and/or similar mechanism requires a special ability that is not inherent in this skill. Locks and keys are tagged items at NERO Ohio and NERO West Virginia, and the rules found here take precedence over any rule found in the NERO International Core Rules at each of these chapters.

Each lock physical representation must meet the standards set forth in the latest edition of the NERO International Core Rules, and each tagged lock must have a working out-of-game key phys rep attached to it at all times. It will be required for a marshal to use this out-of-game key to open the lock before any attempt to pick it. This is to make sure that the lock mechanism is still working. If the key will not work, then the lock is invalidated, and is automatically picked. After the lock has been successfully picked, the key will again be used to open the lock. If the lock has been damaged so badly during the course of picking that they key will not work to open it, then the lock is ruined (locked in-place), and the picking was unsuccessful.

Following are the types of things that can be created with this skill. Each lock comes with a working key.

Poor Lock – This item costs 1 production level to create and includes a single key. A Poor Lock can be *Shattered*, or it can be broken with a single blunt weapon blow that deals 5 or more points of damage. This type of lock can also be crushed by a being with +4 Super-Human Strength or higher. Extra keys can be made for this type of lock for the cost of 4 keys per 1 production level spent, as long as there is a working key available to the Locksmith.

Fine Lock – This item costs 3 production levels to create and includes a single key. No amount of damage or strength will cause a Fine Lock to break, but it can be *Shattered*. The cost to create a spare key for this type of lock is 1 production level, as long as there is a working key available to the Locksmith.

Built-in Lock – This type of lock takes 4 Production levels to create and includes a single key. A Built-in Lock is one that is built within the wall of a chest, a door, or other similar item. A built-in lock must still be phys. repped. by a padlock, but the tag must be displayed

clearly along with marshal's notes stating that the lock is built into the surface. The cost to create a spare key for this type of lock is 1 production level, as long as there is a working key available to the Locksmith. Once a lock of this type is in place, it can only be removed with effort, and it will cost 4 production levels to remove a built-in lock in this way. A built-in lock removed in this way will only be useful if it is reinstalled, requiring another 4 production levels.

Extra Key (with no working key available) – If a locksmith is attempting to create a key for a Poor, Fine, or Built-in lock but has no working key for that lock available at logistics, then the production cost to create the key is doubled.

Change Log

- 03/29/2011 – modified all PP costs to levels

Expanded Smithing v1.1

3/29/2011

Alternative Weapon Materials

There are many types of materials that can be used to create weapons other than steel, and any Weaponsmith will be able to work with these odd materials. The prospect of making unconventional weapons in this way has some small benefits and some disadvantages. Many of the materials require less preparation and expense to make into weapons, but they are also more fragile than steel. The table below shows the types of materials that can be made into weapons, the cost of doing so (the number shown is multiplied times the normal production point cost of making the weapon), and the expiration of an item made from the listed material. Only the *Strengthening* of a weapon made of these materials, or making it *Indestructible* in some way will allow it to exist beyond its listed maximum durability.

Material	Cost Factor	Maximum Durability
Bone	.25	1 Month
Cold Iron	2.0	standard
Glass	.5	1 Day
Rock	.5	3 Months
Wood	.25	1 Month

Portcullis

A Weaponsmith can create a portcullis at a cost of 30 production levels. This portcullis will cover up to 25 square feet, and can only be lifted by use of a pulley system or with the use of *Superhuman Strength* and/or an *Endow* effect. For the purposes of destruction, a portcullis will withstand all types of damage, but a single portcullis counts as a door-sized object and can be Destroyed as per the spell effect. Larger portcullis's cannot be made. The portcullis phys rep must be made of a lightweight, durable material, and safety and appearance (in that order) will be the major issues in its approval. A portcullis can be Strengthened as outlined in the core rules.

Change Log

03/29/2011 – modified all PP costs to levels

Game Effects v1.1

3/29/2011

Animal Ways - This effect allows the user to blend in with creatures of animal intellect. As long as the caster behaves like a member of an animal group, she will completely and utterly fool any being of animal intellect or lower that is looking on. This means that if the caster completes a successful casting and begins pretending to be a wolf while being surrounded by ravenous wolves, these animals will immediately accept him as one of their kind and will not even remember that there was an intruder among them. Also, any creatures of animal intellect or lower that are looking on or encounter the caster and her “family” while the spell is still in effect will believe her to be an animal of the appropriate type. Any beings with Low intellect or higher will immediately recognize the caster for what she is. The effect will be broken if the caster is forced to speak, fight, or otherwise act normally. The caster need not be among an entire group of creatures for this spell to be effective, and one lone being could be classified as the caster’s “family”. The size of the caster does not change with this spell, and if the caster’s “family” is larger she will be considered a runt, or possibly even young. If the size discrepancy is tremendous this spell may not function. This effect will in no way give the caster any special understanding of the language of the creatures or any ability to communicate with them. If at any time during the duration of this effect the caster attempts to change the type of creature that she is pretending to be the spell will be broken.

Detect Poison - This effect will allow the caster to immediately determine the presence and nature of any alchemical substances that are active upon a single target. If successfully cast this effect will reveal all currently active poisons within a person or a single bottle, cup, or similar vessel. Alchemy that is not prepared will not be detected, and only active poisons will be detected. For the purposes of this spell, poisons are considered to be active while they are still curable by an alchemical antidote. Instant poisons such as damage gasses or Death will at no time be active within a person and can never be detected as such. Gasses within a trap are not active. The caster will be the only one to gain this knowledge, and he will know the type of the poison or poisons that are currently active. The caster will gain no other in-game knowledge from the casting of this spell.

Entangle <target> (5 min) – This entangles the targeted body part so that it cannot be moved. The approved targets for this effect are arms, feet, and body. Arms will be bound to the victim’s sides, while feet means that the victim’s feet will be bound to the ground and cannot be moved. A target of body means that the victim’s feet are rooted in place and his arms are bound to his sides. In addition, he cannot move anything except his mouth and eyes. This effect is not impregnable, and a victim can be searched and/or delivered a *Killing Blow* while under its effects. In addition, this type of effect can be cut out of by any character using claws, bite, sharp body weaponry, or an edged weapon.

Knockdown – This effect will cause the target to be knocked to the ground and affected by a *Lesser Feeblemind* (10 second duration). A character with an Endow can lift a knocked down character within the ten seconds, but the *Feeblemind* will continue until the ten second duration is up.

Mend – This effect brings a character that is at 0 or – 1 body points up to one. This spell will have no other effect and will not cure conditions that are still active upon the target such as Sleep, Charm, Paralysis, etc. This spell will serve to blow a Shield Magic, Reflect Magic, or similar protective. This healing is not Earth in nature and can be used to heal creatures that are not affected or damaged by Earth. Mend will have no effect on a character that is in need of a Life spell.

Pestilence - This effect combines Weakness, Disease, and Nausea in a single attack. Each of these afflictions must be healed individually. If this is left uncured the Nausea effect will go away in 5 minutes while the other effects will last until cured or until the target is in need of a Life Spell. This attack is in no way necromantic.

Petrify – This magical effect turns the target to stone. The target will remain stone for the period of ten minutes, at the end of which the stone will crumble with the same effect of the target having received a successful Killing Blow. A Dispel Magic cast upon a Petrified being will immediately alleviate the effect without causing the target to crumble. The caster of a Petrify can cause his target to crumble by delivering a successful Killing Blow to it. If a Killing Blow delivered in this way is unsuccessful, the Petrified being is released from the effects of the Petrify without crumbling. Only the caster can deliver the Killing Blow in such a way, and no other character can deliver the blow. A character that is hit by his own Petrify can choose to crumble at any time before the full hour is up. No other standard game effect will work on a being that is under the effects of a Petrify. This spell is similar to an Imprison with respects to falling and massive mechanical damage, however a Petrified being does not breathe and will not be subject to suffocation.

Tyrran Damage - With a successful delivery of this effect the wielder can deal the stated points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this effect will do nothing except blow the appropriate protectives based on the delivery type.

Change Log:

03/29/2011 – added *Entangle*, modified *Knockdown* to fit within the bounds of 9th Edition ; changed duration of *Nausea* in *Pestilence* to 5 minutes; changed *Petrify* to 10 minutes; removed language from *Detect Poison* that conflicted with 9th Edition

Limited Meditate v2.0

3/4/2011

This skill requires the user to sit quietly for 60 uninterrupted seconds and perform no other actions during that time including speaking, moving significantly, or using *Game Skills*. In addition, a character cannot simultaneously *Concentrate* while *Meditating*, and any packet or weapon strike that hits the meditating character will break *Meditation* whether it affects them or not. Magical protectives will prevent this interruption, but called defenses of any kind will not. The character must be conscious to *Meditate*, but could be paralyzed, webbed, or otherwise incapacitated. At the end of the meditation the meditating character will gain some benefit as described in the specific effect description. *Meditate* is not a *Game Skill*. The following game mechanics are facilitated by this skill:

Regain Spells - all spells successfully defended by a legitimate defense other than *no effect* since the last time the user studied or meditated will be returned to the caster's memory. Skills, abilities, and powers other than spells from a character's skill set can never be regained in this way unless specifically noted in the description of that particular ability. Spells that are mis-canted, miss their target, or are delivered for *no effect* cannot be recovered via this skill.

Rest- Certain abilities will require the user to "rest" in order to regain them. Except where noted in the specific description of the ability to be regained, resting will follow the rules outlined in *Limited Meditate*.

Change Log

- 03/04/2011 – removed temporary provision, modified "Regain Spells" to include all spells but misses, mis-cants, and those delivered for no effect

Local Spells v1.1

3/29/2011

Berserk
Sheth's Mental Enrager
Level: 8
School: Earth, Nature
Duration: 5 Minutes

The target of this spell will immediately attack the closest being to him. This effect can be removed by a *Remove Berserk* or *Dispel Magic*, but not by an *Awaken* or *Purify Blood*. This effect can also be prevented by the use of a Cloak or Bane vs. *Curse* or *Berserk*. This effect otherwise follows the rules for *Berserk* as outlined in the latest edition of the Core Rule Book. The reverse of this spell is *Remove Berserk*.

"I curse you with Berserk"

Fear
Arianus's Hair Raiser
Level: 5
School: Celestial, Earth, Nature
Duration: 5 Minutes

By means of this spell the caster causes the target to fear him intensely. This effect can be removed by an *Awaken* or *Dispel Magic*, but not by a *Purify Blood*. This effect can also be prevented by the use of a Cloak or Bane vs. *Charm*, *Command*, or *Fear*. This effect otherwise follows the rules for *Fear* as outlined in the latest edition of the Core Rule Book.

"I command you to Fear me"

Remove Berserk
Fistidian's Mental Soother
Level: 8
School: Earth, Nature
Duration: Instant

This spell will immediately alleviate the effects of *Berserk*. The reverse of this spell is *Berserk*.

"I rid you of Berserk"

Change Log

- 03/29/2011 – modified duration of *Fear* and *Berserk* to 5 minutes to mimic 9th Edition

Master Crafted Production v1.2

3/29/2011

Master Craftsman Status

Any character that has ten or more levels in a single Production Skill is considered a Master Craftsman in that skill only. A character can attain Master Craftsman status in as many Production Skills as he wants, so long as he achieves the requirement for ten levels in each.

The Coin Cost of Creating Master Crafted Items

The coin cost for creating Master Crafted items is five silver pieces times the total levels spent in the creation of the item. This does not apply to set costs listed in the descriptions below. Please note that if using the Smithing Playtest coin must still be paid for the creation of Master Crafted items, and the costs for such Master Crafted Production are calculated based on 4 PP per level used in the creation of the item.

Alchemy

The Master Alchemist has the following abilities.

Create Elixir of Water Breathing – This elixir costs 10 Production levels to create. It will allow its target to breathe water for 1 hour. This will allow for underwater speech and spell casting, but will not alleviate any other restrictions imposed by being underwater.

Create Death Gas - The cost to create this gas is 10 production levels. It acts in all ways like a Death Elixir, except that it is delivered as a gas.

Create Philosophers' Stone – By expending 10 Production levels and a single Formal Component, the Master Alchemist can create a Philosophers' Stone. This stone can only be used at logistics, and will last for 2 years. This wondrous item will allow the alchemist to perform many transmuting acts, including those outlined below:

Alter Formal Component – By using his Philosophers' Stone the Master Alchemist can change a Formal Component of any type into a Formal Component of any other type by expending 3 Production levels. The changed component will have the same strength (common, uncommon, rare, or scarce) as it had prior to the change.

Create Formal Component - By using his Philosophers' Stone the Master Alchemist can create any common or uncommon Formal Component. This ability costs 10 Production levels.

Create Adamant – By expending 10 Production levels the alchemist can create a block of Adamant. Adamant can be used as an S/R 1 Formal Component, or for other uses as outlined in this packet.

Create True Silver - True Silver is actually a substance that can be created by the Master Alchemist. In order to do so, the Master Alchemist must have a Block of Adamant and 40 silver pieces. The silver required must be paid in actual silver, and not in other coins of equivalent value. These materials must be combined to create a Block of True Silver, and this process costs 10 Production levels. The copper cost associated with the production level requirements of creating True Silver is separate from and in addition to the required amount of silver, and the amount of silver pieces required cannot be reduced in any way. True Silver is a very stable and fine material. Only the finest smiths and alchemists can work in this material, and as such it is not only extremely valuable, but also carries a large amount of prestige with it.

Alter Alchemical Substances – By means of this ability the Alchemist can change any alchemical item to another alchemical item of equal or lesser Production level. This costs the

Alchemist 1 Production level, and the new item has the same transferability and expiration as the original item.

Create Potion

The Master Apothecary has the following abilities.

Create Life Potion – This potion costs 10 Production levels to create.

Create Mana Potion - This type of potion will add to and/or rejuvenate the ability of the target to cast spells. When created, a Mana Potion will cost the Master Potion Maker 10 production levels plus 1 per level of energy contained within the potion. No single Mana Potion can contain more than 24 levels of energy. Once consumed, the potion allows the character that drinks it to cast a number of spell levels equal to the potion's level. Spells must be chosen immediately and must come from the spell levels already known by the imbiber of the Mana Potion. The caster can never have more levels of spells from Mana Potions at any one time than he has total spell levels in his skill set. For example, a character with three level one spells, two level two spells, and a single level three spell could never have more than 10 levels worth of Mana Potions in his system at one time. All spells cast while using the power from a Mana Potion act the same with respect to their in-game effect, and any formal magic items created using spells cast from mana will automatically be LCO in nature. Mana Potions must be consumed in their entirety, and characters cannot choose to "sip" or otherwise consume less than all of a potion for partial effect. If the consumption of a potion of this type would give the target more levels than he is allowed, the drinker will receive the maximum allowed and the excess levels will be lost. Mana Potions are not school specific, and any character capable of casting spells of any school can benefit from the use of them. Once consumed, the mana granted by this effect is valid until used or until the end of the current Game Day, whichever is sooner.

Absorb Potion – The Master Potion Maker can ingest potions in such a way that they will be added to his or her skill set instead of having their standard effect. The potion maker must say "absorbed" as an out-of-game verbal at the time of consumption, and the potion will become a cast-able spell as if it was already a part of the apothecary's standard skills. The drinker does not need to have the proper prerequisites when using this spell, and as such a character without a level 8 spell slot could absorb a Life Potion and cast it without issue. All spells gained in this way are lost when cast or at the next Full or Limited Reset, whichever comes first.

Create Runic Tattoo

The Master Tattoo Artist has the following abilities.

Create Level 9 Tattoo – The legitimate level 9 spells that can be made into tattoos by a Master Tattoo Artist are Banish, Circle of Power, Regenerate, and Petrify. These tattoos cost 10 Production level each to create.

Create Tattoo of Animal Form – By means of this tattoo the wielder can assume the form of an animal of one of the following types:

Alligator	Boar, Giant Wild	Stalker Tree
Ape	Cat, Large	Stingray, Large
Bear, Large	Condor	Wolf, Dire
Beaver, Giant	Dolphin	Worm, Giant Carnivorous
Beetle, Giant	Newt, Giant	

In all cases the target retains his own intellect, but cannot use any of his game skills. The change in form will require the target to provide proper phys reps of the innate weaponry and appropriate makeup and/or costuming. The change will take at least 60 seconds of Concentration, and it will not be completed until the proper costuming is worn by the target. While in this form the character will be indistinguishable from a creature of the given type. The character's game skills are inaccessible while he is in this form, and he will fight and function as the creature in all aspects. If the listed creature normally has less body points than the character, then the character's body points will be kept throughout the change. If the creature has more body points, then the character will gain temporary body points when he changes into the animal form. These act in all respects like normal body points, except that they will be lost first in all instances. When the character changes back to his real form, his total body points will return to normal and he will not be able to keep any temporary body points that remain above his normal maximum. The character that changes form via this effect will be unable to speak, although he will understand what is going on around him as well as he normally would. He may be able to communicate via growls, barks, roars, clicks, or other types of noises appropriate to his new form. In order to return to form the target must spend 60 seconds Concentrating. If at any time while he is in his animal form a character is reduced to 0 body points for any reason, he will immediately and uncontrollably return to his normal form via a three-count. If the character does not return to form in any other way, he will automatically return to form at the end of the game day via a three-count. The creature that the Rune of Animal Form will transform into is chosen at the time of creation, and it will remain potent for a full year or until it is used, whichever comes first. Activation of a Rune of Animal Form is an Alteration as defined by the WAR Transformation and Alteration Package, and follows the guidelines and restrictions outlined within that document in addition to those expressed here. This tattoo costs 20 levels to create.

Imbue Tattoo – The Master Tattoo Artist can store any Nature spell from memory onto a willing target as a tattoo. This requires a one minute Meditation for both the target and the Master Tattoo Artist during which the target must remain within arm's reach of the Master Tattoo Artist. During this one minute time frame multiple spells can be scribed as tattoos, but only one character can be targeted. The target must have the ability to cast tattoos in order to cast spells imbued in this way. Tattoos that are scribed using this ability will be lost from the caster's skill set as if they had been cast and will remain on the target until cast or until the end of the current event only, whichever is sooner.

Create Scroll

The Master Scroll Maker has the following abilities.

Create Level 9 Scroll – The legitimate level 9 spells that can be made into scrolls by a Master Scroll Maker are Circle of Power, Duplicate Ward Key, Eldritch Blast, Imprison, Magic Storm, and Ward. These scrolls cost 10 Production levels each to create.

Scribe Formal Scroll – This ability allows the Master Scroll Maker to make a one times ever, LCO formal magic scroll. If the scroll maker has access to a scroll of any school, he can successfully copy it for a cost of 10 production levels plus 1 production level per level of the scroll being copied. The Master Scroll Maker does not need to know what the copied scroll is because he is simply using his uncanny ability of scribing to copy the scroll. In addition, the Master Scroll Maker can use this ability to create a Formal Scroll from scratch. The Master Scroll Maker can only create a scroll that he could cast without going into dark territory. Creation of a Formal Scroll in this way will cost the Master Scroll Maker 20 production levels plus 2 production levels per level of the scroll. In either case this skill does not require the use of formal components or a circle of power.

Channel Carried Scrolls – The Master Scroll Maker can cast properly phys. rep.'d scrolls carried on his or her person without the need to read them or touch the face of them. When cast in this way, the Master Scroll maker must say "Activate <incant>" in a way similar to casting from a magic item. This skill will otherwise follow all of the rules of casting from a magic item.

Create Trap

The Master Trap Smith has the following abilities.

Improved Area Trap – This skill will make a trap that has a radius of 10' instead of 5'. In order to create this type of an item, the trap maker will have to spend 10 production levels plus production levels equal to the normal cost of the trap. An item created in this way will follow all of the other rules for a normal trap.

Create Strengthened Lock – This skill will create a lock that will resist shatter. The number of resists is equal to 1 for every 2 Production level spent in its creation, and the amount spent can be anywhere between 10 and 20 Production levels. There is no need to use S/R Components or any other type of component when strengthening a lock in this way. This skill requires the Trap Maker to have the skill Craftsman (Locksmith).

Uncanny Success – The Master Trap Smith can, once per day, snatch success from certain failure when attempting to disarm a trap. If the trap goes off, the Master Trap Smith can declare the use of this ability. If the Trap maker can describe an effective method for disarming the trap at that point, the residing Game Marshal will declare the trap disarmed. Otherwise, the trap will be reset and the Master Trap Smith can retry to disarm it.

Smithing

The Master Smith has the following abilities.

Balanced Weapon – A balanced weapon is made extremely well and allows its wielder to deliver more precise and damaging strikes. Creating a weapon in this way will allow it to increase its base damage by one. This bonus is in no way magical. The bonus added by means of this ability will not be cumulative with a Damage Aura or other type of formal magic that adds to the damage of the weapon. If a Balanced weapon receives a bonus in this way the highest bonus will apply, although both will be present. The use of less permanent blade enhancing effects (i.e. Flame Blade, Enchanted Blade, Sharpening, and Vorpal Coating) will add damage as normal to a Balanced weapon. The cost to create a Balanced weapon is 20 Production levels in addition to the base cost of the weapon.

Fitted Armor - Fitted armor gives its wearer a Threshold according to the size of the suit created. Fitted armor of size 1 – 10 gives the wearer a Threshold of 2, 11 – 20 gives a Threshold of 3, 21 – 30 gives a Threshold of 4, and 31+ gives a Threshold of 5. Fitted armor is a tailored suit that is created specifically for a single individual and no character may ever wear a Fitted suit that has not been made for him. Each tag will have the appropriate character's in-game name listed on it. The cost to create a suit of Fitted armor is the base cost of the suit plus an additional 20 production levels. Armor may only be Fitted at the time of its creation and an existing suit may never be made into Fitted armor.

Work With Legendary Materials – Forging weapons from Legendary Materials requires the Master Weaponsmith to spend five times the usual number of Production levels in the creation of the weapon, as well as a number of Blocks of the material according to what type of weapon is created. Weapons made of Legendary Materials will have special abilities according to the type of material. Existing weapons cannot be altered in this way, and this can only be done at the time of the weapon's creation. Items made in this way are not magical in nature, and cannot be destroyed via a Destroy Magic formal spell, nor will the effects granted by Legendary Materials take up one of the five item slots associated with Formal Magic. The following Legendary Materials are approved for use:

Adamant – Weapons and armor made from Adamant will be indestructible.

Gandielean Crystal – Weapons and armor made from Gandielean Crystal will have a once per day *Cloak* of the creator’s choosing. This can be a standard cloak of any school as found in the most recent version of the core Formal Magic Rules and/or its affiliated play-tests.

True Silver – Weapons and armor made from True Silver will be indestructible and deliver the base damage type “Silver” where applicable.

Vanadium Stone – Weapons and armor made of Vanadium Stone will have the ability to store up to four levels of spells in them per block used in its creation. This will follow the rules of *Spell Store* as outlined in the latest version of the Formal Magic Rules. Extra blocks cannot be used to ‘boost’ the storing ability of a Vanadium weapon.

For armor, a single block of material is needed per ten points of the suit (rounded up) such that a 1 to 10 point suit needs 1 block, 11 to 20 point suit needs two blocks, 21 to 30 point suit needs 3 blocks, etc. The following table shows how many blocks of material are needed for each weapon type.

Weapon Type	Blocks Needed
Small, Short, Javelin	1
Long, Shield, Spear	2
Two-Handed	3

Change Log

- 03/29/2011 – clarified cost of Master Production in 9th Edition is 5 times levels spent to create the item; replaced all reference to production points with production levels for 9th edition; altered the values of Fitted Armor to jive with 9th Edition
- 03/04/2011 – clarified spells gained by absorb potion expire at the next reset

Monster Abilities v1.0

3/27/2010

The following monster abilities have been added:

- Burrow** – A creature with this ability can burrow into the ground as a three-counted action. While burrowing, the player will cross his arms in front of him in an “X” with his hands pointing to the ground. It is the responsibility of the burrowing player to alert others that he is burrowing, and it should be stated to any new player that comes on the scene. Burrowing is not a Game Skill, and is instead a form of movement. A burrowing character will not be able to use any game skills due to the confines of his situation, and he cannot move faster than a walk. In addition, any onlooker will see the burrowing creature as a lump in the ground. The burrowing character is considered to be directly beneath the player playing his part. All creatures with this ability will have some way to sense and know what is on the surface, thus allowing the player to use his eyes freely while “underground.” While burrowing, the character cannot communicate with others on the surface, and no game effect except *Release* can successfully target a burrowing creature. A creature that is burrowing who is hit with a *Release* will be forced to immediately surface on a three-count. Any creature that is burrowing by means of this skill can flee the encounter while “underground” by performing an additional three-counted action to do so. Creatures that flee as such will lose their current reset as if they had been destroyed. This form of movement can only be used in open areas of ground, and it will be impossible for a creature to burrow through wooded areas, under buildings, under bodies of water, etc. A Burrowing creature can never drag or carry another being with it while burrowing. Burrowing is not a *Game Skill*, and is instead a form of movement. As such, the burrowing character can use game skills that allow movement while he is under ground. The burrowing being cannot affect anyone above ground while burrowing however, and other burrowing creatures can only be targeted by Touch Casting.
- Fly** – A creature with this ability can fly as a three-counted action. While flying, the player will wave one of his arms above his head in a circular motion, pointing to the sky. It is the responsibility of the flying player to alert others that he is flying, and it should be stated to any new player that comes on the scene. Flying is not a Game Skill, and is instead a form of movement. As such, the flying character can use game skills that allow movement while he is airborne. The flying being cannot affect anyone on the ground while flying however, and only other flying creatures can be targeted. Any onlooker will see the flying creature directly above the player playing his part. Beings on the ground can target a flying creature with ranged weapons and/or packet attacks if they have use of an *Endow* or *Superhuman Strength* of some kind. The attacking player must stand ten feet or farther away from the target while making such an attack, and any spell and/or other ranged attack will affect the target accordingly. An *Endow* will allow a single such attack each, while a creature with *Superhuman Strength* will be able to launch such attacks at will. Any creature that is flying by means of this skill can flee the encounter while “airborne” by performing an additional three-counted action to do so. Creatures that flee as such will lose their current reset as if they had been destroyed. Larger creatures take longer to get off of the ground and land than their smaller counterparts, and as such the counts to take-off, land, and flee for creatures is equal to two plus one for each NPC repping the creature. For example, if a winged frost drake has five NPCs as part of its phys rep, it will take the creature a seven count to take-off, land, and/or flee. Flying creatures cannot carry another being unless there are at least twice as many players repping the character as the one carried. For example, a creature that has four NPCs repping it could carry two PCs or a single creature that is repped by two players. Flying beings repped by a single player cannot carry another player as a result.
- Water Ability** – This skill allows a creature to breathe and move freely while under water. All penalties and restrictions with regards to Drowning, Movement, and Speech in the Under Water Rules

outlined below are nullified by this ability. This is not a game skill, but is instead a form of movement.

Under Water Rules v1.1

3/29/2011

The following restrictions will apply when under water. Creatures with *Water Ability* will have no restrictions with regards to Drowning, Movement, and Speech, and can function normally under water with respect to these areas.

Damage – All melee weapon damage is halved except for that delivered by a spear. Thrown Weapons are useless, and they deal no damage. Damage from a bow is halved, while that from a crossbow is unaffected. This does not include the natural weaponry of under water creatures, such as bite, sting, or horn attacks.

Drowning – Air breathing creatures cannot breathe under water. As such, each can only hold their breath for a maximum of 60-seconds. At the end of this 60-seconds, the target will lose consciousness and will immediately begin Dying (at -1 body point). Similarly, any air-breathing character that loses consciousness for any other reason while under water (i.e. has been waylaid, falls to 0 body points, etc.) will immediately begin Dying. No healing will work on an air-breathing character that has lost consciousness under water, and the target must be removed from the water first.

Gasses – Alchemical gas globes are absolutely useless in an under water setting.

Movement – Characters wearing a suit of physical armor of value 10 or less can swim, while those wearing a suit of 11 points or higher can only walk through the water. Swimming is a skill that is considered known to all adventurers, unless the player chooses to have his character unable to do so. Swimming can only be of assistance to you in a marshaled situation, and in all cases it involves moving vertically within the game environment. Whether swimming or moving along the bottom, a character in mid-thigh or deeper water can never move faster than a walk.

Speech – Air-breathing beings cannot speak intelligibly while under water. This factor will inhibit all forms of speech, including spell casting. It is for this reason that characters can make noise while in an underwater setting, but they cannot speak words of any kind.

Change Log

- 03/29/2011 – modified Movement to jive with 9th Edition armor values

Notes: