

NERO® Base 5 Alchemy/Harmonics Play-test

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Objective:

- The Objective of this play-test is to bring alchemical and harmonic effects of similar type and name in line with the Base 5 healing/damage play-test. This play-test is not to be used without also using the Base 5 Healing/Damage play-test. This play-test is designed to be used in conjunction with the Base 5 Damage/Healing play-test and should not be used separately.

Details:

Base 5 Alchemy:

With this play-test, the following core elixirs/gasses damage/healing effects are adjusted to the values listed below:

Alchemy	Value
Cause Light Damage	5
Cause Damage	10
Cause Serious Damage	20
Cure Light Damage	5

Base 5 Harmonics:

For any chapter using both this play-test and the Harmonics Magic Play-test, the following harmonic spell effects are adjusted to the values listed below:

Spell	Level	Healing Value
Cure Light Wounds	1	5
Cure Wounds	2	10
Cure Serious Wounds	4	20
Cure Critical Wounds	6	30
Cure Mortal Wounds	8	40