

NERO® Critical Slay/Assassinate Modification Play-test

Version 1.0 070700

For NERO Rules: Matthew Pearson, Joseph Valenti

Objective:

- The Objective of this play-test is to increase the potency of the Critical Slay and Assassinate skills against monsters with the threshold and damage cap abilities.

Critical Slay and Assassinate Modification:

Critical Slays and Assassinations will always do full damage to a creature with a threshold or a damage cap if the creature is affected by the damage call type (Normal, Magic, Silver, etc)