

**Play-Test In Use
Descriptions**

NERO® Base 5 Damage/Healing Spell Effect Play-Test - Version 1.2 6/70700

Objectives: Simplify calculation of spell damage by making it uniform by level of spell.

Modestly increase spell damage and healing effects to reflect trends in character and monster development.

Note: Some damage reductions also have occurred to fit spells into the algorithm.

This play-test equates a spell's level with a base 5 system of damage/healing. Simply stated a spell either harms or heals a target at 5 points per level of spell. This means a Magic Missile (Level 1 Celestial) does 5 points of damage to a target, and Cure Light Wounds will heal the target 5 points. Other spell effects such as protectives, blade-spells, curses, etc are *not* to be modified to this system at this point due to the potentially unbalancing effects they could have on play. These spells maybe addressed in a wider spell-revision play-test in the future.

Example Table: any additional play test spells that cause damage or healing effect should have their effect scaled per level of the spell to fit the algorithm. The numbering is the number of points of differential from the 8th edition spell descriptions and this Play-Test.

<u>Lev</u>	<u>Celestial</u>	<u>Damage/Heal</u>	<u>Earth</u>	<u>Damage/Heal</u>
1	Magic Missile	5 [+1]	Cure/Cause Light Wounds	5* [+3]
2	Lightning Bolt	10 [+2]	Cure/Cause Wounds	10* [+2]
3	Ice Bolt	15 [+3]	Harm/Help Undead	30* [+12]
4	Flame Bolt	20 [+4]	Cure/Cause Serious Wounds	20* [+12]
6	Lightning Storm	30 [+6]	Cure/Cause Critical Wounds	30* [+6]
7	Ice Storm	35 [+7]	Destroy Undead	70*(Or destroy) [+28]
8	Dragon's Breath	40 [+8]	Cure/Cause Mortal Wounds	40* [+16]
9	Eldritch Blast	45 [+9]		

** Note: Healing does not follow NERO®8th Edition Rules and does not do double damage versus undead. With the dramatic increase in healing doing double damage to undead it could potentially unbalance monsters. Harm Undead has been moved to 30 points of damage and Destroy Undead's damage has been moved to 70 to reflect the fact these spells are designed to do damage to a very specific class of monster and is not a mistake.*

NERO® Base 5 Alchemy/Harmonics Play-Test - Version 1.2 092602

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:

<u>Alchemy</u>	<u>Value</u>
Cause Light Damage	5
Cause Damage	10
Cause Serious Damage	20
Cure Light Damage	5

note Fables of Fenorra does not support the Harmonics Skill Set

NERO® Magic Item Slots Play-test - Version 2.0 122702

Objective: The Objective of this play-test is to limit the amount of magic items that can be active on a player at once.

Details: A chapter may specify how many active magic items a player may have at a given time. This number is to be between one and five and this number must be publicly posted at check-in, on the chapter's website and in newsletters. Only one to five magic items may be used at any one time. In order to switch between items one minute performing no other activity is required to make an item in active and one minute per forming no other activity is required to make an item active. The player must be conscious and have at least one hand free to do this. The player must have an active ring containing the active items and

an inactive ring containing the inactive items and must actually switch the tags to switch items between active and inactive. This limitation on active magic items applies to both Unrestricted and Local Chapter Only Items only as a total (ex: 2 LCO and 3 Unrestricted “active” items in a 5 item slot campaign).

Note: Magic Item Slot Play-test; Fables will be using a maximum of 5 slots. 5 slots is also the maximum effect limit for magic items.

NERO® Limited Reset Play-test –Version 1.0 122702

Objective: The objective of this play-test is to allow chapters to reset times-per-day skills more frequently. Details: A chapter may opt to offer a limited reset of times-per-day skills other than craft/production and Formal Magic skills. This reset must offered at no less than twelve hours from the normal 6pm Saturday reset on Event Weekends. This means 6am on Saturday Morning, or 6am on Sunday morning would be valid times to perform this limited reset. This reset is in no way to be used to allow extra production, extra money for craftsmen skills, or extra Formal Magic skill usage, this included Formal Magic Cantrips. This reset also in no way resets magic-item usage in any way.

Note: The Limited Reset play-test only resets daily skills, excluding Formal Magic and Production skills. This does not reset Magic item charges.

Weapon Skills

NERO® Critical/Parry Modification Play-Test - Version 1.0 070700

Objective: The Objective of this play-test is to increase the versatility of the Critical Slay/Parry skill.

Details: Anyone with multiple Critical Slays/Parrys can use a parry while they have an active slay without expending the active slay.

NERO® One Handed Block - Version 1.0 070700

Objective: The Objective of this play-test is to attempt to preserve the balance of two-handed versus one-handed weapons in the era of ultra-light weapon construction on one-handed weapons.

Details: Allows a pole-arm, two handed sword, two handed blunt, or staff to block two blows with only one hand on the weapon. The third blow will disarm the holder of the weapon as per the spell effect unless they grip the weapon with two hands before the third strike. This does apply to bows and crossbows as they are considered two-handed weapons.

Note: Please note that individuals with One-Handed Block who wish to re-spend the build spent on this specific skill may do so, due to the nature of the change to the ability. No other build re-spends may be done as a result of this change.

NERO® Archery Aura Play-Test - Version 1.0 092602

Objective: The objective of this play-test is to increase the usefulness of magical auras with Archery.

Details: All weapons that fall under the skill Archery will have the damage type of each missile altered if the weapon itself is targeted by a magical aura of any type. This includes a Damage Aura, Elemental Aura, and/or Magic Aura, and means that each individual missile does not need to be targeted by the formal magic spell in order to create the desired effect.

NERO® Return <type> Play-Test -Version 1.2 092602

Objective: The objective of this play-test is to replace the Return Magic play-test ability with a more flexible skill that allows different types of effects to be returned.

Details: Return <type>: A creature with the ability to Return <type> will cause a specific type of effect directed at it to be returned to its point of origin. It functions like the Resist skill in that the creature can choose when to use a Return. Returned effects are instantly restored to the caster’s skill set, although the character will not be able to use the skill again until they meditate for sixty (60) seconds. Return can only be used on daily or times ever effects such as spells, Critical Slays, Assassinations, etc. Return can be used against stored spells/effects from formal magic items and/or production items, and in this case the Return acts like a Resist in that it prevents the effect and the charge is lost. The creature card will specify the types of Return available to that creature in a similar way to Resists. This play-test is an expansion of the original Return Magic Play-test, and replaces it without eliminating the original function of it. Non-spell abilities

that are Returned in this way do not require that a spell book be used in order to make them useable again, but all of the rules for Meditate will apply. The use of this play-test does not automatically mean that the “Meditate” play-test will be in use as well.

Note: Quoted from the Return <type> play test:

“Return can be used against stored spells/effects from formal magic items and/or production items, and in this case the Return acts like a Resist in that it prevents the effect.”

Elemental Fury and Magic Storm will be treated as the above, and the return ability will act only as a Resist <type>. This will not affect the caster in any way and the spell will remain intact. Return cannot be used versus “by voice” effects.

NERO® Physical Attacks Play-test – Version 1.0 092602

Objective: The objective of this play-test is to help eliminate confusion by clarifying attacks delivered as “Physical”.

Details: Physical attacks represent an actual physical force such as a glob of ooze to form a Physical Web, a big rock to form a Physical Stone Bolt, or a burst of wind to cause a Physical Repel. These can now be delivered by either weapon or packet, and are stopped by the standard spell defense Magic Armor.

- When delivering a physical attack via packet the player calls out “Physical <spell name or effect>.”
- When delivering a Physical attack via weapon the player calls out “Physical Strike <spell name or effect>.”

All standard game effects (including Pin/Bind/Web/Confine) delivered in this way are now treated exactly as the spells, and will follow the rules for these with regards to their duration, effects, and removal.

- Entangle <target> is now recognized as a new game effect, and is intended to replace the old uses of Physical Pin/Bind/Web/Confine. It is outlined in the following passage.

Entangle <target>: Some monsters can shoot a substance as a means to trap victims (such as giant, sticky strands of silk). This effect is most often delivered as a Physical attack, but can also be delivered as Magic, Elemental, or Arcane depending upon the delivery method listed on the creature card. The effect lasts for 10 minutes and is Binding in nature. An Oil of Slipperiness applied to the target’s body less than an hour before being struck by an Entangle will protect against one such attack. Formal protectives (i.e. Cloak, Bane) against Binding will also work. A Release spell or an Alchemical Solvent will free the victim. The victim can be cut out by someone using an edged weapon with a three count (“I cut you out one, I cut you out two, I cut you out three.”). If you have an Endow or Delayed Endow spell, you may break free, expending the spell in the process. Someone else with an Endow type spell can likewise break you free. When using an Endow to break free of an Entangle, the character calls “Endow – I rip free one, I rip free two, I rip free three”, role-plays that he is ripping free of the binding, and is then free of the effect. An Endow may be used to break another character out of an Entangle, with the same call and similar role-play. Ripping free in this way is in no way harmful to the character, and beings with Superhuman Strength can rip free of effects that Entangle them without need of an Endow of any type. There are three possible targets for an Entangle – foot, arms, body. Each of these will prevent movement of the Entangled part such that an Entangle foot will root the target’s right foot to the ground in a way similar to Pin, an Entangle arms will bind the target’s arms to his sides in a way similar to Bind, and an Entangle body will prohibit the movements of the target in a way similar to Web.

NERO® Master Craftsmen Play-Test - Version 1.0 092602

Objective: The objective of this play-test is to allow a character with ten levels in a specific Craftsman (Type) skill to gain an increased yield.

Details: A character that has 10 levels in a particular craftsman skill is considered a “master” and is rewarded for their expertise. They begin earning 5 **Rose** per day per level, rather than the usual 2 **Rose** per day per level. Other role play benefits may also accrue. Master craftsmen, if the trade is honorable, may be addressed with the title ‘Master’ by social convention.

NERO® Carrier Attack Play-Test - Version 1.1 092602

Objective: The objective of this play-test is to allow creatures to deliver regular damage instead of their Carrier Attack. Monsters can now choose to swing their Carrier Attack or their base damage (normal,

silver, magic as per card). The damage number will be unchanged regardless of which type of attack they are swinging. Carrier Attacks that are not clarified on the Monster Card as another type will be considered Arcane.

NERO® Damage Types Play-Test - Version 1.1 092602

Objective: The objective of this play-test is to standardize the following damage types.

Details: In addition to the standard damage types of flame, ice, lightning, magic, normal, silver, and stone, the new damage types of acid and massive have been added. These can be delivered by either weapon or packet, and act as separate damage types.

Acid- Acid damage acts as a standard damage type, and is not destructive to the carried items of the target in anyway. Acid traps are an exception and follow the rules listed in the 8th Edition rulebook.

Massive- Massive damage can not be blocked by weapons or shields. If a blow delivering this type of damage strikes a weapon or shield, the bearer of the item struck takes the damage delivered, as well as any carrier effects (when appropriate). The skills Critical Parry and Dodge will work as normal against this type of damage, as will all types of protective spells.

NERO® Blade Fury Play-Test – Version 1.0 092602

Objective: The Objective of this play-test is to increase the damage of every 4th Slay or Assassinate purchased to help make them more effective against excessively high-body creatures.

Details: Ever 4th Slay and/or Assassinate that is purchased has its damage doubled. This does not otherwise change the verbal for the attack in any way.

Example: Dirk has purchased eight weapon proficiencies for his long sword (2 damage) in his right hand, and in addition he has purchased 4 Slays. His first 3 slays are calculated as per the 8th ed. NERO Rules (62), however his 4th Slay improves to “124 normal slay” damage instead of 62. When he purchases eight more proficiencies and his 8th Slay, his damage for both the 4th and 8th Slay would be 204 instead of 102.

In all other ways this is considered a Critical Slay or Assassinate attack in respect to calling damage, strike location, duration, protections, and other abilities and/or skills. Only every 4th Slay or Assassinate is so modified, and all other Slay or Assassinate damage remains the same.

NERO® Storage Locker Play-test - Version 1.0 092602

Objective: The objective of this play-test is to add a fair way to deal with the acquisition of tagged treasure with no phys reps during the course of game play.

Details: Each cabin on site may have a chest or closet designated as a storage locker. This area and only this area can be used to hold tags without phys reps. The area must be clearly marked as a storage locker by an OOG notice, and it must also be defined on the marshal notes. A portable storage area can be used as well to carry items from module sites (not to module site if additional equipment is to be brought on a module to be used then actual phys reps must be brought) or from cabin raids in which the contents of a storage locker were taken. The portable storage area must be a container (chest, sack, etc.) that can reasonably hold the items carried within if a phys rep were actually attached. In addition the container must be stuffed to appear full if being used to carry tags without phys reps to give the impression that things are actually being carried. A tag may be removed from a storage container and attached to an actual phys rep to be used. The actual tag must be found and taken out of the container and attached to the phys rep or held by the person wielding the phys rep. You cannot remove a tag and call a hold to get an appropriate phys rep. If an item could not reasonably be expected to fit in a storage locker the tag for it may not be placed within the storage locker (for example you could not place a polearm in a 3' long storage locker). Only production items may be placed in a storage locker without a phys rep. Magic items and other game items must always have a phys rep attached.