

NERO® Playtests in Use at NERO Mass for 2010

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Weapon Skills

Critical Parry Modification *Version 1.0 070700* - Anyone with multiple Critical Slays/Parrys can use a parry while they have an active slay without expending the active slay.

One Handed Block *Version 1.0 070700* - Allows a polearm, 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.

Critical Slay/Assassinate Modification *Version 1.0 070700* - Critical Slays and Assassinate 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)

Blade Fury *Version 1.0 092602* - Every 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.

Archery Aura *Version 1.0 092602* - 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.

Dexterity Armor *Version 2.5 031504* - The skill dexterity armor represents a characters ability to absorb damage by learning to roll with blows. It may be bought a maximum of five times and each time purchased will add two points of armor to the characters total. A character must be in full costume to use this skill. Points of dexterity armor are lost after the physical armor is breached. To refit dexterity armor a character must take 60 seconds to stretch and role-play shaking out their tightened muscles, they must be in a state where they are capable of moving and using skills in order to refit dexterity armor. The refit of dexterity armor is done separately from the refit of physical or arcane armor. Dexterity armor never breaches. To use dexterity armor you must be able to move if you cannot move you drop to no protection from it until you refit. The skill dexterity armor costs 3 build per time purchased no matter which class.

Slay and Assassinate Effects *Version 1.1 2006-10-01* - All Slays and Assassinate do 100 points of damage instead of the normally calculated amount according to the rulebook. A Bladefury will do 200 points of damage.

Spells

Base 5 Damage/Healing Spell Effect *Version 1.2 6/70700* - 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 may be addressed in a wider spell-revision play-test in the future.

** 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.*

Base 5 Alchemy/Harmonics *Version 1.2 092602* –

Base 5 Alchemy:

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

Spell Crossover *Version 1.0 092602* - With this play-test, the following spells are available at the same spell level in either Earth or Celestial magic:

- ❖ Light
- ❖ Elemental Shield
- ❖ Banish

Additional Spells (Volume 1) *Version 1.0 070700* –

Elemental Blade (4th level celestial spell): I grant you the power of an elemental blade.

Stone Bolt (5th level Celestial spell): I call forth a Stone Bolt

Enchanted Blade (6th level celestial spell): I grant you the power of an enchanted blade.

Restore Limbs (7th level earth spell): I call upon the earth to restore your limbs.

Eldritch Blast (9th level celestial spell): I call forth a (flame, ice, lightning, stone) blast.

Additional Spells (Volume 2) *Version 2.0 031504* –

Level 1

Calm Animal - *"I command this animal to be Calm"*

Improved Hearth - *"With eldritch force I build an Improved Hearth"*

Shun Animal - *"I command this animal to Shun me"*

Stabilize - *"I call upon the earth to Stabilize you"*

Level 2

Empathic Healing - *"I call upon the earth to Transfer <effect or [X] body>"*

Level 3

Charm Animal - *"I command this animal to be Charmed"*

Refit Armor - *"I summon a force to Refit this armor"*

Level 4

Calm - *"I command you to be Calm"*

Courage - *"I rid you of your fear"*

Level 5

Silver Aura - *"I grant you the power of a Silver Aura"*

Level 6

Circle of Harmony - *"With eldritch force I build a Circle of Harmony"*

Level 7

Extended Hearth - *"With eldritch force I build an Extended Hearth"*

Guardian of the Four - *"I grant you the power of a <flame, lightning, ice, or stone> Shield"*

Invigorate - *"I rid you of your Drain"*

Mystic Lock - *"With eldritch force I build a Mystic Lock"*

Tarry - *"I grant you the gift of Tarrying"*

Level 8

Corruption - *"I call upon chaos to Corrupt you"*

Displacement - *"I grant you the power of Displacement"*

Regeneration - *"I call upon the earth to Regenerate you"*

Level 9

Inspiration - *"I grant you the gift of Renewal of a single skill"*

Modified Detect Magic Spell *Version 1.0 092602* - A Detect Magic spell, along with its abilities conferred in the 8th edition rulebook, will reveal whether a Circle of Power is One Hour, One Year, or Two Year. The Detect Magic spell will also reveal whether items targeted by it are of Earth, Celestial, Harmonics (if play-test is in use), or Other.

Formal Magic Cantrips v4.1 -

Please note the following often misplayed parts of the Cantrip System

1. Contingency **REQUIRES** the contingent spell to be cast at the same time as the cantrip by the caster of the cantrip. That spell may only be used for the contingency at that point.
2. You may only have one Armored to Magic at any time and only to one category of spell
3. You may only have one Eldritch Bless at one time or one Eldritch Shield
4. Tyrra's Claw and Etherial Blade swing for Normal and have a duration of 1 hour
5. You may not throw the elemental healing packets of Healer's Pool
6. Carrier Immunity is invoked against a specific opponent and a specific type of carrier attack. It does not protect from all opponents swinging that carrier attack. In addition if protected by carrier immunity you still take the damage of the blow, just not the effect of the carrier

Cantrips are an attempt to give everyday use to the expensive skill of Formal Magic. In addition they give something more to scholars who at this time often feel overshadowed by fighters and magic items. The design of cantrips were to give limited increases in power to ritual casters in ways that would not seriously affect the balance of the game or the plot of the game in a continual manner.

Cantrip magic is a playtest. Re-spending of build will not be allowed if cantrip magic does not remain after playtest and a player took the skill formal magic simply to get cantrip magic. NERO International reserves the right to eliminate or modify the playtest of cantrips at any time. All associated tags, items, and effects generated by or for Formal Cantrips are considered Restricted to chapters engaging in the formal cantrips playtest for purposes of inter-chapter transfer.

The Rules of Casting Cantrips:

For a player to cast a cantrip they must have the skill formal magic earth or formal magic celestial. A player may cast one cantrip of their school of magic per day for each level of formal magic they possess.

In order to cast a cantrip the player must be carrying a cantrip tome which contains the cantrip they wish to cast. Cantrip tomes are in game objects that must be acquired in game. The phys rep for a cantrip tome must be at least 6" x 4". The tome is governed by the rules defined in the

Enchant Cantrip Tome Formal Magic.

In addition to cantrip tomes, there are also cantrip pages. Cantrip pages function like cantrip tomes but are of one use only and will only contain a single cantrip. A cantrip page must follow the rules for size as if it were a scroll and must be read and a packet touched to it in order to cast from it.

To cast a cantrip the player must incant the proper incant for the cantrip and physically break or tear the number of level one components designated for that particular cantrip (0, 1, or 2) to gain the power for the cantrip. Breaking or tearing a single level two component will power a cantrip which takes 2 components or two cantrips which take 1 component cast one immediately after another. Breaking or tearing a level four component will power two cantrips which take 2 components or four cantrips which take 1 component cast one immediately after the other. The components must be broken or torn within 10 seconds of finishing the incant.

The components used for a cantrip may only be unrestricted NERO components or local to the chapter being cast in, and may not be SR-1, the components must be identifiable by the chapter which they are used in at the time of the casting (Please note a chapter may further restrict the components which may be used for casting of cantrips to chapter issued components only). Components are to be turned into a marshal after the casting of it, the components will be checked. If incorrect components are frequently used, the ability to use cantrips may be removed from the PC by the local disciplinary committee. Cantrips are cast on the fly for any cantrip in the carried tome(s). Cantrips do not require a circle of power to cast. Cantrips are never thrown at an opponent in the manner of battle magic, but they may allow the caster to throw a packet or series of packets with a defined effect (i.e. 10 elemental flame). If a caster takes body damage at any point between the beginning of the incant and the snapping of the sticks, the cantrip fails and the components are still consumed. No other skill or item may be used from the point when the incant is started till the point when the components are snapped or torn or the cantrip will fail and the components are still consumed.

When using a tag based logistics system, a cantrip tag for each level of formal magic the PC has will be issued for each day of play. One tag must be ripped and turned over to a marshal when a cantrip is used, or filled out with the cantrip information and witnessed by a marshal when the duration is greater than one hour, for Field Resurrection or for Lore.

A cantrip may never be extended in any manner or placed into an item in the manner of an enchantment, expanded enchantment, etc. A cantrip or the effect of a cantrip may never be spellstored.

The statement "dies and requires a life spell" refers to any time the character is dead whether they receive a life spell or not, resurrect, regenerate, revives through a manner other than a life spell, or is not affected by life.

There are five types of cantrip:

1. **Personal** - These cantrips cause an effect upon the caster of the cantrip. They may not be placed on another nor may they be transferred. For the effect of a personal cantrip to remain the PC must retain the skill Formal Magic <school>. If they lose the skill in any manner the cantrip will cease functioning (if they still possess the skill but may not use it i.e. are tainted or drained they do not lose any cantrips upon them). In addition they must retain the cantrip tome with the cantrip they placed upon themselves. To lose possession of the tome even to allow another to cast a cantrip from the tome will negate any current personal cantrips.

2. **Item** - These cantrips are cast on an item with no spirit only.
3. **Spirit** - These cantrips are cast on a recipient with a spirit only. They may not be thrown but must be touch cast in a NERO legal manner by being touched with a packet. The touch casting of such a cantrip on an immobilized person may not be refused.
4. **Broad** - These cantrips affect a broad category in the estate/military system of NERO and are usually never used in play during an event. On occasion plot may define specific uses of these cantrips during actual play such as weakening a building under siege with Weaken Defense but they may NEVER directly affect PCs or NPCs in play.
5. **Offensive** - These cantrips give the caster the ability to directly attack opponents and thus their effect would be stopped by the appropriate normal spell defenses.

Cantrips may have the following durations:

1. **Hour** - One Hour
 2. **Day** - One Day, until the next tag reset or game end.
 3. **Instant** - Immediate and not lasting, the effect on another may last.
 4. **Year** - Until removed by in game methods or 1 year passes.
 5. **Concentration** - The caster must maintain concentration to keep this cantrip going
 6. **Invoked** - When an invoked cantrip is cast the caster will receive 1 charge per 3 levels of the appropriate school of formal magic. Using the effect uses one charge. An effect can be used against one opponent only and for a maximum of 5 minutes or line of sight. All unused charges expire at the next tag reset. Multiple charges may be used against multiple opponents at the same time. The caster must state "I Invoke <cantrip name> against you" to the opponent it is being used against such that the opponent can hear it. This is an in game statement and the caster may not do it if silenced.
 7. **2 Year** - Until removed by in game methods or 2 years passes.
- Unless otherwise indicated, the effect of any cantrip with the duration of Day is lost if the target requires a life spell.

Cantrip Verbals:

I GRANT MYSELF I ENCHANT

Armor to <spell type> (C, E) This Book as a <school> Cantrip Tome (C,E)
 Carrier Immunity to <effect> (C, E) You With A <spell name> Spell Imbued From My Knowledge (C,E)
 The Ability of Channeling (C, E) This Item To Be Rendered Invulnerable to Harm (C,E)
 The Ability of Magic Deliverance (C, E) These Eyes With A Wizard's Sense (C)
 A <spellname> Spell Contingent Upon My <trigger state> (E)

I SCRIBE

An Eldritch Bless (E) This Cantrip Into My Tome (C, E)
 Healer's Grace (E)
 A Claw From Tyrra (E) A Mark Upon This <Item> (C, E)
 A Boltstorm To Throw... 10 Elemental <Flame, Ice, Lightning, or Stone>... 10 Elemental <same element>... (C)
 A Spirit Mark Upon This Being (C, E)
 An Eldritch Shield (C)
 <Flame, Ice, Lightning, or Stone>'s Fury (C)

I REMOVE

The Way of <Flame, Ice, Lightning, or Stone> (C) This Spirit Mark (C, E)
 An Ethereal Sword (C) This Mark (C, E)
 Fury's Strength (C)
 The Vision To See The Lore Of What Is Before Me (C)

BY THE EARTH I

Bane The Dead... Magic Harm Undead... Magic
 Harm Undead... (E)

I BUILD

Resurrect This Spirit (E)
A Magic Key (C) Sustain These Men (E)
Create A Healing Pool (E)
Increase This Harvest (E)
Raise Morale (E)

BY CHAOS I

Purify This Well (E)
Boon The Dead ... Magic Help Undead... Magic
Help Undead... (E)
Replenish This Land (E)
Abjure This Spirit (E) Make These Steeds Fleet (E)
Exhaust These Men (E)
Create A Defiling Pool (E)

BY THE STARS MAY

Blight This Land (E) These Lances Strike True (C)
Rout These Men (E) This Engine Strike True (C)
Poison This Well (E) These Defenses Be Fortified (C)
Corrupt This Land (E) This Ground Be Leveled (C)
Founder These Mounts (E) These Defenses Be Weakened (C)

Additional Magical Skills *Version 4.5 031504 –*

General Rules:

There are two new skills and a new duration of spells associated with this playtest. The following two skills allow for specific spells to be cast upon multiple targets. The ability, now called Manifolding and once limited to Harmonics, is no longer a separate school of magic but rather is a method of using a modifying a caster's spells to touch cast on multiple targets and can be used with the spells from either celestial or earth magics. There are two skills associated with Manifolding: Prepare Hearth which is the prerequisite to use the ability and allows a player to pace an area to form a hearth, and Manifold which allows spells to be cast multiple times using a single spell slot if cast in the proper manner within a Hearth. Spells may only be manifolded from memory, they may not be manifolded from items or scrolls. No unrestricted item may contain an already manifolded spell.

Skill: Prepare Hearth

This skill allows a player to attune a room for use in manifolding spells. The room to be used follows some rigid guidelines. The room must have a roof that would keep out rain, and must have well defined boundaries that are under that roof. Those boundaries need not be walls, but they do need to be immobile. The Hearth will not extend outside any doorway or passage that leads from the room. To attune a room the caster must pace the boundaries of the room staying within arms reach of each wall and holding their arm extended palm out toward the wall. They must pace the room at walking speed and at no time during the pacing of the room may they use any other skills or take body damage or the preparation will fail. If the caster cannot do this due to some danger or obstruction then the room cannot be prepared as a Hearth. Once a room is prepared, it will last until the character who prepared it leaves its confines, dies, or is affected by a Dispel Magic or the room itself is targeted by a Dispel Magic. Multiple characters can prepare the same area, but each must do so in order for them to manifold spells within its confines.

Skill: Manifold

The skill manifold allows a character to multiply the number of targets they may affect with specific spells.

To manifold a spell it must be cast within a hearth as defined by the skill Prepare Hearth. Being within this Hearth allows the character who prepared it to tap into deeper powers of magic and extend the number of targets certain spells can affect. To manifold a spell the character must gather everyone the spell is to be cast on around them, each target must be fully within the hearth and within reach of the caster.

The caster must cast the spell in a manner reflecting his drawing upon deeper magics. He may do this through song, litany chanting, or recital of verse. To manifold a spell or to cast in continuously the caster must create original lyrics for singers or poems for orators. Each of this type of spell they wish to learn must have its own lyrics or poem and be recorded in the player's spellbook. The lyrics or poem must have intelligible meaning which is related in content to the spell being cast and must be in English (or the predominant language of the area the game is run in, if NERO were run in France then French would be accepted) with at least one stanza of four lines per level of the spell but extra lyrics may be added to the end for artistic purposes if the character so chooses. After the required lyrics or poem the character must state the full incant for the spell. The entire song or poem must take at least two seconds per stanza to perform. A song or poem can be longer for artistic purposes. The lyrics or poem and any tune used to perform the lyrics must be in game, in period, and must relate to the magical effect. Tunes that are familiar to popular or classical culture, such as the William Tell Overture, Toccata & Fugue, or Yellow Submarine must be avoided.

The entire performance of the lyrics or poem should be reasonably sonorous. It should substantially match the song as written in the player's spellbook. Some minor variation is allowed, as with any sort of performance, as long as the performance is reasonably smooth and appears correct. Speed singing, poor accompaniment, poor vocalization, or clearly fumbled words will invalidate the casting of the spell. It is permissible for PCs and NPCs to use the same lyrics though it is preferred that for richness of the game each player using this skill should try to have their own unique lyrics.

If a player fails to comply with the spirit of these rules by constantly using poor lyrics, anachronistic music, badly fumbled vocals, out of tune lyrics, or poems with poor scansion then a complaint should be brought to a local rules marshal. If a number of complaints are brought up against a particular player then the local rules marshal will review the situation and possibly remove the skill from that player's characters due to a consensus that the person is detracting from the game.

Once the recitation or song is complete the caster must touch cast the spell on each target using the complete incant. The maximum number of targets that can be affected by a manifolded spell is equal to the number of spell slots or the appropriate school of magic the character has to a maximum of six. This can be modified as follows. If the caster is accompanied by music the number is increased by one increasing the maximum by one. If the caster has additional characters singing or reciting in chorus with them who are capable of manifolding the same spell the number is increased by one raising the maximum by one. This brings the absolute maximum number who can be affected by a single manifolded spell to eight. If a target is not touched after the spell, or the target does not remain within arm's reach, or the target leaves the hearth, that target is not affected. The caster is subject to spell disruption while casting the manifolded spell and the chorus or accompaniment can be disrupted as per rules for

spell disruption as well. If the caster uses an instrument, that playing is considered to be part of the casting and both hands can be used to play.

The following spells may be manifolded. These spells may be found in the eight edition core rules and in **Additional Playtest Spells Volumes 1 and 2**.

Level 1

Endow
Shield
Bless
Cure/Cause Light Wounds

Level 2

Delayed Endow
Magic Armor
Cure/Cause Wounds
Magic Armor

Level 3

Greater Shield
Refit Armor
Cure/Cause Disease
Greater Bless
Remove Weakness

Level 4

Awaken
Elemental Blade
Flame Blade
Awaken
Cure/Cause Serious Wounds
Poison Shield

Level 5

Release
Shield Magic
Silver Aura
Purify Blood
Release
Shield Magic

Level 6

Elemental Shield
Enchanted Blade
Cure/Cause Critical Wounds
Elemental Shield

Level 7

Guardian of the Four Remove Curse
Restore Limb

Level 8

Dispell Magic
Reflect Magic
Cure/Cause Mortal Wounds
Dispell Magic
Unparalyze
Reflect Magic

The cost of the skills are as follows:

	Fighter	Rogue	Scholar	Templar
Prepare Hearth	6	4	2	3
Manifold	9	6	3	4

Duration: Continuous

Continuous is a specific form of concentration which requires the caster to continually chant a litany, recite a verse, or sing a song with the limits listed under manifold. At the end of each

repetition the caster may state the incant for the spell and deliver the effect as specified in the description of the spell. As long as the caster continues to repeat the verse they may continue to recast the spell using only one spell slot. Each spell with this duration may impose other limits upon the caster to continue the spell. The caster may not speak outside the words of the verse or incant and may not use other skills while continuing a spell and may not pause longer than 5 seconds. Taking body damage will interrupt any spell being continued. If a continuous spell is used once the cast may simply state the incant.

Miscellaneous

Racial Skills *Version 1.0 072100 –*

Strongarm: This skill can be purchased by half-orcs and half-ogres one time only for a cost of 10 Build Points. It allows the buyer to swing an additional point of damage with every swing of a weapon in which they are Proficient. It DOES NOT confer the Monstrous equivalent of Strength.

Dodge: This skill can be purchased by Hobblings one time only for a cost of 10 Build Points. It is identical to the Stealth Skill of the same name.

New Character Rebuild *Version 1.1 092602 -* Any character can be rebuilt once at any time before it reaches 56 build points. This rebuild does not require the use of any in-game resources and/or skills, but it will count against the character as a Spirit Forge. This rebuild will allow the character to also simultaneously have a Race Change if they see fit, but this is not required. This rebuild will otherwise follow all of the rules for Spirit Forge and/or Race Change, and required notations will be marked upon the player's character sheet as appropriate.

Resurrection Modification *Version 1.1 072100 -* Anyone who resurrects at a full earth circle will have their skills renewed. Field resurrection and regeneration will not renew skills. This does not include craftsman skills or production skills, but does reset Formal Magic casting ability as if the person being resurrected had not cast any Formal Magic Spells that game day.

Master Craftsmen *Version 1.0 092602 -* 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 silver pieces per day per level, rather than the usual 2 silver pieces 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.

New Player Deaths *Version 1.0 092602 -* Any first-time NERO player will not have any of the deaths taken during his first event count toward his character. This means that any newbie will essentially get unlimited deaths during his first event. This policy is done as a service to new players so that they can get used to the game before being penalized for their deaths, not as a way to abuse the system and be immortal. All deaths taken by a newbie should still be roleplayed appropriately. Any player that is deemed to be abusing this policy for intentional gain or detriment to the game or other players will be dealt with accordingly, at the discretion of the local chapter affected. This benefit only given during a player's first game, and experienced players that start a new character will not be allowed these unlimited deaths.

Magic Item Slots (3 Items for 2009) *Version 2.0 122702 -* 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 inactive and one minute performing 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)

Limited Reset *Version 1.0 122702* - 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 be 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.

Damage Types *Version 1.1 092602* – 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 any way. Acid traps are an exception and follow the rules listed in the 8th Edition rulebook.

Massive - Massive damage cannot 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.

Meditate *Version 1.1 100702*

This skill requires the user to meditate by reading their spell book for 60 uninterrupted seconds and perform no other actions during that time. At the end of the meditation all spells or abilities which were lost do to the effect "return <type>" or missed a valid target in the case of a spell cast from memory, since the last time the user studied or meditated will be returned to memory. This is now required to regain spells which were lost due to the "return magic". The player's spellbook must be in the caster's hands for the entire duration of the meditate in the case of spells. For other abilities "Returned" the player must sit and concentrate for the same duration.

Magic Logistics - *Version 1.1 092602*

Any character with the appropriate skills can cast formal magic spells at check-in as part of logistics if he wishes. In order to do so, the character turns in the required components to the production station at check-in, along with a completed Formal Magic Casting Record, and all scrolls that are to be used. The caster will not need to role-play the casting of the formal magic spells that are cast in this way, and he can only cast spells using auto-success. No spells may be cast in Dark Territory at logistics in this way. Special plot-related formal magic castings must always be cast in-game and cannot be cast using this method. At the end of logistics, the formal magic caster will have the appropriate number of levels removed from his first day's ability, and all scrolls that were not used up will be returned with the appropriate modifications to them. If for any reason the production staff person cannot complete the caster's formal magic logistics, all scrolls and components will be returned to the formal caster and he will be forced to cast the desired spells in-game using the standard rules for formal magic casting. Spells that target an unwilling spirit, an item that automatically resists such as a circle of power or ward, or that are "in-game" unlawful within the local region cannot be cast in this way.

Smithing - Version 2.5 031504

The skill Smithing replaces both Armorsmith and Weaponsmith, current levels of Armorsmith and weaponsmith add together to form total levels of Smithing in chapters who use this playtest. The cost of a level of smithing is equal to the old cost for either weaponsmith or armorsmith for a character and would gain the -1 BP cost for being a dwarf. Any character with the skill Smithing is referred to as a smith. Any character with ten levels of Smithing is considered a master smith. With a single level of Smithing a player can make 2 small weapons, 1 one handed weapon, a shield, a quiver of 20 arrows, half of a two handed weapon, or ten points worth of armor. A player could not make half a weapon so to make a full two handed weapon would take 2 levels of Smithing. There is no cost associated with creating the above items using the skill Smithing.

In addition to making weapons and armor a smith may make modifications to items which are detailed below. All items made with the skill Smithing last for two years from the date of creation. Items with modifications must be acquired in game, they cannot be bought with goblin stamps.

Special abilities of Smithing: In order to use any special ability the smith must be able to do so without a forge though the total level are still doubled if they use a forge.

Silvering a weapon – Silvering a weapon uses up 1 level of production ability for small weapons, 2 levels of production ability for one handed weapons, and 3 levels of production ability for two handed weapons. In addition the smith must spend 1 silver piece per linear inch of the striking surface to silver a weapon. The silvering of a weapon lasts for the duration of the weapon being silvered. A smith may break down a silvered weapon for one level of production and receive one half the silver used to silver the weapon which can only be used to silver another weapon.

Making an item shatter resistant – A smith can make an item shatter resistant, doing so uses up 1 level of production for small weapons, 2 levels of production for one handed weapons, a shield, or a quiver of arrows, and 3 levels of production for two handed weapons. A non-weapon item can also be made shatter resistant and the number of levels of production required should be estimated based on the size as compared to a weapon. Thus a small statuette twelve inches high might cost 1 level of production, a pedestal might cost 2 levels of production, and a door might cost 3 levels of production. Anything larger must be carefully estimated. In addition to the cost in production levels an SR1 component must be spent in order to make an item shatter resistant. Each time this is done to a single item it will be able to resist shatter twice. It may be done a maximum of 3 times to a single item.

Sharpening a weapon – A smith may sharpen a weapon which adds damage to the call of anyone swinging the weapon the bonus is not magical. This bonus is not additive with damage aura weapons and the higher bonus only will count. The bonus will last only till the next full reset period where production skills would reset. The smith must use 3 levels of production to add a plus one bonus to a weapon. The smith must spend 9 levels of production to add a plus two bonus to a weapon. The smith must spend 21 levels of production to add a plus three bonus to a weapon. No smith can add a bonus greater than plus three to a weapon. A weapon cannot be sharpened multiple times.

Rapid refit – A smith may spend one level of production, which was not already used for another purpose, in order to refit a suit of armor on a three count rather than sixty seconds.

Flawless refit – A smith may spend one level of production, which was not already used for another purpose, in order to refit a breeched suit of armor to full rather than losing one area of protection. This must be done within five minutes of it being breeched.

Master Crafted Armor – A Master Smith can create exceptional suits of armor as governed by these rules. Currently the only type of master crafted armor is enhanced armor though others may be added in the future via playtest or rules changes. A Master Crafted suit of armor will cost a minimum of double the normal levels of production but could be more if defined in the particular type of master crafted armor. A master crafted suit of armor will cost a minimum of 1 SR1 per location but could be more as defined in the particular type of master crafted armor.

Existing suits of armor cannot be turned into Master Crafted suits they must be made from scratch. Master Crafted Armor lasts for two years from the time that it is created. A single suit of armor can never have more Master Crafted abilities than the total number of locations that it covers and may have less based on the particular type of master crafted armor.

Enhanced Armor – A suit of Enhanced Armor will have a value that is higher than a normal suit of its type. To make a suit of armor Enhanced Armor the number of levels of production required will be double the normal to make it. An SR1 per armor location must be used in the creation of the suit. The extra points of armor gained from this technique count toward the class maximums of Physical Armor. Enhanced Armor has an additional one point of armor per location.

Master Crafted Weapons – A master smith can create exceptional weapons as governed by these rules. Currently the only type of master crafted weapon is non-magical enhanced damage though others may be added in the future via playtest or rules changes. A Master Crafted weapon will cost a minimum of double the normal levels of production but could be more if defined in the particular type of master crafted armor. A master crafted weapon will cost a minimum of 1 SR1 but could be more as defined in the particular type of master crafted weapon.

Existing weapons cannot be turned into Master Crafted Weapons they must be made from scratch. Master Crafted Weapons last for two years from the time that it is created. A single weapon can never have more than three Master Crafted abilities based on its size, a small weapon may have one master crafted ability, a one handed weapon may have two master crafted abilities, and a two handed weapon can have three master crafted abilities. A given weapon may have less master crafted abilities based on the particular type of master crafted weapon.

Mighty Slayer – A Mighty Slayer weapon adds damage to the call for slays of anyone using the weapon. The bonus is not magical. The weapon will last two years from the point of creation. A master smith can create a weapon that adds 5, 10, or 20 points of damage to a slay between one and five times a day total. The cost for each use of a 5 point bonus is 2 levels of production and 1 SR1. The cost for each use of a 10 point bonus is 3 levels of production and 2 SR1 components. The cost for each use of a 20 point bonus is 7 levels of production and 4 SR1 components.

Deceitful Blade – A Deceitful Blade weapon adds damage to the call for assassinations of anyone using the weapon. The bonus is not magical. The weapon will last two years from the point of creation. A master smith can create a weapon that adds 5, 10, or 20 points of damage to an assassination between one and five times a day total. The cost for each use of a 5 point bonus is 2 levels of production and 1 SR1. The cost for each use of a 10 point bonus is 3 levels of production and 2 SR1 components. The cost for each use of a 20 point bonus is 7 levels of production and 4 SR1 components.

Monster Abilities

Physical Attacks *Version 1.0 092602 -*

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 (“One I cut you out, two I cut you out, three I cut you out.”). 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.

Carrier Attack *Version 1.1 092602 -* 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.