

NERO 8th Edition Official Errata Handbook

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These errata are considered official rulings and clarifications/alterations to the 8th Edition NERO Rulebook and the Formal Magic System. These are not optional, nor play-tests but modifications to the base rules system. All NERO Chapters are required to honor these errata and all players are responsible for reading them as well. These errata replace any and all previous errata of the 8th edition rules.

The NERO rules system is intended to allow players and staff hours of live-action fun without any amount of play stoppage. It is the responsibility of the players and staff to remember this when reading and interpreting the rules. We have done our best to clear up vagaries and make these rules sound, and we will continue to do so in the future. Still, players and staff should avoid constantly trying to find loopholes or language that allows them to do things that are against the spirit of the rules, as the spirit of the rules as determined by the NERO International Office will be observed in all cases where interpretation is necessary.

This is a living document, brought about by necessity to codify changes, additions and clarifications to the NERO 8th Edition Rules. As new clarifications and changes are made they will be posted here until the new edition of the rules is published. Please feel free to ask for clarifications in the NERO Rules Forum, it is regularly monitored for issues needing change or clarification.

ACTIVATING MAGIC ITEMS

The correct process to activate an item is to use the phrase "Activate" followed by the spell incant. For Example: Activate I call forth a magic missile, five.

In addition, all the normal rules for casting apply. You must have your hand free, have a packet, be conscious, etc. So you cannot activate an item when in a Web, unconscious, dead, or when tied up. Activating an item IS NOT a Game Ability as defined by the core rules, so you CAN use an item when you cannot otherwise use a Game Ability or Skill, such as when Concentrating or when Tainted.

ALTERNATE STATES OF EXISTENCE

There are three Standard States that someone at a NERO event can be in. These are:

A) Out Of Game (OOG)

B) In Game (IG) and completely visible to those around you. (Yes, you can try to hide in bushes, etc... but you actually have to hide.)

C) In Game and a Spirit

Alternate States (such as flying, burrowing, invisible, etc.) are permitted, but only under the following guidelines:

Alternate States are allowed only with the express approval of the local plot committee. A state that they deem cannot be properly represented will not be allowed.

A player in an alternate state can generally only affect or be affected by another player in the same state. These states must be represented by a highly visible colored headband that will be obvious to any onlooker. In addition, a character in an Alternate State may need to say the nature of his state by stating "flying," "invisible," "burrowing," etc., in times of darkness or confusion. Guidelines for interaction while in an Alternate State that are in addition to those listed here will be given for each particular situation in which an Alternate State is used.

If a player is in an alternate state that normally could not be seen (such as invisible), other players that would not see them will still have an eerie feeling and may reasonably decide IG not to speak around them.

In all cases, changing states takes a three-count (or longer) during which the one changing state must follow the rules of performing a Counted Action.

ARMOR SUITE PLAYTEST

Under the Armor Suite Playtest, the maximum amount of armor a PC can wear through the playtest is 50 points, not 100.

ARROW/BOLT PRODUCTION AND USAGE

A quiver of missiles costs 4 production points to create, and there are 20 shots in each quiver. Each time the character shoots his missile weapon whether he hits or misses his target, a single shot is lost from his quiver. Arrows and other missiles (bolts, etc.) are not recoverable items. Thrown Weapons such as small thrown weapons and javelins are recoverable.

A quiver can be made silver by expending the extra production for silvering and an extra 5 silver pieces in materials cost. Silver arrows are not recoverable.

Streamer packets are considered in-game items until they are fired and cannot be held in the same hand as another game item while either item is in use. Streamer packets on the ground are out of game and can be recovered during a hold like other types of packets. Each quiver physical representation must be able to hold at least twenty streamer packets and cannot be used to carry anything else in the arrow compartment while carrying packet arrows. Each quiver can hold no more than 20 missiles, and a character cannot have tags for more than 20 missiles per quiver rep on his person.

CARRIER ATTACKS

All carrier attacks must do body damage (reduce your body points) in order to take effect. Although the attacker will be able to call the carrier attack with each swing, the effect does not happen unless body damage is taken.

All carrier attacks must use the following format:

<Damage Amount> - <Damage Type> - <Effect>
Examples: 20 Normal Sleep, 10 Silver Drain, 5 Flame Fear

Please note that "Damage Type" and "Effect" are two separate categories entirely. The damage type is the type of damage being delivered while the effect is something that has an effect in the game other than damage.

The valid Damage Types are variable and up to the local plot team so long as the call does not duplicate a game effect. Each damage type is its own separate damage type, and a creature's immunity to one type of damage does not impact the effectiveness of another.

The effect part of the call is optional and can be dropped in favor of a traditional damage call. If the effect is dropped from the verbal, there is no carrier effect being delivered and the creature is simply delivering damage. **THE DAMAGE TYPE PORTION OF THE CALL IS NOT OPTIONAL AND MUST BE STATED WITH EACH SWING.** Any valid game effect other than formal magic spells can be delivered via Carrier Attack. Any effect delivered as a Carrier Attack will be considered Arcane in nature unless it has a

specific delivery type associated with it as per the *Delivery of Effects* provision of these errata.

Defenses:

When any part of the Carrier Attack is blocked the entire attack is blocked including all damage. All Carrier Attacks are blocked by Magic Armor, as well as any specific effect defenses (i.e. Resist Sleep, Resist Charm, Cloak vs. Command, etc.) while the effect is being called. In addition, defenses that prevent the damage type will stop the entire attack from affecting the creature.

CARRYING ITEMS IN YOUR SHIELD/WEAPON HAND

As per the 8th Edition NERO rulebook, you cannot hold or carry any in game items in the hand and/or arm being used to hold a shield or weapon. This includes gas globes, magic items, weapons, etc. If you do so, any damage inflicted on your shield or the weapon is NOT blocked and you take it as if you didn't have a shield. Worn items such as bracelets, rings, and gloves are not restricted by this rule in any way so long as they are worn properly and not carried. Attaching items to the back of a shield is completely legal so long as these items do not extend beyond the outside edge of the shield at any point or otherwise enhance the defensive value of the shield.

CIRCLE OF POWER REPRESENTATION

No one may use a Shield as the physical representation for a circle of power spell. This includes attaching a circle to the Shield or marking a circle on in it in any way.

CLOAK VS. SUMMONED FORCE

The formal magic effect: Cloak vs. Summoned Force will not protect against an explosive trap.

COMPONENTS

When casting a cantrip with 0 component cost there need not be a "tearing" motion.

Any character can tell if they are looking at a formal component automatically.

To identify the level and type of components (ie. P4 or C1) you must possess one level of the formal magic skill of either school.

CONTINGENCY

Only one Contingency formal cantrip spell may be upon a character at any given time. A new casting of Contingency will replace a previous casting. This is true regardless of the

school of the spells involved, so, for example, an Earth Contingency Life will replace a previous Celestial Contingency Release.

DAMAGE AURA

In addition to adding a damage bonus, the formal magic spell Damage Aura alters the nature of the damage delivered to "magic."

DELIVERY OF EFFECTS

The following delivery types are recognized as valid ways to deliver effects within the NERO International game: Arcane, Carrier Attack, Elemental, Incantation, Magic, Physical, Poison, and Spellstrike. The delivery of damage is a separate issue, and will not necessarily follow these rules as they are specifically outlined here.

All effects follow the rules of removal as outlined in the chapter entitled *Matters of Life and Death*. Some effects which have a delivery type as part of the name of the effect (i.e. Slow Poison, Death Poison, etc.) will always be delivered as that specific type. In the case of effects delivered as Carrier Attacks, all will be considered Arcane in nature unless the effect name itself dictates a different delivery type. All effects delivered as incantation and/or spell song will follow the rules outlined for these delivery systems within the core rules or the associated play-test system, as well as these errata. In addition, the following will apply:

Arcane, Elemental, Incantation, Magic, Spellstrike – These effects are magical, and act in a way identical to the spell of the same name once successfully delivered.

Carrier Attack – These effects are generally considered Arcane in nature, and they follow the specific rules outlined in the *Carrier Attacks* provision of these errata.

Physical - These effects are non-magical, and can only be removed by the specific effect removal (i.e. *Awaken, Cure Disease, Remove Weakness, etc.*).


Poison - These effects are non-magical, and can be removed by the spell *Purify Blood* or the specific effect removal (i.e. *Awaken, Cure Disease, Remove Weakness, etc.*).

DISPLACEMENT

The Imbue cantrip cannot be used to place Displacement spells into others and Displacement may not be placed within an enchanted item under the formal magic system. Displacement may also not be placed within a spell store item.

DESTROYING WARDS/CIRCLES

The destruction (Casting a Destroy Magic) of a protective barrier such as a Ward or Circle of Power MUST be done while touching the barrier throughout the formal.

Therefore, to Destroy Magic a Ward or Circle of Power, you must either be using a Formal Platform, have put up a non-protective 9th level circle of power (cast as per Circle of Power rules, except upon a “fish-tail”  shaped circle as per Formal Platform), or have surrounded the barrier with a circle.

- Nothing in this clarification is meant to change the rules regarding what types of circles of power can or cannot be cast concentrically.
- Additionally, individuals within the barrier will not be aware of the formal taking place simply by virtue of being within.

ENSLAVEMENT AND EUPHORIA

Enslavement and Euphoria are powerful abilities which particularly have the potential to ruin the fun of any player. As such the use of these effects is solely placed into the hands of plot. These abilities may only be possessed by an NPC controlled directly by plot, and may never be achieved by a PC by any means including but not limited to transformation, alteration, magic item, or LCO effect. No other effect (either LCO or otherwise) may duplicate the ability of Enslavement and/or Euphoria.

At the discretion of the local chapter, these elixirs can each be produced by alchemists for a production point cost of 100 points. However, each is inactive unless specifically activated by a plot controlled NPC with the specifically noted ability to do so. A player fed the active elixir becomes enslaved to the NPC who activated it, not the person who fed it to them or the first person they see. Each of these elixirs otherwise follow the standard rules for Euphoria and Enslavement as outlined in the core rule book.

In addition, the following rules apply to Enslavement:

- You cannot administer Enslavement to yourself.
- You cannot be enslaved to "act normally," However a person under the effects of enslavement does not act like a robot or strangely, they are just compelled to follow the wishes of the enslaver.
- The duration of Enslavement is permanent, and it can only be cured by the specific antidote or the resurrection of the target as outlined in the 8th edition rule book.

FORMAL MAGIC EFFECT LIMITS

A single spirit or item can only retain 5 formal magic effects. Any formal spell with the duration of instantaneous is not retained, thus Obliterate, Spirit Forge, etc. do not count toward this 5 effect limit. In addition, the following lasting effects are exceptions to this rule and do not count toward the five effect limit on a spirit or item:

Extend Enchantment, Extend Formal Magic, Greater Extension, Investiture, & Render Indestructible

IDENTIFICATION

The following refers to using a permanent celestial circle's power to Identify

The person performing the Identify must be invested in the circle and inside of it.

The target of the identify must also be inside of the circle.

The invested person touches the target of the identify and says "Identify".

If the target is an object directly then the invested person reads the tag describing the item's properties and learns them in the time it takes to read the information.

If the target is a person then the target tells the invested person which active spells or Formal Magic spells are active on them as well as what magical items they have in their possession and what the properties of those items are and how to activate them as though the items had been directly identified by the invested person. Sometimes an Identify will reveal additional properties of magical creatures. It takes as long to perform an identification of a person as it does for the target to describe all of the results.

Everyone who hears or observes the Identify call/process is aware of an identification taking place though they should attempt not to overhear the results. If you are OOG able to tell who the person performing the identification is, then you know who it is in game as well.

If a transform is active and Identified, the school of it and the name of it are revealed. Transforms are cast as "Transform to Greater Creature (scroll specific)" so an Identify might reveal, for example, that someone has a celestial transform to greater creature (Fire Elemental) if it is active when the Identification happens. You would also get the expiration date.

You can prevent an Identification unless you're helpless. We don't want people grabbing each other in NERO and wrestling around, but if you're unconscious you cannot avoid the ID.

The time to Identify is In Game. If you're interrupted then you are interrupted (including if contact is broken by the subject). There is an allowance for chapter staff to tell you, for example if you're identifying an NPC or a magic item whose tag isn't handy for some reason, that they'll get back to you with the info, but the default rule is that it takes as long as it takes.

The intent of this ruling is that when you are being identified the person identifying gets everything. While there is no set order to presenting the information and you decide

where to start, you must give out all the information you have with the chance of 3rd party interruption

ILLEGAL SKILLS AND POWERS

No character can ever use a plot given power to gain information about a PC's actions after the fact. This includes approved spells and skills such as Dreamvision as well as other abilities such as clairvoyance, clairaudience, or scrying of any manner.

If a character wants to know what was said or done by a PC first hand, he must actually be present at the time of the action. Plot will never provide this information via one of the listed abilities, or through any similar means, and a PC can never claim to have known it due to ESP or other special abilities after the fact.

INSPIRATION

This is a clarification for the Inspiration playtest spell.

A PC may only be inspired once per normal reset. By default reset is at 6pm so a typical Friday through Sunday event would allow for two total inspirations to affect a given character. One before Saturday at 6 pm and one after.

If a chapter uses the limited reset playtest then the 6 am resets allowed by that playtest count as "normal resets" for the purposes of Inspiration.

MEASURING TRAP EFFECT RADIUS

Traps that have an area effect (as listed in the 8th Ed. Rulebook) have their effect area measured from the center of the trap phys-rep. If there is a large, trapped box with a 10 foot tripwire attached and a player sets the trap off at the end of that tripwire they are not affected by the trap since the trigger (the center of the trap radius) would be 10 feet away. It is not measured from the tripwire/snapper/etc, but from the rep for the trap itself. This will allow you to have a 50ft pull cord on a trap box in the field and use it like a claymore mine since the effect goes off from the box/rep/trigger and not from the cord.

NUMBERS IN INCANTATIONS

Spell Incantations and other spoken forms of Effects will be changed to include a number to indicate the magnitude of the effect. This is a Rule Change, not a Playtest. The number is part of the incantation of the spell or effect. A packet may not be thrown before the entirety of the incant is spoken. This includes any spell Effect that is associated with an unspoken number.

Example: "<Incantation><damage>", "I call forth a flamebolt. 20"

Any effect that has an associated number must have that number at the end of the incantation of the spell. (Ie. Bless, Greater Bless, Shield, Greater Shield, etc...)

The number spoken at the end is part of the incantation itself and is also required when other delivery methods are used (ie. spellstrikes, magic deliverance, etc).

PC RACES

Only the races listed specifically in the core NERO Rules are available for play by PCs. Some NERO chapters have additional races or variations of the listed races but these additional races and variations of the PC races as listed in the core rules are not available for use by Player Characters.

PERMANENT DEATH

A long-standing NERO policy has been that a player character that permanently dies is gone for good. The only exception is adjudication which decides that the permanent death should not have happened in the first place. A player character (PC) who permanently dies may not be brought back to life via plotlines, NPCs, or other in game action. They may only come back if their death was ruled improper by adjudication.

SCAVENGER MODIFICATION

The description of Scavenger as listed in the 8th Edition Rule Book is replaced with the following passage:

"Scavenger" is a generic term used for any type not covered by the other races. They are humanoids with the characteristics of a mundane (rat, badger, skunk, dog, etc.) animal.

Players are free to use their imagination in creating a scavenger as long as makeup is worn and it is obvious that the player is not playing a monster or another player race. (For example, you cannot be a "cat" scavenger because there would be no way out-of-game to differentiate you from a Sarr.)

Scavengers should role-play their particular animal's characteristics to whatever extent they see fit, but animalistic traits should be at least evident in some way.

While some scavengers are closer to their animal half and do not understand the concept of possessions or the niceties of civilization as do the other races, others are truly civilized cultures with long histories. There is no commonality between different types of scavengers other than the fact that they appear to be humanoid animals. Some scavengers are very hardy survivors on the fringe of civilization and others are noble beings descended from generations of city dwellers.

There are a few traits that these animalistic humanoids share just from being animal-like.

All Scavengers can buy the skill Resist Poison. They also have superior senses of smell, and can use Scenting Abilities that allow them to detect an alchemical substance or disease on an item if they spend one minute inspecting the item. (This racial skill does not allow them to tell what kind of alchemical substance or disease is present.)

In addition the animal part of them makes it harder for them to learn to read as other humanoids and thus they must pay double cost for all Scholarly Skills, however this does not necessarily make them less intelligent than any other race, just less able to read.

SILVER-MAGIC

If you have a silvered weapon with a magic or damage aura on it you must call "magic" when using the weapon and not "silver-magic."

SMITHING PLAYTEST

Under the smithing playtest armor can still **not** be made shatter-resistant.
Under the smithing playtest cantrip tomes **may** be made shatter resistant.

SPIRIT EFFECTS

A PC is always aware of all formal magic spells on their spirit or body, including, school, specific type, and duration as applicable.

SPORTSMANSHIP POLICY

All NERO Participants

- Follow the spirit of the rules, as well as the letter of the rules.
- Play fairly and honestly.
- Be considerate of all other NERO participants.
- Remember, everyone has the right to enjoy NERO as much as you do.
- Contribute to the fun of all NERO participants.
- Don't play in a style that detracts from the fun of the event, or anyone's chance to have fun at an event.

Staff, Marshals, etc...

- Abide by the expectations that apply to all NERO participants.
- It is your job to run the event. Remember, you are not playing against the players. Everyone's enjoyment of the event is your top priority.
- All participants must be treated equally and equitably, by you and by other participants. Favoritism will not be tolerated.
- Run events in a professional manner. Remember that you represent NERO to anyone present at an event, whether participating or observing.

Administration (National, Local, etc...)

- Abide by the expectations that apply to all NERO participants, Staff, Marshals, etc....
- Respond and communicate in a timely, respectful, and articulate manner.
- Uphold the authority of your staff, and do not overrule them without careful investigation.

THROWING/TOSSING ITEMS

You cannot throw any weapon, shield, etc., that is not NERO approved for throwing. Basically, if a local safety marshal has approved the weapon to be thrown (thrown weapons, javelins, etc.), you can throw it, otherwise you cannot.

In addition, you cannot use the "toss and grab" method on any item to avoid the effects of a spell. If you toss an item and grab it before it lands on the ground, the item is still under your control, and is still considered in your possession.

For the purposes of spells that target the item itself (such as Shatter or Disarm), an item is still considered under a player's control until it comes to a complete rest on the ground out of the player's grasp.

TRANSFORM IDENTIFICATION

The Formal Magic System exists in both the HTML and a PDF format. Between them is a discrepancy between whether or not the existence of a transform on a spirit shows up under Identify. To clarify, the PDF version is correct in this instance and thus "The existence of a Transform is not revealed during a Celestial Identify."

USAGE OF POTIONS / SCROLLS / MAGIC ITEMS

- **Potions** - You **MUST** spend at least three seconds role-playing the drinking motion with the potion's phys rep in your hand. The phys rep must be big enough to hold 1/4 ounce of liquid.
- **Scrolls** - You must have the scroll out where you can read it, and touch a spell packet to it. You also must actually read the scroll. So, if its pitch black and you don't have a light, no using scrolls.
- **Magic Items** - Magic items must be readily available to be used. They cannot be stashed away in a backpack. For purpose of rules, "readily available" means you can produce the tag(s) and the phys rep for the magic item within ten seconds if asked by a marshal.

VENGEANCE FORMAL MAGIC

Vengeance is only activated by an actual killing blow, not by anything like or similar to a killing blow.

WARD AND WIZARD'S LOCK

The casting time for a Ward spell is not instant. The caster must hold the key in the lock for the full five minutes it takes to cast the spell.

As stated in the core rules, a Ward and a Wizard's Lock cannot occupy the same exact area, but they can be within one another so long as they use separate portals.

As with any spell, a Ward or Wizard's Lock is lost from memory when you begin the incant with a packet in hand. The spell's effect will not take place until the full casting time is met, which for a Ward is five minutes after the incant has been complete.

Policy Clarifications & Errata

Goblin Points

The NERO Office clarified that Goblin Points from all NERO Chapters are accepted into the NERO Online Database and that Goblin Points are usable in the same capacity by all NERO Members at all NERO Chapters. NERO Chapters should let you use up to 100 goblin points to turn into production points to purchase in-game production point items. Only some of the new chapters that are running low level campaigns restrict production items that are brought into the game.

Treasure Distribution

"Formal Magic Components: (These all Expire in 1 year)

- *For every* 1 PC per game day, 2 Strength-one Unrestricted Formal Magic Component may be placed into game. For Example: If 52 players attend a 2-day event, up to 208 Unrestricted Strength 1 Formal Magic Components may be distributed.

$$((52*2)*2)\{=208\}$$

- *For Every* 25 PC's per game day, a maximum of 2 Strength-two Unrestricted Formal Magic Component may be distributed. For Example: If 54 players attend a 2-day event, up to Nine (round up) Unrestricted Strength 2 Formal Magic Components may be distributed. $((54*2)*2)\{=216\}/25=8.6$

- *For Every* 50 PC's per game day, a maximum of 2 Strength-four Unrestricted Formal Magic Component may be distributed. For Example: If 55 players attend a 2-day event,

up to Five (round up) Unrestricted Strength 4 Formal Magic Components could go out.
 $((55*2)*2)\{=220\}/50=4.4$

Platinum Coin

Within the Tyrran Campaign, platinum coin equates to 10 gold pieces or 100 silver pieces when used in the game. The platinum piece has a symbol of a shield, a book, and a crown on one side and straight lines on the other, is made of aluminum, and looks very silver-ish.

New Characters

All new characters will begin at 65 XP (30 Build Points). Any character who did not get the benefit of an advanced starting build past 65XP will be given 65 XP or the difference in XP to make them equal to a starting XP of 65.

ERRATA/CLARIFICATIONS ON THE FORUMS

Unless a post is made in either the "**INTERNATIONAL ANNOUNCEMENTS**" or "**OFFICIAL RULES ERRATA**" forums it is NOT to be considered an official policy, rules clarification, etc. by NERO International. Those two forums at this time are the **ONLY** two places on the message boards where OFFICIAL POLICY and OFFICIAL RULES information will be posted. All other postings by NERO International Officers and Representatives in ANY other location on the NEROLARP.com. NERO Member discussion forums are considered opinion and matters for discussion or debate and are IN NO WAY considered an official policy or position by NERO International.