

Classes

Classes are used to describe your character's natural talents. This may or may not have anything to do with your character's profession—for example, not all rogues are thieves and not all scholars are spellcasters.

Your own physical characteristics and abilities need not match those of your chosen character but it can help you in your adventuring career if your actual physical skills are congruent with your character's fantasy skills. The NERO system does allow players to play characters that are very different from themselves and still be able to prosper.

You must pick one of these classes:

Fighter

Fighters take naturally to the physical combat arts and rely mainly on strength and stamina to accomplish their goals. They can wear almost any type of armor.

Rogue

Rogues have a natural bent towards dexterity based skills, and also the practice of alchemy. Rogues are limited in how much armor they can wear. The lower Body Points, lighter armor and relatively high costs for combat skills does not make them well suited for front line combat roles.

Scholar

Scholars are adept at many mental skills and readily learn the magical arts. Scholars are even more limited in how many Armor Points they can use than are Rogues.

Templar

Templars are spellcasters who are somewhat more adept than scholars at physical combat skills. They are not religious in any way; NERO specifically prohibits religion in the game. Their combat training leaves them better able to fight but takes away from their studies. They cannot use as many Armor Points as Fighters, but can use more than Rogues or Scholars.

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| Trades and Crafts | F | R | S | T | Prerequisite |
|----------------------------------|----|----|----|----|---|
| Alchemy | 6 | 3 | 4 | 5 | Herbal Lore |
| Armorsmith | 3 | 4 | 4 | 3 | Read and Write |
| Craftsman (Type) | 3 | 3 | 3 | 3 | |
| Create Potion | 6 | 5 | 3 | 4 | Any 4 th Level Earth Spell |
| Create Scroll | 6 | 5 | 3 | 4 | Any 4 th Level Celestial Spell |
| Create Trap | 6 | 3 | 4 | 5 | Disarm/Arm Trap |
| Disarm/Arm Trap | 9 | 3 | 6 | 9 | |
| Evaluate Item | 6 | 3 | 6 | 6 | |
| Herbal Lore | 6 | 3 | 4 | 5 | Read and Write |
| Pick Locks | 9 | 3 | 9 | 9 | |
| Weaponsmith | 3 | 4 | 4 | 3 | Read and Write |
| Racial Abilities | F | R | S | T | Prerequisite |
| Break Charm | 2 | 2 | 2 | 2 | Biata, Mystic Wood Elf |
| Detect Celestial Magic | 2 | 2 | 2 | 2 | Barbarian |
| Gypsy Curse / Remove Gypsy Curse | 2 | 2 | 2 | 2 | Gypsy |
| Resist Charm | 3 | 3 | 3 | 3 | Biata, Drae, Elf, Mystic Wood Elf |
| Resist Poison | 4 | 4 | 4 | 4 | Dwarf, Hobling, Sarr, Scavenger |
| Resist Sleep | 2 | 2 | 2 | 2 | Biata, Drae, Elf |
| Weapons and Armor | F | R | S | T | Prerequisite |
| Archery | 6 | 10 | 15 | 12 | |
| One Handed Blunt | 3 | 4 | 8 | 5 | |
| One Handed Edged | 5 | 5 | 10 | 7 | |
| Polearm | 8 | 10 | 12 | 10 | |
| Shield | 5 | 10 | 15 | 7 | |
| Small Weapon | 2 | 2 | 2 | 2 | |
| Staff | 4 | 4 | 4 | 4 | |
| Thrown Weapon | 4 | 4 | 4 | 4 | |
| Two Handed Blunt | 6 | 8 | 12 | 8 | |
| Two Handed Sword | 8 | 12 | 16 | 12 | |
| Florentine | 6 | 6 | 12 | 8 | A weapon skill |
| Style Master | 10 | 15 | 20 | 15 | A weapon skill |
| Two Weapons | 2 | 4 | 4 | 4 | Florentine |
| Weapon Master | 15 | 18 | 20 | 18 | |
| One Handed Weapon Master | 8 | 10 | 14 | 10 | |
| Two Handed Weapon Master | 12 | 14 | 18 | 14 | |
| Wear Extra Armor | 2 | 2 | 4 | 2 | |
| Scholarly Skills | F | R | S | T | Prerequisite |
| Read and Write | 6 | 6 | 3 | 3 | |
| Read Magic | 8 | 6 | 4 | 4 | Read and Write |
| Healing Skills | F | R | S | T | Prerequisite |
| First Aid | 4 | 3 | 2 | 2 | None |
| Healing Arts | 4 | 3 | 2 | 2 | Read and Write and First Aid |

| Celestial Magic (Primary) | F | R | S | T | Prerequisite |
|-----------------------------|----|----|----|----|--------------|
| C.M. Level 1 | 3 | 2 | 1 | 1 | Read Magic |
| C.M. Level 2 | 3 | 2 | 1 | 1 | C.M. Level 1 |
| C.M. Level 3 | 6 | 4 | 2 | 2 | C.M. Level 2 |
| C.M. Level 4 | 6 | 4 | 2 | 3 | C.M. Level 3 |
| C.M. Level 5 | 9 | 6 | 3 | 3 | C.M. Level 4 |
| C.M. Level 6 | 9 | 6 | 3 | 4 | C.M. Level 5 |
| C.M. Level 7 | 12 | 8 | 4 | 5 | C.M. Level 6 |
| C.M. Level 8 | 12 | 8 | 4 | 5 | C.M. Level 7 |
| C.M. Level 9 | 15 | 10 | 5 | 6 | C.M. Level 8 |
| Formal C.M. | 12 | 8 | 4 | 4 | C.M. Level 9 |
| Celestial Magic (Secondary) | F | R | S | T | Prerequisite |
| C.M. Level 1 | 6 | 4 | 2 | 2 | Read Magic |
| C.M. Level 2 | 6 | 4 | 2 | 2 | C.M. Level 1 |
| C.M. Level 3 | 12 | 8 | 4 | 4 | C.M. Level 2 |
| C.M. Level 4 | 12 | 8 | 4 | 6 | C.M. Level 3 |
| C.M. Level 5 | 18 | 12 | 6 | 6 | C.M. Level 4 |
| C.M. Level 6 | 18 | 12 | 6 | 8 | C.M. Level 5 |
| C.M. Level 7 | 24 | 16 | 8 | 10 | C.M. Level 6 |
| C.M. Level 8 | 24 | 16 | 8 | 10 | C.M. Level 7 |
| C.M. Level 9 | 30 | 20 | 10 | 12 | C.M. Level 8 |
| Formal C.M. | 24 | 16 | 8 | 8 | C.M. Level 9 |
| Earth Magic (Primary) | F | R | S | T | Prerequisite |
| E.M. Level 1 | 3 | 2 | 1 | 1 | Healing Arts |
| E.M. Level 2 | 3 | 2 | 1 | 1 | E.M. Level 1 |
| E.M. Level 3 | 6 | 4 | 2 | 2 | E.M. Level 2 |
| E.M. Level 4 | 6 | 4 | 2 | 3 | E.M. Level 3 |
| E.M. Level 5 | 9 | 6 | 3 | 3 | E.M. Level 4 |
| E.M. Level 6 | 9 | 6 | 3 | 4 | E.M. Level 5 |
| E.M. Level 7 | 12 | 8 | 4 | 5 | E.M. Level 6 |
| E.M. Level 8 | 12 | 8 | 4 | 5 | E.M. Level 7 |
| E.M. Level 9 | 15 | 10 | 5 | 6 | E.M. Level 8 |
| Formal E.M. | 12 | 8 | 4 | 4 | E.M. Level 9 |
| Earth Magic (Secondary) | F | R | S | T | Prerequisite |
| E.M. Level 1 | 6 | 4 | 2 | 2 | Healing Arts |
| E.M. Level 2 | 6 | 4 | 2 | 2 | E.M. Level 1 |
| E.M. Level 3 | 12 | 8 | 4 | 4 | E.M. Level 2 |
| E.M. Level 4 | 12 | 8 | 4 | 6 | E.M. Level 3 |
| E.M. Level 5 | 18 | 12 | 6 | 6 | E.M. Level 4 |
| E.M. Level 6 | 18 | 12 | 6 | 8 | E.M. Level 5 |
| E.M. Level 7 | 24 | 16 | 8 | 10 | E.M. Level 6 |
| E.M. Level 8 | 24 | 16 | 8 | 10 | E.M. Level 7 |
| E.M. Level 9 | 30 | 20 | 10 | 12 | E.M. Level 8 |
| Formal E.M. | 24 | 16 | 8 | 8 | E.M. Level 9 |

| Fighting Skills | F | R | S | T | Prerequisites |
|--|----------|----------|----------|----------|--|
| 1 st Set Critical Attack #1 | 3 | 4 | 8 | 3 | Weapon skill |
| 1 st Set Crit Att #2 | 3 | 4 | 8 | 3 | 1 st Set Crit Att #1 |
| 1 st Set Crit Att #3 | 3 | 4 | 8 | 3 | 1 st Set Crit Att #2 |
| 1 st Set Crit Att #4 | 3 | 4 | 8 | 3 | 1 st Set Crit Att #3 |
| Weapon Proficiency +1 | 3 | 4 | 8 | 3 | 1 st Set Crit Att #4 |
| 2 nd Set Crit Att #1 | 3 | 4 | 8 | 4 | Weapon Prof +1 |
| 2 nd Set Crit Att #2 | 3 | 4 | 8 | 4 | 2 nd Set Crit Att #1 |
| 2 nd Set Crit Att #3 | 3 | 4 | 8 | 4 | 2 nd Set Crit Att #2 |
| 2 nd Set Crit Att #4 | 3 | 4 | 8 | 4 | 2 nd Set Crit Att #3 |
| Weapon Prof +2 | 3 | 4 | 8 | 4 | 2 nd Set Crit Att #4 |
| Additional Crit Attacks | 3 | 4 | 8 | 5 | Weapon Prof +2 |
| Weapon Prof +3 and up | 3 | 4 | 8 | 5 | Additional Crit Attacks |
| 1 st Crit Slay / Parry | 10 | 15 | 20 | 15 | Weapon Prof +2 |
| 2 nd Crit Slay / Parry | 10 | 15 | 20 | 15 | Weapon Prof +4 |
| 1 st Set Master Crit Att #1 | 3 | 4 | 8 | 4 | Weapon skill |
| 1 st Set Master Crit Att #2 | 3 | 4 | 8 | 4 | 1 st Set Master Crit Att #1 |
| 1 st Set Master Crit Att #3 | 3 | 4 | 8 | 4 | 1 st Set Master Crit Att #2 |
| 1 st Set Master Crit Att #4 | 3 | 4 | 8 | 4 | 1 st Set Master Crit Att #3 |
| Master Prof +1 | 5 | 7 | 12 | 7 | 1 st Set Master Crit Att #4 |
| 2 nd Set Master Crit Att #1 | 3 | 4 | 8 | 4 | Master Prof +1 |
| 2 nd Set Master Crit Att #2 | 3 | 4 | 8 | 4 | 2 nd Set Master Crit Att #1 |
| 2 nd Set Master Crit Att #3 | 3 | 4 | 8 | 4 | 2 nd Set Master Crit Att #2 |
| 2 nd Set Master Crit Att #4 | 3 | 4 | 8 | 4 | 2 nd Set Master Crit Att #3 |
| Master Prof +2 | 5 | 8 | 12 | 8 | 2 nd Set Master Crit Att #4 |
| Additional Master Crit Attacks | 3 | 6 | 8 | 6 | Master Prof +2 or greater |
| Master Prof +3 and up | 5 | 8 | 12 | 8 | Additional Master Crit Att 4 |
| 1 st Master Crit Slay / Parry | 13 | 18 | 25 | 18 | Master Prof +2 |
| 2 nd Master Crit Slay / Parry | 13 | 18 | 25 | 18 | Master Prof +4 |
| Stealth Skills | F | R | S | T | Prerequisite |
| Waylay | 12 | 6 | 12 | 12 | None |
| 1 st Set Back Attack #1 | 6 | 3 | 6 | 6 | Weapon skill |
| 1 st Set Back Att #2 | 6 | 3 | 6 | 6 | 1 st Set Back Att #1 |
| 1 st Set Back Att #3 | 6 | 3 | 6 | 6 | 1 st Set Back Att #2 |
| 1 st Set Back Att #4 | 6 | 3 | 6 | 6 | 1 st Set Back Att #3 |
| Backstab +2 | 6 | 3 | 6 | 6 | 1 st Set Back Att #4 |
| 2 nd Set Back Att #1 | 6 | 3 | 6 | 6 | Backstab +2 |
| 2 nd Set Back Att #2 | 6 | 3 | 6 | 6 | 2 nd Set Back Att #1 |
| 2 nd Set Back Att #3 | 6 | 3 | 6 | 6 | 2 nd Set Back Att #2 |
| 2 nd Set Back Att #4 | 6 | 3 | 6 | 6 | 2 nd Set Back Att #3 |
| Backstab +4 | 6 | 3 | 6 | 6 | 2 nd Set Back Att #4 |
| Additional Set Back Att #1-4 | 6 | 3 | 6 | 6 | Backstab +4 |
| Assassinate / Dodge | 20 | 10 | 20 | 20 | Backstab +4 |
| Second Assassinate / Dodge | 20 | 10 | 20 | 20 | Backstab +8 |
| Third Assassinate / Dodge | 20 | 10 | 20 | 20 | Backstab +12 |