

Local Rules Addendum

2010

Following is a list of the local rules and policies that you will encounter at a NERO Ohio and/or NERO West Virginia event. This list includes all clarifications compiled from the previous calendar year. This is a complete list and there will be no "hidden" or "secret" rules honored. It is the responsibility of the local staff to inform incoming players of these rules clarifications and play-tests, and a player will not be held responsible for following rules that he does not know exist.

Auto-Memory – a resurrecting character will retain all memories up to and including the time of death. Characters will not have any memory of events that happened while they were unconscious for any reason.

Conversational Combat – At NERO Ohio and NERO West Virginia, silent combat can only be used on a closed module with the approval of all involved players and the marshal. This will be the exception not the rule, and players should not expect this to occur often, if at all. At any time, any player taking part in the module can disagree with silent combat and demand that damage be called. If any player disagrees, no one on the mod will be able to use silent combat.

Formal Magic Effects – All formal magic effects at NERO Ohio and NERO West Virginia will follow the guidelines expressed in the latest edition of the official NERO International Formal Magic Rules Compendium and its officially recognized errata.

Game Effects – The following Game Effects will be in play for 2010:

Animal Ways - This spell allows the caster to blend in with creatures of animal intellect. As long as the caster behaves like a member of an animal group, she will completely and utterly fool any being of animal intellect or lower that is looking on. This means that if the caster completes his incantation and begins pretending to be a wolf while being surrounded by ravenous wolves, these animals will immediately accept him as one of their kind and will not even remember that there was an intruder among them. Also, any creatures of animal intellect or lower that are looking on or encounter the caster and her "family" while the spell is still in effect will believe her to be an animal of the appropriate type. Any beings with Low intellect or higher will immediately recognize the caster for what she is. The spell will be broken if the caster is forced to speak, fight, or otherwise act normally. The caster need not be among an entire group of creatures for this spell to be effective, and one lone being could be classified as the caster's "family". The size of the caster does not change with this spell, and if the caster's "family" is larger she will be considered a runt, or possibly even young. If the size discrepancy is tremendous this spell may not function. This spell will in no way give the caster any special understanding of the language of the creatures or any ability to communicate with them. If at any time during the duration of this spell the caster attempts to change the type of creature that she is pretending to be the spell will be broken.

Detect Poison - This spell will allow the caster to immediately determine the presence and nature of any alchemical substances that are active upon a single target. If successfully cast this spell will reveal all currently active poisons within a person or a single bottle, cup, or similar vessel. Alchemy that is not prepared will not be detected, and only active poisons will be detected. For the purposes of this spell, poisons are considered to be active while they are still curable by an alchemical antidote. For example, if a character has a Death Elixir in his pouch it will not be detected by this spell, but if there is a Death Elixir in a cup or a person has drunk one and has not been down for longer than 60 seconds, this spell will alert the caster to its presence. Instant poisons such as damage gasses or Instant Death will at no time be active within a person and can never be detected as such. Gasses within a trap are not active. The caster will be the only one to gain this knowledge, and he will know the type of the poison or poisons that are currently active. The caster will gain no other in-game knowledge from the casting of this spell.

Knockdown – This effect will cause the target to be knocked to the ground and stunned for a minimum of five seconds. No Game Skills can be used while the target is knocked down, and there is no generic cure for Knockdown. A character with an Endow can lift a knocked down character within the five seconds, but Game Skills still will not be able to be used until the duration is up.

Mend – Brings a character that is at 0 or – 1 body points up to one. This spell will have no other effect and will not cure conditions that are still active upon the target such as Sleep, Charm, Paralysis, etc. This spell will serve to blow a Shield Magic, Reflect Magic, or similar protective. This healing is not Earth in nature and can be used to heal creatures that are not affected or damaged by Earth. Mend will have no effect on a character that is in need of a Life spell.

Pestilence - This spell combines the effects of Weakness, Disease, and Nausea in a single magical attack. Each of these afflictions can be healed individually or the casting of a single Dispel Magic can alleviate them all. If this is left uncured the Nausea effect will go away in 10 minutes while the other effects will last until cured or until the target is in need of a Life Spell. This attack is in no way necromantic.

Petrify – This spell turns the target to stone. The target will remain stone for the period of one hour, at the end of which the stone will crumble with the same effect of having received a successful Killing Blow. A Dispel Magic cast upon a Petrified being will immediately alleviate the effect without causing the target to crumble. The caster of a Petrify can cause his target to crumble by delivering a successful Killing Blow to it. If a Killing Blow delivered in this way is unsuccessful, the Petrified being is released from the effects of the spell without crumbling. Only the caster can deliver the Killing Blow in such a way, and no other character can deliver the blow. A character that is hit by his own Petrify can choose to crumble at any time before the full hour is up. No other standard game effect will work on a being that is under the effects of a Petrify. This spell is similar to an Imprison with respects to falling and massive mechanical damage, however a Petrified being does not breathe and will not be subject to suffocation.

Tyrran Damage - With a successful delivery of this effect the wielder can deal the stated points of damage to the first extra-planar being struck by it. Against any being that is native to the plane of Tyrra this effect will do nothing except blow the appropriate protectives based on the delivery type.

Gasses - If the caster of an alchemical gas globe receives body damage while performing the verbal, the gas will be destroyed for no effect. The verbal for throwing a gas is an out-of-game statement and the caster need not be able to speak in order to perform it. The throwing of gasses will otherwise follow all of the rules for spell casting. As per the rules of touch casting, alchemical gasses may never be touch-cast.

Holds – Due to the fact that some members have bad knees, we do not require that players drop to their knees during a hold. Instead we ask that all players lower their heads and close their eyes.

Limited Meditate – This skill requires the user to sit quietly for 60 uninterrupted seconds and perform no other actions during that time including speaking, moving significantly, or using *Game Skills*. In addition, a character cannot simultaneously *Concentrate* while *Meditating*, and any packet or weapon strike that hits the meditating character will break *Meditation* whether it affects them or not. Magical protectives will prevent this interruption, but called defenses of any kind will not. The character must be conscious to *Meditate*, but could be paralyzed, webbed, or otherwise incapacitated. At the end of the meditation the meditating character will gain some benefit as described in the specific effect description. *Meditate* is not a *Game Skill*. The following game mechanics are facilitated by this skill:

Regain Spells - all spells successfully defended by the effect *Return Magic* since the last time the user studied or meditated will be returned to the caster's memory. Use of this ability is now required to regain spells which were lost due to *Return Magic*. The caster's spell book must be in his or her hands for the entire duration of the *Meditation* in order to regain spells in this way.

Skills, abilities, and powers other than spells can never be regained via this ability unless specifically noted in the description of that particular ability..

Rest- Certain abilities will require the user to “rest” in order to regain them. Except where noted in the specific description of the ability to be regained, resting will follow the rules outlined in *Limited Meditate*.

Monster Abilities – The following monster abilities have been added:

Burrow – A creature with this ability can burrow into the ground as a three-counted action. While burrowing, the player will cross his arms in front of him in an “X” with his hands pointing to the ground. It is the responsibility of the burrowing player to alert others that he is burrowing, and it should be stated to any new player that comes on the scene. Burrowing is not a Game Skill, and is instead a form of movement. A burrowing character will not be able to use any game skills due to the confines of his situation, and he cannot move faster than a walk. In addition, any onlooker will see the burrowing creature as a lump in the ground. The burrowing character is considered to be directly beneath the player playing his part. All creatures with this ability will have some way to sense and know what is on the surface, thus allowing the player to use his eyes freely while “underground.” While burrowing, the character cannot communicate with others on the surface, and no game effect except *Release* can successfully target a burrowing creature. A creature that is burrowing who is hit with a *Release* will be forced to immediately surface on a three-count. Any creature that is burrowing by means of this skill can flee the encounter while “underground” by performing an additional three-counted action to do so. Creatures that flee as such will lose their current reset as if they had been destroyed. This form of movement can only be used in open areas of ground, and it will be impossible for a creature to burrow through wooded areas, under buildings, under bodies of water, etc. A Burrowing creature can never drag or carry another being with it while burrowing. Burrowing is not a *Game Skill*, and is instead a form of movement. As such, the burrowing character can use game skills that allow movement while he is under ground. The burrowing being cannot affect anyone above ground while burrowing however, and other burrowing creatures can only be targeted by Touch Casting.

Fly – A creature with this ability can fly as a three-counted action. While flying, the player will wave one of his arms above his head in a circular motion, pointing to the sky. It is the responsibility of the flying player to alert others that he is flying, and it should be stated to any new player that comes on the scene. Flying is not a Game Skill, and is instead a form of movement. As such, the flying character can use game skills that allow movement while he is airborne. The flying being cannot affect anyone on the ground while flying however, and only other flying creatures can be targeted. Any onlooker will see the flying creature directly above the player playing his part. Beings on the ground can target a flying creature with ranged weapons and/or packet attacks if they have use of an *Endow* or *Superhuman Strength* of some kind. The attacking player must stand ten feet or farther away from the target while making such an attack, and any spell and/or other ranged attack will affect the target accordingly. An *Endow* will allow a single such attack each, while a creature with *Superhuman Strength* will be able to launch such attacks at will. Any creature that is flying by means of this skill can flee the encounter while “airborne” by performing an additional three-counted action to do so. Creatures that flee as such will lose their current reset as if they had been destroyed. Larger creatures take longer to get off of the ground and land than their smaller counterparts, and as such the counts to take-off, land, and flee for creatures is equal to two plus one for each NPC repping the creature. For example, if a winged frost drake has five NPCs as part of its phys rep, it will take the creature a seven count to take-off, land, and/or flee. Flying creatures cannot carry another being unless there are at least twice as many players repping the character as the one carried. For example, a creature that has four NPCs repping it could carry two PCs or a single creature that is repped by two players. Flying beings repped by a single player cannot carry another player as a result.

Water Ability – This skill allows a creature to breathe and move freely while under water. All penalties and restrictions with regards to Drowning, Movement, and Speech in the Under Water Rules

outlined below are nullified by this ability. This is not a game skill, but is instead a form of movement.

Monster Poison Attacks – Monster poison attacks at NERO Ohio and NERO West Virginia will not be delivered with orange packets as listed in the Core Rule Book. Orange packets are physical representations for alchemical gas globes and cannot be used for any other purpose.

National Playtests – We are play-testing the following nationally approved packages during the 2010 calendar year:

Additional Spells (Volume 1)
Additional Spells (Volume 2) – except for the spell *Mystic Lock*
Archery Aura
Armor Suite
Base 5 Alchemy/Harmonics
Base 5 Damage/Healing
Blade Fury
Carrier Attacks
Critical Parry Modification
Critical Slay/Assassinate Modification
Damage Types
Dexterity Armor
Formal Cantrips
Formal Magic Logistics
Magic Item Slots
Magic Skills
Master Craftsmen
Modified Detect Magic Spell
New Character Rebuild
New Player Deaths
One-Handed Block
Physical Attacks
Racial Skills
Resurrection Modification*
Return <type>
Smithing
Spell Crossover
Staff Thrust
Stop Thrust

*All resurrecting characters will be issued a new battle board.

Resurrection Logistics - All resurrecting characters will now return to the NPC Shack before going back into game. While at the shack the character will have the death recorded on his sheet, and will draw from the bag of chance if necessary. Only after reporting to the shack and having successfully drawn will a character be allowed to go into town to resurrect, at which time the character will be required to role-play the resurrection as per the rules. Characters that do not need to draw still need to report to the shack in order to have the death recorded by a staff and/or plot person. In the case of a field resurrection, the draw must be marshaled in the field, and the character is still required to report the resurrection to the NPC Shack at his earliest convenience.

Returning Players – We recognize that players who have taken time off from our game for various reasons are hindered in their ability to return to the game after a long period of time by the loss of tagged items. This policy is to aid these players who would like to return to the game. To be eligible for this aid, the player must have not played at a NERO International event (this includes both PCing and NPCing) for at least one year. If we have made rules revisions that have allowed all chapter characters to rewrite since

they have last played, then the returning player must rewrite at their first event back. **NOTE: This policy can be used only once ever.**

Benefits of this policy are as follows:

- The returning player will receive a number of formal magic spell levels equal to ½ their primary character's experience level. These levels of formal can be spent on portable items or spirit effects only, and cannot be spent for Wards, Spirit Forges, Obliterates, Dreamvisions, or any other type of spell that does not have a lasting effect on a spirit, body, or item. All formal spell levels granted in this way will be LCO and expire in 6 months. These levels, although based on the experience level of the player's primary character, can be used for item, body, or spirit effects owned by any of the characters that the player sees fit. These must all be assigned at the first event and cannot be changed at a later time.
- If the returning player's character has production skills after they rewrite, they will be able to produce their full amount of production at no copper cost.
- In addition to the full allotment of production points, the returning player will receive an amount of generic production points equal to 4 times the experience level of the player's primary (highest level) character that can be spent to purchase any type of production item that the player wishes at logistics. An item purchased with these generic points will not require copper to be paid, and the character will not need to have any ability with production point skills in order to obtain any item he wants, so long as he has enough points to create the item. This is a courtesy to players who have not played for a long while and wish to return, and the items/generic production points awarded by this policy cannot be "saved up" or otherwise gained at any point after the first event in which the player returns to the game. All non-formal items acquired in this way will be Unrestricted in nature and will come out of the treasure disbursement for the weekend

Scribing Spells/Recipes – We do not allow the scribing of individual spells/recipes, and all spell books and alchemy books at NERO Ohio and NERO West Virginia are now full. Copying a spell book or a recipe book will cost the copier 1 gold piece. Creating a new book from scratch requires access to a Laboratory as well as the correct amount of skill. In order to copy or create a recipe book, the character must have at least some skill in Alchemy, while the copying and/or creation of a spell book requires the character to have at least some ability with spells in the school to be copied. A single character can make multiple copies from the same book during logistics, but only one character can ever use the same book for copying, memorization, and/or item creation in the same game day. Anyone can tell the nature of a book at a glance, but characters without the required skills will be unable to use the books for their intended purpose.

Starting Equipment – New characters will start the game with 3 silver pieces or enough copper to make all of their production for the entire event, whichever total is higher. In addition, they will start with tags for all weapons and armor that they can use, and that they have approved phys reps for. This will be limited to two of each type of weapon, except in the case of ranged weapons. Up to four tags for ranged weapons will be given out, but the player must have proper reps for each. A starting archer with a proper quiver phys rep will begin the game with two Quiver tags. Only one armor tag shall be given out in this way per character, regardless of the phys reps provided. All weapons and armor received by a starting character will be normal in nature, and Unrestricted in transferability.

Traveling Players - Any WAR player traveling to another NERO International Chapter and attending a NERO International sanctioned event must request their character sheet no later than the Wednesday before an event. Please e-mail your request to records@warweb.org stating which character (if applicable) is needed, and the chapter you will be attending. A copy of your character sheet will then be emailed to that particular chapter and copied to the requesting player's e-mail address as well. Be sure to print out that character sheet for your records in case something would happen and the chapter would not receive your e-mail.

After you have attended the event, please print out the Traveling Player Form (see the end of this document) and have it signed by the chapter owner. Once this is signed, please present the signed sheet at the next WAR event you attend, and your character sheet will be updated at that time.

If there are any questions, please e-mail us at war@warweb.org

Tying of Hands - Due to insurance limitations, the actual tying of hands and/or legs in order to immobilize another player is no longer acceptable. All tying will now be done as phys rep tying. When phys rep tying, the player doing the tying must provide material that is long and strong enough to hold the individual, but no actual tying is required. While phys rep tying a person the player performing the tying should perform an uninterrupted 60-second count.

Under Water Rules – The following restrictions will apply when under water. Creatures with *Water Ability* will have no restrictions with regards to Drowning, Movement, and Speech, and can function normally under water with respect to these areas.

Damage – All melee weapon damage is halved except for that delivered by a spear. Thrown Weapons are useless, and they deal no damage. Damage from a bow is halved, while that from a crossbow is unaffected. This does not include the natural weaponry of under water creatures, such as bite, sting, or horn attacks.

Drowning – Air breathing creatures cannot breathe under water. As such, each can only hold their breath for a maximum of 60-seconds. At the end of this 60-seconds, the target will lose consciousness and will immediately begin Dying (at -1 body point). Similarly, any air-breathing character that loses consciousness for any other reason while under water (i.e. has been waylaid, falls to 0 body points, etc.) will immediately begin Dying. No healing will work on an air-breathing character that has lost consciousness under water, and the target must be removed from the water first.

Gasses – Alchemical gas globes are absolutely useless in an under water setting.

Movement – Characters wearing a suit of physical armor of value 4 or less can swim, while those wearing a suit of 5 points or higher can only walk through the water. Swimming is a skill that is considered known to all adventurers, unless the player chooses to have his character unable to do so.

Swimming can only be of assistance to you in a marshaled situation, and in all cases it involves moving vertically within the game environment. Whether swimming or moving along the bottom, a character in mid-thigh or deeper water can never move faster than a walk.

Speech – Air-breathing beings cannot speak intelligibly while under water. This factor will inhibit all forms of speech, including spell casting. It is for this reason that characters can make noise while in an underwater setting, but they cannot speak words of any kind.

Workshops – Workshops cannot be purchased by individuals, and access to extra production is offered through the guild structure and Estate System.

WAR Traveling Player Form

Chapter Attended: _____

Event Date: _____

Circle One: PC NPC Number of days: _____

Requesting Max Out (Circle One)? YES NO

Gold Turned In: _____ copper pieces Deaths Taken: _____

Formal Magic Cast on Spirit and Transferability: _____

Clean Up Signature: _____

Chapter Representative (please print): _____

Chapter Representative Signature: _____