



NERO LARP 9th Edition Errata

Ver. 2

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Rulebook Errata

Tables vs. Text

Any discrepancy between the text and tables in the rulebooks should refer to the text as the correct ruling.

Assassinate / Dodge

On page 34 replace:

"Every fourth Assassinate a character has deals 200 damage instead of the normal 100. No PC may augment this number by any means."

With:

"Every fourth Assassinate a character has per hand deals 200 damage instead of the normal 100. No PC may augment this number by any means."

Backstab

On page 34 replace:

"The skill can be bought multiple times and the effects are cumulative. This skill can be used with any weapon with which the character has the skill."

With:

"The skill can be bought multiple times and the effects are cumulative. Backstabs from both hands have a cumulative effect for the purposes of determining damage with a two-handed weapon. This skill can be used with any weapon with which the character has the skill."

Critical Slay / Parry

On page 35 replace:

"Every fourth Slay a character has deals 200 damage instead of the normal 100. No PC may augment this number by any means."

With:

"Every fourth Slay a character has per hand deals 200 damage instead of the normal 100. No PC may augment this number by any means."

Master Proficiency

Add the following at the end of the second paragraph of the entry for Master Proficiency on page 40:

"Master Proficiencies from both hands have a cumulative effect for the purposes of determining damage with a two-handed weapon."

Shield

On page 41 replace the sentence:

"You cannot hold or carry any in game items in the hand and/or arm being used to hold a shield or weapon."

With:

"You cannot hold or carry any additional physical item(s) in the hand and/or arm being used to hold a shield or weapon, whether tagged or not, with the exception of spell packets."

Rapid Refit

On Page 42 under Special Ability: Rapid refit: The following sentence should be added to the end of the paragraph:

"This skill only works on actual physical armor."

Focus

Add the following on page 46 under the Spell Disruption heading:

"There are two ways to prevent a spell that you're casting from being disrupted.

The most common method is by wearing armor and protective spells such as Shield, Bless, Eldritch Shield and Eldritch Bless. An attack must deal damage to your body points in order to disrupt a spell, so if your collective armor and protective points absorb the damage then the spell is still completed. To indicate this, you must call, "Armor," immediately after completing the verbal that would have been disrupted.

The other method to prevent disruption is the focus special ability (see page 92.) To indicate that you used focus, you must call, "Focus," immediately after completing the verbal that would have been disrupted."

Target Specific and Sub-Targets

Add the following after the second sentence of the entry for Target Specific on page 47:

"If right or left is not specified for a Wither Limb, the target may specify either un-withered limb. If the target possesses multiple destructible items that fit the criteria of a Shatter or Destroy's sub-target, they may choose which item to affect. A player may never choose an already Withered

Limb as the sub-target of a wither limb effect, and may never choose an indestructible object as the sub-target of a Shatter or Destroy effect, even if a sub-target is specified by the attacker."

Formal Magic Marshal/Caster Preparation Section G

On page 58 the following replaces section "G" in the rulebook:

"G. The formal magic automatically backlashes under the following conditions:

- If any caster is disrupted per Spell Disruption. Focus will not prevent the disruption of formal magic.
- If any caster does not meet the requirements to cast spells per Casting Spells. Hands can be holding appropriate items for casting Formal Magic in lieu of a packet unless otherwise required by the formal magic scroll.
- If any caster is not in a position from which they could see the formal magic scroll even if they are not currently looking at it.
- If any caster uses any other game skill other than those required by the formal magic scroll, Read/Write, Wear Extra Armor, or Dexterity Armor.
- If any caster ceases casting the formal magic; voluntarily or involuntarily.
- The formal magic components, formal magic scroll, or any target is damaged (Shattered, Destroyed, Explosive Trap, numerical damage), destroyed, dies, becomes unusable, or leaves the fishtail circle. Anything that leaves the circle is always affected by the backlash as if it were still inside the circle."

Cantrips (General)

On page 59 the following should be added to the end of the second paragraph under Cantrips Overview:

"Cantrips are a type of formal magic."

Charm Effects

Higher value charm effects do not make you immune to lower value charm effects. A command/effect from a higher value charm effect will override the command/effect of the lower value charm effect until that order is completed or changed and there is no longer a conflict.

On page 64 under table 5-6 it should now read: "* Charm effects are overridden by newly cast charm effects and the highest value charm effect command/effect overrides lower value charm effects commands/effects if there is a conflict."

Throughout the book this sentence: "The most recent Control Undead, Vampire Charm or Enslavement effect will take precedent if there is a conflict. See Table 5-6 on page 64." should now read: "The highest value charm effect command/effect will take precedent if there is a conflict. See Table 5-6 on page 64."

There are some other lines throughout the book that might contradict the above, they are to be disregarded and the spirit of the above ruling should be upheld.

Displacement

On page 73 replace the sentence:

"This spell grants the caster, and only the caster, a shield against the first effect that hits them."

With:

"This spell grants the caster, and only the caster, a shield against the first weapon or packet delivered effect that hits them."

Add the following at the end of the entry for Displacement on page 73:

"In all other ways, this spell works exactly like the ability Phase, which is described in further detail on page 93."

Delivery Methods

Add the following entry under Delivery Methods on page 87:

"Area Effect

This delivery method is used only for traps and hazards or environmental effects. An in-game PC or NPC may not use area effect as a delivery method for attacks or abilities. Area effects are usually announced by an out-of-game player wearing a white headband (typically the staff member who is monitoring the encounter.) An active NPC may call area effects, but this should only be done if an out-of-game encounter marshal is not available. Area effects are blocked by any defense that would work against the attack's effect or type except for Displacement, Parry, Dodge and Phase.

By default, a hazard or environment area effect hits everyone who hears the verbal. The event staff may specify other uses of area effects that have more specific targets or trigger conditions. If so, the call is the same but person announcing the effect must indicate the target first.

The verbal call for an area effect that delivers elemental, physical or poison damage is "Area Effect <number> <effect type> <damage type>."

For example: The adventurers travel to the Elemental Plane of Fire. Every 60 seconds, an encounter marshal in a white headband calls, "Area Effect 10 Elemental Flame."

The verbal call for a hazard or environmental effect that delivers a spell or status effect is, "Area Effect <effect type> <effect name> <target> <spell damage/healing number>."

Example 1: The adventurers find a large stone obelisk. When Arthur the Brave reaches out and touches it, he is shocked by a torrent of arcane electricity. The encounter marshal says, "Arthur - Area Effect Arcane Lightning Storm 30."

Example 2: The adventurers are traveling through a corrupted forest. Pools of necromantic corruption are represented by sheets of black plastic. The group is pushed back onto a sheet while fighting. The encounter marshal calls, "Everyone standing on a black tarp - Area Effect Magic Wither Limb Leg."

The event staff must declare the presence of any area effect with special targets or conditions before the encounter. The announcement for such effects can be broad enough so that it doesn't explain how to defeat the challenge. Not all of the announced conditions actually need to be present on the encounter, so that the players don't know exactly what to expect. The purpose of the announcement is so they know that they might be hit by game effects outside of the normal parameters of weapon and packet combat.

An appropriate announcement would be, "Stepping in certain areas, touching certain objects, performing certain specific actions, possessing specific marks or having specific transformation affinities might trigger area effects on this encounter. If the encounter marshal indicates a specific player or players, only those indicated will take the effect. If no player is indicated beforehand, everyone who hears the call is affected as normal." "

Damage Amount

Add the following at the end of the entry for Damage Amount on page 87:

"This value can be from 0 to the maximum value per the character or creature based on skills and the weapon it is wielding."

Calling Weapon Damage

On page 87 under Damage Amount add:

"Weapon damage can be decreased by the player voluntarily by any amount down to 0 regardless of active spells, effects or skills."

Negating Effects and Carrier Attacks

Remove the last paragraph under the entry for Negating Effects on page 89 and replace it with the following:

"Attacks with a sub-target or option that do not find a valid sub-target are not considered negated. The call is "Got it," and the victim still takes damage in the case of a weapon blow with a carrier attack.

For example: A fighter wielding an indestructible shield is hit by "10 Normal Shatter Shield." He must call "Got it," and take the damage, even though he does not have a destructible shield for the shatter effect."

This is to clarify that defenses from spells, magic items and other sources block the entire attack, not only skills and natural abilities as the original text somewhat indicates.

Gaseous Form

Add the following at the end of the entry for Gaseous Form on page 92:

"No in-game skills can be used while in gaseous form other than the ability to solidify yourself."

Vampire Charm

Add the following at the end of the entry for Vampire Charm on page 92:

"The call for using the gaze form of vampire charm is "vampire charm gaze." This is an out-of-game call that may be used while *silenced*, but anyone who hears the call can recognize that the ability was used. No other effect may be delivered by gaze. Magical protectives, such as Imprison, Ward or Circle of Power, will not stop a gaze attack."

Phase

Add the following after the first sentence of the entry for Phase on page 93:

“Like the Dodge, Phase does not protect against traps (except weapon traps) or Killing Blows.”

Traps

On page 96 under the heading “Weapon Traps” change the following:

“These traps cost 1 Production Level per 2 points of damage with a minimum damage of 2 and a maximum damage of 40.”

With:

“These traps cost 1 Production Level per 10 points of damage with a minimum damage of 10 and a maximum damage of 40.”

On page 96 under the heading “Massive Mechanical Traps” change the following:

“These cost 1 Production Level per 4 points of damage with a minimum damage of 16 and a maximum damage of 80.”

With:

“These cost 1 Production Level per 10 points of damage with a minimum damage of 20 and a maximum damage of 80.”

On page 96 under the heading “Fire and Acid Traps” change the following:

“These cost 1 Production Level per 3 points of damage with a minimum damage of 12 and a maximum damage of 60.”

With:

“These cost 1 Production Level per 10 points of damage with a minimum damage of 10 and a maximum damage of 60.”

On page 97 under the heading “Explosive Traps” change the following:

“To make these traps costs 1 Production Level per 2 points of damage with a minimum damage of 30, and a maximum damage of 60.”

With:

“To make these traps costs 1 Production Level per 5 points of damage with a minimum damage of 30, and a maximum damage of 60.”

Quiver

Change the capacity for quivers listed on page 104 to 30. The listings on pages 109 and 110 are correct.

Throwing Dagger Length

Table 7-7 on page 109 of the rulebook is incorrect for minimum throwing dagger length. It should be 6 instead of 12 inches.

Applying Contact Poisons

Remove the following sentence from the entry for Alchemy on page 115: "To apply other poisons you need one level of Alchemy." The entry for "Handle Poison" on page 33 is correct.

Weakness

Change the duration of the weakness effect to "Indefinite" on page 118.

Formal Magic and Cantrip Errata

Destroy Magic by Packet or Weapon Attack

The correct verbal call for using the destroy magic formal magic effect as a packet attack or weapon strike is, "<delivery type> Destroy <school> Magic <target>". Unlike other non-spell attacks with a subtarget, this attack must include a sub-target. Since the distinction between the lesser and greater versions of destroy magic applies only to how the effect is used when cast as a formal magic spell, they are not needed when used as a packet or weapon attack.

For example:

"Arcane Destroy Celestial Magic Sword"

"Magic Destroy Earth Magic Spirit"

"Spell Strike Destroy Celestial Magic Ward"

Flaws and Backlash Effects

The following should be added as the last sentence for the paragraph on p.9. "Flaws and backlashes cannot be negated with protectives."

Formal Magic Marshal/Caster Preparation Section G

On page 11 the following replaces section "G" in the rulebook:

"G. The formal magic automatically backlashes under the following conditions:

- If any caster is disrupted per Spell Disruption. Focus will not prevent the disruption of formal magic.
- If any caster does not meet the requirements to cast spells per Casting Spells. Hands can be holding appropriate items for casting Formal Magic in lieu of a packet unless otherwise required by the formal magic scroll.
- If any caster is not in a position from which they could see the formal magic scroll even if they are not currently looking at it.
- If any caster uses any other game skill other than those required by the formal magic scroll, Read/Write, Wear Extra Armor, or Dexterity Armor.
- If any caster ceases casting the formal magic; voluntarily or involuntarily.
- The formal magic components, formal magic scroll, or any target is damaged (Shattered, Destroyed, Explosive Trap, numerical damage), destroyed, dies, becomes unusable, or

leaves the fishtail circle. Anything that leaves the circle is always affected by the backlash as if it were still inside the circle.”

Formal Scrolls (table corrections)

Make the following changes to the table on pages 13-15

- *Bane* is scroll-specific
- *Change race* is earth only
- *Cloak* is scroll-specific
- *Create minor undead* is earth only
- All of the *create golem* scrolls are celestial only
- *Destroy magic, lesser* is both celestial and earth
- *Magic aura* is celestial only

Cloak and Bane

For each Bane, Minor (page 24), Bane (page 25), Cloak, Minor (page 27) and Cloak (page 27) scroll replace:

“Protects from any effect that, if cast normally,”

With

“Protects from any effect that, regardless of delivery type if normally cast as a spell,”

Identify

On page 41 of the Formal Magic Rules, in the entry for Identify, add the following to the "Targets" field:

“Ward, Circle of Power, Glyph, Mystic Lock”

Also add the following sentence to the end of the main description:

“If cast upon a Ward, Circle of Power, Glyph or Mystic Lock, the caster is informed of the exact effect name, school and expiration date of the barrier, as well as the names of any invested characters. In the case of a glyph, the caster also knows which spell it holds.”

The Lore cantrip is unchanged.

Vengeance

On page 54 add the following to the text of Vengeance before the last sentence:

“Multiple castings of the vengeance formal magic spell may not exist on a single target.”

Also change the following:

“The amount of damage inflicted is equal to ten points per level of formal magic ability possessed by the caster in the appropriate school.”

With:

“The amount of damage inflicted is 200 points; if the recipient is damaged by it.”

Cantrips (General)

On page 57 the following should be added to the second paragraph on the page:

“Cantrips are a type of formal magic.”

Cantrips (table corrections)

Make the following changes to the table on page 60

- *Carrier immunity* is both celestial and earth
- *Healer's grace* is earth only
- *Riders on the wind* is earth only

Healing Pool

Change the incantation for healing pool on page 66 to “By the earth I create a healing pool.”

Racial Skills Playtest

Racial Weapons

The racial weapon mastery will no longer compile all Weapon Proficiencies/Critical Slays/Backstabs/Assassinates. Racial weapon mastery will instead treat all Weapon Proficiencies/Critical Slay/Parries as if they are Master Proficiencies/Master Critical Slay/Parries (including handedness) for the specific type of racial weapon. Backstabs and Assassinates will work as described in the rulebook and any rules clarifications.

Starting on page 6 of the playtest document replace each instance of:

“characters with this skill may apply all weapon proficiencies and slays that they have”

With

“characters with this skill may apply all weapon proficiencies and slays/parries that they have as if they are master weapon proficiencies and master slays/parries versions”