

The NERO® Weapon Strike Play test

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(Steven Forsberg and the NERO player community)

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This play-test is intended to provide combatants in the NERO International Rules System a more diverse set of skills to choose from. Every attempt has been made to simplify this system. New calls were only added after determining that having them was the best option.

All Weapon Strikes must be purchased in a Pyramid fashion; there is no limitation on the number of weapon strikes able to be purchased in this fashion.

Weapon Strike Tree

Fighting Skills	F	R	S	T	Prerequisites
Disarm / Counter	3	4	8	4	+2 Prof / +4 Backstab & Weapon Skill
Weakness / Counter	4	5	9	5	Disarm 2, +3 Prof / +6 Backstab
Shatter / Counter	5	6	10	6	Weakness 2, +4 Prof / +8 Backstab
Silence / Counter	6	7	11	7	Shatter 2, +5 Proficiency / +10 backstab
Sleep / Counter	7	8	12	8	Silence 2, +6 Proficiency / +12 backstab
Wither Limb /Counter	8	9	13	9	Sleep 2, +7 Prof / +14 Backstab
Death / Counter	9	10	14	10	Wither Limb 2, +8 Prof / +16 Backstab

Weapon Strike Information

Weapon Strike Incantation:

The caster must recite the phrase associated with the weapon strike in a voice loud enough to be heard by the intended target. The User of the weapon strike has 2 seconds after finishing the verbal to hit a Legal Striking location on the target's body. Like all weapon blows, the entire verbal must be stated and fully completed before each weapon swing.

Weapon Strike Delivery

All weapon strikes follow this structure for delivery:

Weapon Strike <Damage type><Effect><Options>
(Selected item or limb –If the weapon strike targets it).

Damage types (<Dmg Type>) are the type of damage delivered by the weapon strike, usually falling into three categories: normal, silver and magic. Elemental aura, elemental blade, enchanted blade and flame blade can be used to modify the damage type, but do not add any damage to the call. Any damage type a player or creature could normal swing with their weapon can be applied to the weapon strike damage type.

Example 1: Anyone with a magic weapon or an enchanted blade would call “Weapon Strike Magic <effect><option>”.

Example 2: Anyone with a normal Ice aura weapon would call “Weapon Strike Ice <effect><option>”.

A creature must be affected by the damage type of the Weapon Strike in order to take effect from the blow. A creature immune to the normal damage type will NOT take effect from a “Weapon Strike Normal Sleep” even if they are not immune to sleep.

Weapon Strike Duration

These Weapon strikes allow the recipient to do the desired weapon strike effect for one swing. The blow is used up whether the Strike is successful or not.

Legal Targets

Legal Targets include the entire body except the head, neck, and groin.

A player observed to be hitting restricted areas repeatedly is subject to disciplinary action. You may not intentionally block a hit with an illegal target.

–Page 75 Nero 8.0 rule book

Landing Weapon Strikes

When you strike an opponent, and it's not a large melee, they will acknowledge whether the blow landed successfully or not by calling “Hit” and then calling a defense against the attack if it is applicable.

Calling hits against yourself is strongly encouraged by saying “hit” or “Ouch” acknowledging which hit you are accepting and which ones you feel you blocked will help curb the anger from your opponent. In large melees this is not always possible as there are too many swings coming at you and too much confusion, but in any case, this should always be attempted to assure fair playing by all

–Page 77 NERO Core rule book, Calling hits

The Key to the NERO combat system working is to fight with out of game honor, even if your character has no honor in-game. If you don't count hits on yourself, soon your opponent will stop counting his or her own hits as well. It's a self correcting system. Give your opponent his or her due and die gracefully.

–Page 75 NERO Core Rule book

Defending Against Weapon Strikes

In addition to being blocked, Weapon strikes can be defended by spell defenses and weapon defenses.

Valid Defenses:

- Weapon Strikes can be defended by the following skills and spells: Dodge, Parry, Phase, Magic Armor, Displacement, Counter, Cloak, <Effect> Shield, Bane, Resist <Effect>, Return and No Effect.

Removing Weapon Strike Effects:

- Weapon strikes act, and have the same duration as the spell version of the same name. Weapon strike effects may be removed when applicable by the appropriate specific spell. Dispel magic, or destroy formal magic will not remove effects of weapon strikes.
- **Shatter:** Items that are Shatter Resistant will resist this effect. This will use up one of the resist shatters on the targeted item. In addition, rendered indestructible will also stop this effect.
- **Awaken:** This spell will remove the silence and sleep weapon strike effects.
- **Restore Limb:** this spell will remove the weapon Strike wither effect

Counter Strike Skill

Each weapon strike comes with the Counter skill. This skill will defend against any weapon strike skill of the same level or lower. Once a counter is used, the weapon strike skill attached to it is also used. This functions in the same fashion as the skills Critical Slay/Parry and Assassinate Dodge.

Example 1 Chrio has 3 weapon strike Disarms and 1 weapon strike Weakness. Chrio is hit with a weapon strike Disarm. To defend against it, Chrio could use one of his weapon strike disarm Counter skills, but he decides to save those for later and elects to use his Weapon Strike Weakness counter skill instead.

Disarms can only counter other Disarms

Weakness can counter Weakness and Disarm

Shatters can counter Shatter, Weakness and Disarms

Silence can counter Silence and all the levels below

Wither can counter Wither and all the levels below

Death can counter any weapon strike

Parry/ Dodge

Parry and Dodge function normally vs. Weapon strikes.

Stacking Weapon Strikes

Weapon strikes do not ever stack with other skills or abilities. Hence, you cannot ever use Weapon Strike Disarm <Long sword> with a critical slay, "Weapon Strike Weakness 54 slay" or similar skills.

Ranged Weapons

In order to keep the system simple, all ranged weapons may be used with weapon strikes. In the case of archery, the user must deliver the weapon strike with the projectile.

Undead and No Metabolism

Weapon strikes will only affect creatures that would otherwise be affected by that specific effect. Weapon strike Death, Wither and Sleep will have no effect on undead.

Meditate:

If your chapter is participating in this playtest, weapon strikes that miss a legal target may be regained through the use of Meditate.

Inspire

If your chapter is participating in this playtest, weapon strikes may be regained through the use of Inspire.

Return

If your chapter is participating in this playtest, weapon strikes may be regained through the use of Return.

Purchasing Weapon Strikes:

Weapon Strikes are purchased after obtaining the prerequisite Weapon Proficiencies or Backstab skills (Master Proficiencies count as Weapon Proficiencies). Weapon Strikes are then purchased in the same pyramid fashion as spells. Once you have purchased 4 of a particular Weapon Strike, you do not need to purchase any more. Weapon Strikes have the same hand/weapon restrictions as your Weapon Proficiencies or Backstabs. You may only buy 1 pyramid in each hand.

You must buy weapon strike slots in a proportional pyramid fashion. If you wish to buy a weapon strike slot of a particular level, then you must have two weapon strikes on the level below it.

In other words you must have a minimum of one weapon strike slot difference between any adjoining levels and a maximum of two weapon strike slots difference. If you wish to buy your first Weakness weapon strike skill, you must have at least two Disarm weapon strike skills already. You cannot have three Disarm weapon strikes before you purchase your first Weakness weapon strike.

Imagine the pyramid as needing the proper support to prevent it from collapsing from being top heavy.

Once you have purchased four weapon strike slots of any particular level, then you need not buy any additional weapon strike slots of that level to complete the pyramid. Imagine the pyramid being an obelisk with a broad support and a pointed top (like the Washington monument)

-Adopted from the NERO Core Rulebook, Page 25

There is No Limit on the number of weapon strikes able to be purchased provided they follow the pyramid purchase fashion.

Example: You may not buy Weapon Strike Disarm until you have your first Weapon Proficiency. You then must purchase 2 Weapon Strike Disarms before you can buy your Weapon Strike Weakness. You will need a +3 Weapon Proficiency and 2 Weapon Strike Disarms, before you can purchase 1 Weapon Strike Weakness skill. You would then have to buy a 3rd Weapon Strike Disarm skill before buying a 2nd Weapon Strike Weakness skill.

You have a +3 Weapon Prof. for right hand long sword, and +2 Master Prof. for the right hand. You can use your Weapon Strikes up to Silence with a long sword, but only up to Weakness with any other weapon.

Off Hand Weapon Strike Costs:

Weapon strikes have the same cost for off-hand use. You must meet the skill prerequisites in your off-hand in order to buy a weapon strike in your off-hand.

Carrier Attacks:

Weapon Strikes may not include carrier attacks, only damage types. A creature that swings "Normal Paralysis" would call "Weapon Strike Normal <effect>option".

Disarm

Skill Cost: F 3 / R 4 / S 8 / T 4

Requirements: +2 proficiency or +4 Backstab

Description This skill enables the character to deliver an attack that will cause an opponent to drop any hand-held item. This attack is usable against one opponent for each time that the skill is bought. The 5-second count does not start until the item is dropped. Any damage dealt to the item after it is disarmed but before it is actually dropped is applied as successful damage to the character. This 5-second time period cannot be shortened by any means.

Call: *Weapon Strike <Dmg Type> Disarm <Item>*

Removed by: *N/A*

Duration: *As per the spell*

Weakness

Skill Cost: F 4 / R 5 / S 9 / T 5

Requirements: +3 proficiency or +6 Backstab and Disarm 2

Description This skill enables the character to deliver an attack that will cause an opponent to do 4 less damage with every swing (minimum damage being 0) This weapon strike does not actually affect a creature's strength. This effect lasts 10 minutes.

Call: *Weapon Strike <Dmg Type> Weakness*

Removed By: *Remove Weakness*

Duration: *10 minutes*

Shatter

Skill Cost: F 5 / R 6 / S 10 / T 6

Requirements: +4 proficiency or +8 Backstab and Weakness 2

Description This skill enables the character to deliver an attack that will cause any object up to the size of a normal shield to become useless and unusable. This attack is usable against one opponent for each time that the skill is bought. The object is instantly rendered unusable and must be discarded. Any damage dealt to the item after it is shattered but before it is actually discarded is applied as successful damage to the character.

Call: *Weapon Strike <Dmg Type> Shatter <Item>*

Removed by: *N/A*

Duration: *As per the spell*

Silence

Skill Cost: F 6 / R 7 / S 11 / T 7

Requirements: +5 proficiency or +10 Backstab and Shatter 2

Description This skill enables the character to deliver an attack that will cause an opponent to become silent, as per the Nero Spell of the same name; Weapon strike Silence is identical to the silence spell. This effect last for 10 minutes.

Call: *Weapon Strike <Dmg Type> Silence*

Removed by: *Awaken*

Duration: *As per the spell*

Sleep

Skill Cost: F 7 / R 8 / S 12 / T 8

Requirements: +6 proficiency or +12 Backstab and Silence 2

Description: This skill enables the character to deliver an attack that Delivers a sleep effect to the character; this attack is supposed to simulate a knock out blow for the purpose of role-playing its effect.

This weapon strike acts in all regards to the spell of the same name and has 10 minute duration.

Call: *Weapon Strike <Dmg Type> Sleep*

Removed by: *Awaken*

Duration: *As per the spell*

Wither Limb

Skill Cost: F 8 / R 9 / S 13 / T 9

Requirements: +7 proficiency or +14 Backstab

Description: In order to use this skill the player must state "Weapon Strike <Dmg type> Wither Limb <Limb>" and successfully strike any legal part of the targets body. Any successful hit on the target will deliver the Wither Limb strike. The user of this skill must specify the limb when the skill is used and may NOT change the target limb during combat. If the limb is not specified, it is the victim's choice which limb is withered. You can have up to four Severed Limb effects upon you at a time. Any damage dealt to the Withered Limb thereafter is still applied as successful damage to the character.

No weapon may be wielded by that limb nor may the limb be used for locomotion or spell casting. Only an arm or leg can be withered. Tentacles or similar appendages are considered arms for this purpose. The head, tongue or any other such organs do not count as limbs.

Call: *Weapon Strike <Dmg Type> Wither limb <Chosen Limb>*

Removed by: *Restore Limb*

Duration: *As per the spell*

Death

Skill Cost: F 9 / R 10 / S 14 / T 10

Requirements: +8 proficiency or +16 Backstab

Description: This skill causes the victim's spirit to flee its body, if it has a metabolism. Any Armor the character was wearing is still intact, but any spells active on the victim will disappear. This weapon strike acts as a *killing blow*, and the only thing that will save the victim is a life spell.

Call: *Weapon Strike <Dmg Type> Death*

Removed by: *Life*

Duration: *As per the spell*