

NERO Transformation Package

This package is to be used within the NERO International Tyrran campaign game setting, and it is intended to be used within participating chapters as written, with no hidden modifications. Chapters must obtain permission from the primary author of this package to use within their campaign. Consistency for the players and between geographically close chapters make sense for not only the players, but the plot teams, owners and others who have a vested interest in expanding and making this game better. This package was written and compiled by Tim Saluga, with ideas submitted by Joe Colucy, Mike Conley, Mike Ennis, Eric Bauer, Stephen Looney and Jay Rhoades. Special thanks to all who tested and gave feedback to make this packet playable and acceptable within the NERO world.

Participating Chapters:

- NERO Cincinnati Cincinnati, Ohio
- North Coast NERO Akron, Ohio
- NERO Northlands Columbus, Ohio
- NERO Metro Detroit Detroit, Michigan
- NERO Piedmont Greensboro, North Carolina

Overview:

This transformation package is written to augment the players' experiences and to give characters a chance to develop and grow beyond the basic NERO skill set. This transformation package is basically an additional set of skill or talents to choose from, to enhance the character that chooses a particular path or chooses to pursue a particular adventuring style or career. When looking over the talent sets and trees, please remember that it will be near impossible for a character to achieve each and every skill set or ability. It is simply another way to customize his or her particular individual character.

The idea behind this is to make the transformation packet as unique to the player as possible – choices and customization are the keys to this packet, and to the individuality of the characters themselves. This is a main reason why there are not many pre-requisites from a skill perspective on many of these transformation skill groups.

All transformation guides stated in the NERO Formal Magic Rules govern this package with regard to basics of transformations.

Transformation Basics:

In the NERO Formal Magic package, there three basic transformations of each school – Knight, Lord and Icon - the Knight being the 7th level transformation of either school, the Lord is the 8th level or the Icon is the 9th level. Each transformation level will have a number of talent points associated with it, based upon the character's level.

A character with a 7th level transformation (Knight) will receive the character's level in transformation talent points (TTP), with a cap of 15 total TTP. An 8th level transformation (Lord) will again receive the character's level in TTP, but the cap is now raised to 30 TTP. A 9th level transformation (Icon) will receive double the character's level in TTP, and there is no effectual cap for TTP for an Icon-level transformation.

These caps will allow for players of all levels and ambitions to utilize this system – from a hardcore combat-intensive player who wants to accumulate as many points as possible, to the casual player who got a transformation to boost his or her abilities a little bit.

Please note that TTP may be re-spent at the casting of an upgraded transformation – or 9th level transformation, whichever is lower. TTP may NOT be re-spent upon reaching

another level. A TTP will be awarded as the character reaches a higher level, if applicable, and may be spent at the next game event that player is at, or banked for use at a later date.

Also, the local plot team can award up to 5 additional TTP per year due to superior roleplaying his or her character's path and/or abilities. Plot can also *remove* up to 5 TTP for failure to roleplay your path, transform and/or abilities as well. In either case, written documentation must be presented and sent to the player with an explanation of why TTP were removed or added. This way, documentation is the key to not playing favorites when assessing these transformations.

Please also recognize that any chapter which participates in this transformation package has the ability to place a cap on the number of TTP that they allow to be spent in their chapter. They may cap spending of TTP at no less than 60 TTP, but they may cap at any number greater than 60. This is an individual chapter decision, and although the package stays the same, the power of a transform may be limited in this way. The individual chapter will be responsible for communicating this decision to their player base through any means that they deem necessary.

From the NERO International Formal Magic System Rules, regarding Transformations:

All *Transform* formal magic is considered dormant. The existence of a Transform is not revealed during a Celestial Identify. At the time of the target's permanent death, the target becomes an NPC at the chapter where the transform was cast. Even after permanent death, certain Transforms can upgrade or weaken the creature as per this handbook. See the individual formal magic scrolls for details. After the permanent death of the target, the formal magic takes effect to permanently transform the target into the specified creature. This may take place immediately, or may take several weeks. The details are left to local NERO Plot. Once transformed into the creature, the *Transform* formal magic is complete. The newly transformed creature will have the currently-active spirit-affecting formal magics as they did before the transformation, except for the *Transform* itself.

Effects exist which may for limited duration invoke the full transformation prior to permanent death. Circumstances which may temporarily invoke the transformation prior to permanent death are determined exclusively by the Plot/Staff of the NERO chapter the transformed being is in. In situations where the transformation takes place prior to the permanent death, the *Transform* is no longer dormant, and can be identified in a Circle of Power. The invocation of the transformation is in most cases not for use during situations where PCs and directly pitted against other PCs. The final determination of this is up to the local chapter. Only one *Transform* may be in effect on any spirit at any one time. A new *Transform* formal magic will replace an old one on a target spirit. This includes Local Chapter Only *Transform* formal magic.

Being an NPC means that the target is completely under the local chapter's direction and there is certainly no guarantee that the local chapter will even let the NPC ever come into game. If local plot chooses to allow the NPC to come into game, there is also no guarantee that the local chapter will allow the character to pursue the goals from its normal lifetime.

Transformation Skill Groups

When a character has received a transformation of a particular school and determined how many TTP they have, the character needs to decide on what skills to spend those precious points. Normally, the character will purchase skills which would round out their character concept.

This transformation packet has various customizable skill groups for a player to choose from. They range from melee-heavy skills, to skills which employ magic skills, to skills which are strictly roleplay in nature.

In looking at these transformation pyramids, please note that if there is no tier level to a particular skill (such as *Hardened Claws*), then the skill can only be purchased once – unless explicitly stated in the skill descriptions. If there is a number associated with the skill, such as *Superhuman Strength I-III*, that skill can only be bought up to that number of times – in this case, three (3) times, unless explicitly stated in the skill description.

Please note that within this Transformation Package there are various *Essences*, which allows the transformed character to take on some characteristics of Undead, Fae or even Lycanthropes. Only one essence can be taken at any given time, and under no circumstances will a character have more than one essence as part of his transformation skill set.

There are 10 Skill Groups in this transformation packet:

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1. Melee Skill Group (Both Celestial and Earth):

Base Requirement: Weapon Skill.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Master Weapon Proficiency +1	7th	2	Weapon Skill
Master Weapon Proficiency +2	7th	2	Master Weapon Proficiency +1
Master Critical Slay/Parry I	7th	3	Master Weapon Proficiency +2
Superhuman Strength +2	7th	3	None
Elemental Aura	7th	6	Weapon Skill
Carrier Attack I	7th	2	Claws
Hardened Claws	7th	5	Claws
Master Weapon Proficiency +3	8th	2	Master Weapon Proficiency +2
Master Weapon Proficiency +4	8th	2	Master Weapon Proficiency +3
Master Critical Slay/Parry II	8th	3	Master Critical Slay/Parry I, Master Weapon Proficiency +4
Superhuman Strength +4	8th	3	Superhuman Strength +2
Carrier Attack II	8th	4	Carrier Attack I
Master Weapon Proficiency +5	9th	2	Master Weapon Proficiency +4
Master Weapon Proficiency +6	9th	2	Master Weapon Proficiency +5
Master Critical Slay/Parry III	9th	3	Master Critical Slay/Parry II, Master Weapon Proficiency +6
Superhuman Strength +6	9th	3	Superhuman Strength +4
Carrier Attack III	9th	5	Carrier Attack II

Skill Descriptions

Master Weapon Proficiency +1 - +6 – as per the NERO 8th Edition Rulebook outlining this skill: “These more expensive proficiencies can be used with any weapon in which a character has the skill. The character still must declare handedness but need not declare weapon type.” You may never buy more than an additional +6 proficiency in transformation.

Master Critical Slay/Parry I-III – as per the NERO 8th Edition Rulebook outlining this skill: “This skill allows the character to perform a *Critical Slay* with any weapon in which the character has the skill. Handedness must still be declared but weapon type is not.” You may never buy more than an additional three slays/parries in transformation. If these three put the character at a multiple of four slays, then one can be used as a Blade Fury, provided the character is using that particular playtest.

Superhuman Strength +2, +4 and +6 – as per the NERO 8th Edition Rulebook outlining this ability: “Any creature with superhuman strength can do more damage with any particular weapon than can a normal human. This bonus damage is split in half if the creature is fighting with any weapon other than a two handed one.”

Elemental Aura – This skill gives the character the ability to invoke an elemental aura around his or her wielded weapon, specifying the hand that the weapon is wielded, in the case of dual-wielding weapons. This skill can be bought twice, in which case both hands will have an elemental aura. The character can invoke this aura only at the time the transform becomes active, and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. For dual-wielding weapons, the elemental auras do not have to be the same. The auras that are able to be called upon for this skill are Fire, Stone, Lightning, Ice, Dream, Reason, Light and Darkness. Note that a character on a particular elemental path is banned from an Elemental Aura except for his or her chosen path, while those characters that are not on a chosen path can choose any elemental aura at the time of transformation. Please note that because Chaos, Order, Life and Death can be used as damage types and not carrier attacks, Ice will be substituted for Death, Lightning will be substituted for Chaos, Fire will be substituted for Life and Stone will be substituted for Order. This is consistent with the NERO 8th edition rulebook.

Carrier Attack I – This skill gives the character the ability to secrete a poisonous coating upon his or her claws, allowing the character to call a carrier attack of either *Weakness Poison*, *Paranoia Poison* or *Hallucinoid Poison* upon a successful hit. As per the NERO 8th Edition Rulebook and errata, the carrier attack will take effect if the creature takes body damage, and is not immune to this effect - also the carrier attack can be dropped and re-activated at anytime as a 5-count action. However, *only one type of poison can be activated per transformation*, and must be picked at the time when the character transforms.

Hardened Claws – This ability hardens the claws of the transformed character to a hard exterior, allowing them to essentially become Body Weaponry. Body Weaponry can be used to block, and the character takes no damage when blocking or getting stuck on these hardened claws.

Carrier Attack II – This skill gives the character the ability to secrete a poisonous coating upon his or her claws, allowing the character to call a carrier attack of either *Vertigo Poison*, *Laugh Poison* or *Nausea Poison* upon a successful hit. As per the NERO 8th Edition Rulebook and errata, the carrier attack will take effect if the creature takes body damage, and is not immune to this effect - also the carrier attack can be dropped and re-activated at anytime as a 5-count action. However, *only one type of poison can be activated per transformation*, and must be picked at the time when the character transforms – the above poisons *replace* the poison choices from *Carrier Attack I*.

Carrier Attack III – This skill gives the character the ability to secrete a poisonous coating upon his or her claws, allowing the character to call a carrier attack of either

Feeblemind Poison, Paralysis Poison or Sleep Poison upon a successful hit. As per the NERO 8th Edition Rulebook and errata, the carrier attack will take effect if the creature takes body damage, and is not immune to this effect - also the carrier attack can be dropped and re-activated at anytime as a 5-count action. However, *only one type of poison can be activated per transformation*, and must be picked at the time when the character transforms – the above poisons *replace* the poison choices from *Carrier Attack II*.

2. Defense Skill Group (Both Celestial and Earth):

Base Requirement: None.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Extra Body I	7th	3	None
Dexterity Armor I	7th	3	Cannot have Natural Armor
Natural Armor I	7th	2	Cannot have Dexterity Armor, does not stack with any other armor
Elemental Defense I	7th	1	Elemental Path Chosen
Resist Battle Magic I	7th	2	None
Escape I	7th	2	None
Body Immunity I	7th	4	None
Extra Body II	8th	4	Extra Body I
Dexterity Armor II	8th	4	Dexterity Armor I
Natural Armor II	8th	2	Natural Armor I
Elemental Defense II	8th	1	Elemental Defense I
Resist Battle Magic II	8th	2	Resist Battle Magic I
Escape II	8th	2	Escape I
Body Immunity II	8th	4	Body Immunity I
Extra Body III	9th	5	Extra Body II
Dexterity Armor III	9th	5	Dexterity Armor II
Natural Armor III	9th	2	Natural Armor II
Elemental Defense III	9th	1	Elemental Defense II
Resist Battle Magic III	9th	2	Resist Battle Magic II
Escape III	9th	3	Escape II
Body Immunity III	9th	5	Body Immunity II

Skill Descriptions

Extra Body I-III – This skill grants the character 20 extra body points for each time this skill is purchased. I = +20 body, II = +40 body and III = +60 body.

Dexterity Armor I-III – This skill grants the character 10 extra dexterity armor points for each time this skill is purchased. I = +10 Dexterity Armor, II = +20 Dexterity Armor and III = +30 Dexterity Armor. This dexterity armor falls under all rules and refit requirements of the Dexterity Armor playtest and must be governed as such. This skill cannot be bought if the character already has any Natural Armor skills. This skill also allows the character to go above the maximum armor for his or her particular class.

Natural Armor I-III – This skill allows the character to toughen his or her skin, thereby gaining the benefits of 10 points of Natural Armor for each time the skill is purchased. I

= +10 Natural Armor, II = +20 Natural Armor and III = +30 Natural Armor. This skill also allows the character to go above the maximum armor for his or her particular class. As per the NERO 8th Edition Rulebook outlining this ability: “Some have a skin that acts like armor. It can be refit in sixty seconds but cannot be breached. It cannot be *Shattered* or *Destroyed* in any way nor can it be salvaged after the creature is killed. Creatures with natural armor can never wear physical armor.” Also, since it can be refit, it can be rapidly refit on a 3-count, if the character has the Smithing skill, and the chapter is using the Smithing Playtest. This skill cannot be bought if the character has any Dexterity armor skills, in or out of transformation.

Elemental Defense I-III – Each time this skill is purchased, the character receives a resistance to the opposite element of his or her chosen path. The combat call is “*Resist <element>*” and the character receives one per transform for each time the skill is purchased. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Elemental Defense I*, six (6) times for *Elemental Defense II*, and unlimited for *Elemental Defense III*.

Resist Battle Magic I-III – Each time this skill is purchased, the character receives a resistance to Battle Magic. The combat call is “*Resist Battle Magic*” and the character receives one per transform for each time the skill is purchased. Battle Magic is defined as any magical spell that is packet-delivered; this includes *Arcane*, *Magic* or *Incant* delivered. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Resist Battle Magic I*, six (6) times for *Resist Battle Magic II*, and unlimited for *Resist Battle Magic III*.

Escape I – This allows the character to escape, on a 3-counted action, any *Pin* or *Bind* effect. This includes physical or magic means. The character will still take 5 body damage from escaping *Pin* effects and 10 body damage from escaping *Bind* effects.

Escape II - This allows the character to escape, on a 3-counted action, any *Pin*, *Bind* or *Web* effects. This includes physical or magic means. The character will still take 5 body damage from escaping *Pin* effects, 10 body damage from escaping *Bind* effects and 20 body damage from *Web* effects.

Escape III - This allows the character to escape, on a 3-counted action, any *Pin*, *Bind*, *Web* or *Confine* effects. This includes physical or magic means. The character will take NO body damage from escaping *Pin* or *Bind* effects, 10 body damage from escaping *Web* effects and 20 body damage escaping from *Confine* effects.

Body Immunity I – Taking this skill begins to perfect the character’s body, making it immune to all normal-based melee attacks. The character must call “No Effect” to all melee attacks with “Normal” in the call.

Body Immunity II – Taking this skill further perfects the character’s body, making it immune to all normal-based and silver-based melee attacks. The character must call “No Effect” to all melee attacks with “Normal” or “Silver” in the call.

Body Immunity III – Taking this skill almost totally perfects the character’s body, making it immune to all normal-based and silver-based melee attacks, as well as all poison-based melee and gas globe attacks. The character must call “No Effect” to all melee attacks with “Normal”, “Silver” or “Poison” in the call, including all poison-based carrier attacks.

3. Magic Skill Group (Both Celestial and Earth):

Base Requirement: 9th Level Spell Slot. School of Transform MUST match the character's primary magic school

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Innate Spellpower I	7th	2	9th Level Spell Slot
Magical Flight I	7th	2	9th Level Spell Slot
Water Breathing I	7th	2	9th Level Spell Slot
Gate I	7th	3	Formal Magic - 1 Level
Cantrip Affinity I	7th	4	Formal Magic - 1 Level
Magic Identification I	7th	2	9th Level Spell Slot
Innate Spellpower II	8th	2	Innate Spellpower I
Magical Flight II	8th	2	Magical Flight I
Water Breathing II	8th	2	Water Breathing I
Gate II	8th	4	Gate I
Innate Casting	8th	4	9th Level Spell Slot
Rift I	8th	4	Gate I
Cantrip Affinity II	8th	4	Cantrip Affinity I
Magic Identification II	8th	2	Magic Identification I
Innate Spellpower III	9th	2	Innate Spellpower II
Magical Flight III	9th	2	Magical Flight II
Water Breathing III	9th	2	Water Breathing II
Gate III	9th	4	Gate II
Rift II	9th	5	Rift I
Cantrip Affinity III	9th	4	Cantrip Affinity II
Magic Identification III	9th	3	Magic Identification II
Formal Magic Channeling	9th	5	Formal Magic - 10 Levels

Skill Descriptions

Innate Spellpower I-III – This skill grants the character 10 extra spell levels for each time this skill is chosen, and these spells are delivered via *Magic* incant. I = +10 levels, II = +20 levels, and III = +30 levels. These spells MUST be chosen at the time the skill is chosen, not at the time when the character transforms. Once these spells are chosen, they are locked in until the character re-ups his/her transform.

Magical Flight I – This skill grants the character the ability to fly 50' off the ground. This flight lasts for 10 minutes, and only the caster can fly. Any damage taken will cause the character in flight to fall to the ground on a 5-count, and the character(s) cannot use any other in-game skill during this count. A character can fly as fast as he or she can run.

Water Breathing I – This skill grants the character the ability to breathe underwater for 1 hour. All other underwater rules apply, as per the local rules addendum.

Gate I – This skill grant the character the ability to *Gate*, as per the monster ability, to another location (on a three-count) which the player can visually see. This ability can only be used once per transformation, and can be used by the caster only. The *Gate* ability is the same as the *Rift* ability outlined in the NERO 8th Edition Rulebook.

Cantrip Affinity I-III – A character which has this skill may add on to their cantrip abilities when transformed. This skill will add 5 effective levels, each time it is purchased, to any cantrip which has a formal level cap requirement. For example, if Illness the Fire Mage has 15 levels of Celestial Formal magic, and he casts the *Element's Fury* cantrip, he can effectively have 250 points of elemental damage, instead of 200, if he has purchased this skill once. There is no upper cap, and can go ABOVE the cantrip limit of 300 points.

Magic Identification I – The character can use an *Arcane Detect Magic* twice per transform when this skill is purchased. This ability is identical to the Detect Magic spell in the 8th Edition Rulebook

Magical Flight II – This skill grants the character the ability to fly 50' off the ground. This flight lasts for 10 minutes, and the caster and one other person can use this ability. The ability to fly, however, cannot be cast upon another person. Any damage taken will cause the character in flight to fall to the ground on a 5-count, and the character(s) cannot use any other in-game skill during this count. A character can fly as fast as he or she can run (along with the passenger), and must stay in constant contact while in flight.

Water Breathing II – This skill grants the character the ability to breathe underwater for 1 hour. The caster can also cast this ability onto up to 6 others, plus him or her. All other underwater rules apply, as per the local rules addendum.

Gate II – This skill grant the character the ability to *Gate*, as per the monster ability, to another location (on a three-count) which the character has actually been to, on the plane that they are currently on. This ability can only be used once per transformation, and can be used by the caster only. The *Gate* ability is the same as the *Rift* ability outlined in the NERO 8th Edition Rulebook.

Innate Casting – This skill allows the character to deliver any spells from his skill set as either *Magic* or *Incant*. Only spells in his skill set are so affected, and spells from items, innate abilities, or similar abilities are unchanged by this power.

Rift I – This skill grant the character the ability to *Rift*, as per the monster ability, to another plane (on a three-count) which the character has actually been to. This ability can only be used once per transformation, and can be used by the caster only. The *Rift* ability outlined in the NERO 8th Edition Rulebook: “Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three counted action.”

Magic Identification II – The character can use either an *Arcane Detect Magic* or *Arcane Portal Identification* four times per transform when this skill is purchased. The Detect Magic ability is identical to the Detect Magic spell in the 8th Edition Rulebook, and the Identify ability is identical to the Lore cantrip, with no components, formal levels or cantrip tome required to cast it. Either ability can be used, but you cannot exceed a total of four times per transformation.

Magical Flight III – This skill grants the character the ability to fly 50' off the ground. This flight lasts for 10 minutes, and the caster and two other people can use this ability. The ability to fly, however, cannot be cast upon another person. Any damage taken will cause the character in flight to fall to the ground on a 5-count, and the character(s) cannot

use any other in-game skill during this count. A character can fly as fast as he or she can run (along with the passenger), and must stay in constant contact while in flight.

Water Breathing III – This skill grants the character the ability to breathe underwater for 1 hour. The caster can also cast this ability onto up to 12 others, plus him or her. All other underwater rules apply, as per the local rules addendum.

Gate III – This skill grant the character the ability to *Gate*, as per the monster ability, to another location (on a three-count) which the character has actually been to, on the plane that they are currently on. This ability can only be used once per transformation, and can be used by the caster and one other person. The *Gate* ability is the same as the *Rift* ability outlined in the NERO 8th Edition Rulebook.

Rift II – This skill grant the character the ability to *Rift*, as per the monster ability, to another plane (on a three-count) which the character has actually been to. This ability can only be used once per transformation, and can be used by the caster and one other person. The *Rift* ability outlined in the NERO 8th Edition Rulebook: “Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three counted action.”

Magic Identification III – The character can use an *Arcane Detect Magic*, *Arcane Identify* or *Arcane Portal Identification* six times per transform when this skill is purchased. The Detect Magic ability is identical to the Detect Magic spell in the 8th Edition Rulebook, the Identify ability is identical to the Lore cantrip, with no components, formal levels or cantrip tome required to cast it and Portal Identification allows plot to give the character information on the formed portal; the amount of information is strictly governed by the local plot team. Either ability can be used, but you cannot exceed a total of six times per transformation.

Formal Magic Channeling – This skill allows the character who excels in the formal arts to be able to cast a Formal Scroll from memory. The character needs no scroll to cast it (and therefore needs no light source), but the formal magic still requires the correct number and type of components, and a formal platform circle of some kind (fishtail circle of power is acceptable, as per the Formal Magic Rules). Please note: This skill cannot be used on a Formal Magic being cast in dark territory, versus another PC of any type or to cast any type of transformation or alteration onto a PC. If it is tried, the Formal Magic automatically fails, and the components are used up in the process. The Formal Magic will fail immediately at the beginning of the casting, not after the casting time has expired. The casting time of this Formal Magic is 5 minutes and all rules of casting, backlash and/or failure are governed by the Formal Magic rules.

4. Elemental Skill Group (Both Celestial and Earth):

The Elemental Planes and following their paths has been a staple in NERO for a long time – each path has its own particulars and also its quirks and roleplaying opportunities. These skills are meant to enhance those roleplaying opportunities, and for further, fun character development. When choosing an elemental path, choose one that you can roleplay and can have fun with. Void and Time **MUST** be approved for your chosen path through the local plot team. These are two very tough paths to roleplay, so take that into consideration before trying to choose those paths. Their powers are slightly more than normalized elemental paths, but the roleplay is much more difficult as well.

Your local plot team reserves the right to actually dismiss a transform if it is being blatantly played incorrectly (Path of Water throwing Dragon’s Breaths, because you “like the damage”, etc.). As always, plot will communicate and document all incidents in these rare cases.

Base Requirement: Path of Element must be chosen by player at the time of the casting of the Transformation upon him or her.

Approved Paths – Celestial: Fire, Water, Stone, Lightning, Light, Darkness

Approved Paths – Earth: Order, Chaos, Dream, Reason, Life, Death

Local Plot Approved Paths, including school of transformation: Void, Time

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Elemental Path Mastery I	7th	2	On this approved Celestial Path
Elemental Path Mastery I	7th	2	On this approved Earth Path
Time Mastery I	7th	2	On this Elemental Path - Plot Approved
Void Mastery I	7th	2	On this Elemental Path - Plot Approved
Elemental Blast I	7th	2	On a specific Elemental Path
Elemental Fury I	7th	4	On a specific Elemental Path
Elemental Path Mastery II	8th	3	Elemental Path Mastery I - Approved Celestial Path
Elemental Path Mastery II	8th	3	Elemental Path Mastery I - Approved Earth Path
Time Mastery II	8th	3	Time Mastery I
Void Mastery II	8th	3	Void Mastery I
Elemental Blast II	8th	3	Elemental Blast I
Elemental Fury II	8th	4	Elemental Fury I

Elemental Appearance I	8th	1	On a specific Elemental Path
Elemental Path Mastery III	9th	5	Elemental Path Mastery II - Approved Celestial Path
Elemental Path Mastery III	9th	5	Elemental Path Mastery II - Approved Earth Path
Time Mastery III	9th	5	Time Mastery II
Void Mastery III	9th	5	Void Mastery II
Elemental Blast III	9th	4	Elemental Blast II
Elemental Fury III	9th	5	Elemental Fury II
Elemental Path Mastery IV	9th	7	Elemental Path Mastery III - Approved Celestial Path
Elemental Path Mastery IV	9th	7	Elemental Path Mastery III - Approved Earth Path
Time Mastery IV	9th	7	Time Mastery III
Void Mastery IV	9th	7	Void Mastery III
Elemental Appearance II	9th	1	On a specific Elemental Path

Skill Descriptions

Elemental Mastery I – The character, after choosing a specific elemental path, has chosen to begin to master that particular elemental power. This skill gives the character immunity to the chosen element, or specific abilities from your chosen path. For your particular elemental path, consult the following chart:

<u>Elemental Path</u>	<u>Ability</u>
Fire	Immune to Fire
Water	Immune to Ice
Stone	Immune to Stone
Air	Immune to Lightning
Light	Immune to Sleep
Darkness	Immune to Fear
Chaos	Immune to Chaos
Order	2x Elemental Destroy Undead
Dream	2x Elemental Sleep
Reason	2x Elemental Dispel Magic
Life	2x Elemental Life
Death	Immune to Death
Time	2x Elemental Displacement
Void	Immune to <element>, chosen at time of transformation.

Elemental Blast I-III – This skill will allow the character to wield elemental power in the form of that particular element. For each time this skill is purchased (up to three times), the character can deliver a 45-point elemental blast of that particular element. The call is “45 Elemental <element>” per transform. If it’s purchased once, once per transform, twice, two per transform, and three times would give three elemental blasts per transformation.

Elemental Fury I-III – This skill gives the character a 100-point pool of elemental damage – chosen by the character, must be the same elemental as the character’s path - thrown in either 10 or 20 point bolts. Please note that because Chaos, Order, Life and Death can be used as carrier attacks, Ice will be substituted for Death, Lightning will be substituted for Chaos, Fire will be substituted for Life and Stone will be substituted for Order. For each time this skill is purchased (up to three times), a 100-point elemental pool is added to the total. If the skill is bought once, 100-point pool – twice, 200-point pool and three times, a 300-point elemental pool. This becomes active as soon as the character transforms and will dissipate when the transformation goes down.

Elemental Mastery II – Continuing to master your specific elemental path, the character is beginning to harness more and more elemental power. This skill gives the character limited immunity to the opposite element. These abilities *stack* with the abilities from Elemental Mastery I. For your particular elemental path, consult the following chart:

<u>Elemental Path</u>	<u>Ability</u>
Fire	2x/Transform Resist vs. Ice
Water	2x/Transform Resist vs. Fire
Stone	2x/Transform Resist vs. Lightning
Air	2x/Transform Resist vs. Stone
Light	2x/Transform Resist vs. Fear
Darkness	2x/Transform Resist vs. Sleep
Chaos	2x/Transform Resist vs. Earth
Order	2x/Transform Resist vs. Chaos
Dream	2x/Transform Resist vs. Awaken
Reason	2x/Transform Resist vs. Sleep
Life	2x/Transform Resist vs. Death
Death	2x/Transform Resist vs. Life
Time	2x/Transform Resist vs. <element> chosen at time of transformation
Void	2x/Transform Resist vs. <element> chosen at time of transformation

Elemental Appearance I – The character who takes this skill has something on his or her body which transforms with the character and gives the character more of an elemental type of appearance. It can be anything from flaming hair, to electrical, lightning streaks coming from their fingers, to eyebrows made of ice. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this

transformation only takes place when the character transforms, not any other time, unless instructed otherwise by the local plot team.

Elemental Mastery III – Continuing to master your specific elemental path, the character is beginning to harness more and more elemental power. This skill gives the character limited immunity to the opposite element, and also gives innate planar asylum to the home plane of the character’s chosen elemental path. These abilities *replace* with the abilities from Elemental Mastery II, but *stack* with the abilities from Elemental Mastery I. For your particular elemental path, consult the following chart:

<u>Elemental Path</u>	<u>Ability</u>
Fire	5x/Transform Resist vs. Ice
Water	5x/Transform Resist vs. Fire
Stone	5x/Transform Resist vs. Lightning
Air	5x/Transform Resist vs. Stone
Light	5x/Transform Resist vs. Fear
Darkness	5x/Transform Resist vs. Sleep
Chaos	5x/Transform Resist vs. Earth
Order	5x/Transform Resist vs. Chaos
Dream	5x/Transform Resist vs. Awaken
Reason	5x/Transform Resist vs. Sleep
Life	5x/Transform Resist vs. Death
Death	5x/Transform Resist vs. Life
Time	5x/Transform Resist vs. <element> chosen at time of transformation
Void	5x/Transform Resist vs. <element> chosen at time of transformation

Elemental Mastery IV – Continuing to master your specific elemental path, the character is beginning to harness more and more elemental power. This skill gives the character the ability to be healed by his path-specific element, but he will take more damage from the opposite element. Also, the character will now have innate planar asylum to his or her opposite elemental plane. These abilities *replace* with the abilities from Elemental Mastery I, but *stack* with the abilities from Elemental Mastery III. (Therefore, taking Elemental Mastery IV will allow you to have these abilities, and the abilities from Elemental Mastery III only). For your particular elemental path, consult the following chart:

<u>Elemental Path</u>	<u>Ability</u>
Fire	Healed by Fire, double damage from Ice
Water	Healed by Ice, double damage from Fire
Stone	Healed by Stone, double damage from Lightning
Air	Healed by Lightning, double damage from Stone
Light	Healed by Fire, Takes 25 from Fear
Darkness	Healed 25 by Fear, double damage from Fire
Chaos	Healed by Chaos, double damage from Earth
Order	Healed double by Earth, triple damage from Chaos
Dream	Healed 30 by Sleep, Takes 20 from Awaken

Reason	Healed 40 by Dispel Magic, Takes 30 from Sleep
Life	Contingency Life (can be 2 up at same time)
Death	Healed 45 by Death, Takes 90 from Life
Time	Healed by <element>, double damage from <opposite element> chosen at time of transformation
Void	Healed by <element>, double damage from <opposite element> chosen at time of transformation

Specific Path Clarifications – All characters who take this mastery who are healed by a particular spell that has effects other than straight damage; such as sleep, fear, etc., will be immune to all other of those effects. However, those character who take damage from a particular spell which has effects other than damage will also take that effect: for example, a character on the path of Dream who is hit with an *Awaken* spell (or effect) will deal 20 points of damage, and also remove charm/fear effects on that person. The Light-path character will still take 25 damage and all other *Fear* effects when hit with *Fear*. A character on the path of Death can still be given a *Life* spell, but it drops them to -1 body (life, then 90 damage). They then can be healed at that point. A person on the path of life will begin their transformation with 2 (two) Contingency Life upon their person (as per the cantrip). These do not need to be cast from memory, and will work only in transformation.

Elemental Appearance II – The character who takes this skill has something on his or her body which stays with the character and gives the character more of an elemental type of appearance. It can be anything from flaming hair, to electrical, lightning streaks coming from their fingers, to eyebrows made of ice. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this appearance remains with the player constantly, transformed or non-transformed, unless instructed otherwise by the local plot team.

5. Racial Skill Group (Both Celestial and Earth):

Base Requirement: A Race! There are 13 races in the NERO International rulebook. Each of the transformations can be of either school, and the abilities will remain the same. You cannot choose these transform skills unless you have been the pre-requisite race for at least 2 years, if a race-change has taken place. If you have not race-changed at all, then there are no time constraints on choosing from this pyramid of skills.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Claws	7th	2	None
Natural Toughness I	7th	2	Barbarian, Dwarf, Half-Orc, Half-Ogre
Battle Prowess I	7th	2	Barbarian, Dwarf, Half-Orc, Half-Ogre
Endurance I	7th	2	Barbarian
Iron Will I	7th	2	Biata, Drae, Elf
Unmovable Mind I	7th	2	Biata, Drae, Elf, Mystic Wood Elf
Sharpened Claws I	7th	2	Biata, Sarr, Scavenger
Purified Spirit I	7th	2	Dwarf, Hobling, Sarr, Scavenger
Deadly Aim I	7th	2	Elf
Rapid Meditation I	7th	2	Gypsy, Human
Gypsy Bond I	7th	2	Gypsy
Greater Gypsy Curse I	7th	2	Gypsy
Rank and File I	7th	2	Half-Orc, Half-Ogre
Lore I	7th	2	Human
Can't Catch Me I	7th	2	Hobling
Can't Find Me I	7th	1	Hobling
Mental Clarity I	7th	2	Mystic Wood Elf
Enlightened Mind I	7th	1	Mystic Wood Elf
Ambush I	7th	2	Sarr
Animal Instinct I	7th	2	Scavenger
Follow That Smell I	7th	2	Sarr, Scavenger
Natural Toughness II	8th	2	Natural Toughness I
Battle Prowess II	8th	2	Battle Prowess I
Endurance II	8th	2	Endurance I
Iron Will II	8th	2	Iron Will I
Unmovable Mind II	8th	2	Unmovable Mind I
Sharpened Claws II	8th	2	Sharpened Claws I
Cloak of Darkness I	8th	2	Drae

Purified Spirit II	8th	2	Purified Spirit I
Deadly Aim II	8th	2	Deadly Aim I
Rapid Meditation II	8th	2	Rapid Meditation I
Gypsy Bond II	8th	2	Gypsy Bond I
Greater Gypsy Curse II	8th	2	Greater Gypsy Curse I
Rank and File II	8th	2	Rank and File I
Lore II	8th	2	Lore I
Can't Catch Me II	8th	2	Can't Catch Me I
Can't Find Me II	8th	1	Can't Find Me I
Mental Clarity II	8th	2	Mental Clarity I
Enlightened Mind II	8th	1	Enlightened Mind I
Ambush II	8th	2	Ambush I
Animal Instinct II	8th	2	Animal Instinct I
Follow That Smell II	8th	2	Follow That Smell I
Natural Toughness III	9th	2	Natural Toughness II
Battle Prowess III	9th	2	Battle Prowess II
Endurance III	9th	2	Endurance II
Iron Will III	9th	2	Iron Will II
Unmovable Mind III	9th	2	Unmovable Mind II
Sharpened Claws III	9th	2	Sharpened Claws II
Cloak of Darkness II	9th	2	Cloak of Darkness I
Purified Spirit III	9th	2	Purified Spirit II
Deadly Aim III	9th	2	Deadly Aim II
Rapid Meditation III	9th	2	Rapid Meditation II
Gypsy Bond III	9th	2	Gypsy Bond II
Greater Gypsy Curse III	9th	2	Greater Gypsy Curse II
Rank and File III	9th	2	Rank and File II
Lore III	9th	2	Lore II
Can't Catch Me III	9th	2	Can't Catch Me II
Can't Find Me III	9th	1	Can't Find Me II
Mental Clarity III	9th	2	Mental Clarity II
Enlightened Mind III	9th	1	Enlightened Mind II
Ambush III	9th	2	Ambush II
Animal Instinct III	9th	2	Animal Instinct II
Follow That Smell III	9th	2	Follow That Smell II

Skill Descriptions

Claws – The phys reps for this type of attack will be short sword in size and covered in red duct tape. The red color helps to serve as an immediate indicator that the character is using a claw. Claws can never be Disarmed, Shattered, or Destroyed. In addition, they may never be used to parry with and any damage dealt to a claw will affect the creature

as if it had hit a legal target. The base damage for a claw is 2. Claws are independently and individually retractable and do not even need to be carried, but a character using claws may never call a hold in order to pull them out. Weapon Proficiencies (normal or master) will not affect the damage delivered by claws, but Superhuman Strength will work as normal. Claws can never be the targets of a formal magic spell.

Natural Toughness I-III – This skill allows the appropriate character to grow toughened skin and be more resilient to damage. For each time this skill is bought, the character receives a bonus to armor of 5 points. This armor stacks with both physical armor, other natural armor, and/or dexterity armor.

Battle Prowess I-III – A character can buy this skill to allow him or her to *Resist Fear* one time per transform every time this skill is purchased. Please note that this is not mind effecting or charm effects, but fear itself. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Battle Prowess I*, six (6) times for *Battle Prowess II*, and unlimited for *Battle Prowess III*.

Endurance I-III – This skill allows the Barbarian to call upon the very makeup of his spirit and allow the character to remain at 1 body point. This ability allows a character to remain at one body point from a single weapon or packet delivered attack (not traps, falling off a cliff, etc.) regardless how much damage the character took that would otherwise render the character unconscious or bleeding, as many times as this skill is purchased per transformation. This skill can be purchased an unlimited number of times, but is capped at three (3) times for Endurance I, six (6) times for Endurance II, and unlimited for Endurance III. When using this skill to remain at 1 body point, the character must state “Endurance”, which is an out of game statement.

Iron Will I-III - A character can buy this skill to allow him or her to *Resist Sleep* one time per transform every time this skill is purchased. This is the same as the racial ability *Resist Sleep*. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Iron Will I*, six (6) times for *Iron Will II*, and unlimited for *Iron Will III*.

Unmovable Mind I-III - A character can buy this skill to allow him or her to *Resist Charm* one time per transform every time this skill is purchased. This is the same as the racial ability *Resist Charm*. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Unmovable Mind I*, six (6) times for *Unmovable Mind II*, and unlimited for *Unmovable Mind III*.

Sharpened Claws I-III – This skill will allow the character to swing an additional point of damage with their claws for each time this skill is purchased. I = Base 3, II = Base 4 and III = Base 5. Weapon Proficiencies (normal or master) will not affect the damage delivered by claws, but Superhuman Strength will work as normal. Claws can never be the targets of a formal magic spell.

Cloak of Darkness I-II – This skill allows the Drae character to dodge an attack in the darkness of night. This skill works exactly the same as the NERO skill *Dodge*, but can only be used during nighttime. Nighttime is defined as 6:00 pm to 6:00 am local time.

Purified Spirit I-III - A character can buy this skill to allow him or her to *Resist Poison* one time per transform every time this skill is purchased. This is the same as the racial ability *Resist Poison*. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Purified Spirit I*, six (6) times for *Purified Spirit II*, and unlimited for *Purified Spirit III*.

Deadly Aim I-III – Elven characters can choose this skill to add +1 damage to their arrows (bow only) for each time this skill is purchased. This is treated as normal damage, and not proficiencies with regard to Critical Slays.

Rapid Meditation I-III – Each time this skill is purchased, it enables the character to meditate spells that were lost in 10 seconds fewer than normal. For example, the character with Rapid Mediation II may meditate spells back in 40 seconds (60 – (2 * 10)) instead of the normal 60 seconds.

Gypsy Bond I-III – This skill allows gypsies only to create a “racial bond” between each other. They can hear each other’s thoughts, they can feel each other’s emotions, and they can feel each other’s intoxication, but no other in-game skills will work through this bond. One in this bond must be intoxicated for this to work, and for each time this skill is taken, 3 gypsies can be a part of this bond. This bond also grants the gypsies in the bond *Resist Fear* 2 times per transform per times the skill is taken. If one person in the bond uses every one of their *Resist Fears* that they received through this bond, then the intoxication (and therefore the unused *Resist Fears*) fades and are gone.

Greater Gypsy Curse I – This skill will allow the Gypsy to place a Gypsy Curse upon the target. Unlike normal Gypsy Curses, however, this can affect in-game skills. When casting this curse, the gypsy needs to curse the subject (no less than 4 lines) and then throw a packet at the target. The incant is <4 line curse> Arcane Weakness. If struck, the target is affected by the Weakness effect. This can only be done once per transform, can be removed by any Gypsy Racial Skill – Remove Gypsy Curse, and lasts until the character that did the cursing either resurrects or their transform drops for any reason.

Greater Gypsy Curse II – This skill will allow the Gypsy to place a Gypsy Curse upon the target. Unlike normal Gypsy Curses, however, this can affect in-game skills. When casting this curse, the gypsy needs to curse the subject (no less than 5 lines) and then throw a packet at the target. The incant is <5 line curse> Arcane Sleep. If struck, the target is affected by the Sleep effect. This can only be done once per transform, can be removed by any Gypsy Racial Skill – Remove Gypsy Curse, and lasts until the character that did the cursing either resurrects or their transform drops for any reason.

Greater Gypsy Curse III – This skill will allow the Gypsy to place a Gypsy Curse upon the target. Unlike normal Gypsy Curses, however, this can affect in-game skills. When casting this curse, the gypsy needs to curse the subject (no less than 6 lines) and then throw a packet at the target. The incant is <6 line curse> Arcane Nausea. If struck, the target is affected by the Nausea effect. This can only be done once per transform, can be removed by any Gypsy Racial Skill – Remove Gypsy Curse, and lasts until the character that did the cursing either resurrects or their transform drops for any reason.

Rank and File I-III – Half-Orcs and Half-Ogres can purchase this skill, which enhances their sense of order and following directions in battle. For each time this skill is purchased, the character will be able to *Resist Chaos* once per transform. This applies to any spell or effect with Chaos in the tag line. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Rank and File I*, six (6) times for *Rank and File II*, and unlimited for *Rank and File III*.

Lore I-III – This skill is the same as the Cantrip ability *Lore*. The character will not be required to have a cantrip tome, use components or have the ability Formal Magic to use this skill. It can be used once per transformation (for each time the skill is taken) and will be able to identify up to 5 objects for Lore I, up to 10 objects for Lore II and up to 15

objects for Lore III. This ability cannot be used to identify a spirit as per the rules of the Lore Cantrip.

Can't Catch Me I-III – A hobling with this skill is very difficult to catch. In fact, he has the ability to *Resist* spells that would normally catch the hobling. The hobling is able to shake free of binding-type effects once per transform for each time this skill is purchased. The binding-type effects that are able to be resisted are defined as: Pin, Web or Confine. Binds and Imprison will work normally.

Can't Find Me I-III – This skill allows the hobling character the ability to mask his presence against such effects as Sense Life, Sense (Race) or other abilities that would reveal his true nature once per transform for each time this skill is purchased. If the character would normally be indicated by such ability, he will remain silent when they would normally be required to state “Here” – that is effectively a masking. If sensed again, the character would have to respond, unless he or she has purchased this skill a second time, and so on. This ability cannot be used to mask detection of an object or item that he may possess.

Mental Clarity I-III - A character can buy this skill to allow him or her to have a packet-delivered *Break Charm* one time per transform every time this skill is purchased. This is the same as the racial ability *Break Charm*, and must be delivered as “Arcane Break Charm <thrown packet>”. It also must hit the intended target to be affected, and is instantaneous. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Mental Clarity I*, six (6) times for *Mental Clarity II*, and unlimited for *Mental Clarity III*.

Enlightened Mind I-III – This skill allows the purchase of four extra Craftsman, Other skills which is activated when the transformation is up. The Craftsmans must be taken at the time of the transform casting. Four craftsman skills can be taken every time this skill is purchased, up to a maximum of twelve total Craftsman, Other skills.

Ambush I-III – This skill allows the Sarr to sneak up and ambush its prey. This skill is identical to the NERO skill *Waylay* and can be used only in transform. Each additional purchase of this skill will up the amount of damage on the waylay by 2 points. Note that the call will be “0 *Waylay*” for Level 1, “2 *Waylay*” for level II, and “4 *Waylay*” for Level III.

Animal Instinct I-III – A scavenger character which purchases this skill can basically do whatever the animal that is being mimicked can do naturally once per transform per time the skill is taken. A sample listing of abilities are as follows: (Fly, Burrow, Water Ability, Natural Armor, Restore Limb – self only, and Speak with Animals – of same animal type). For example, if you have an Otter Scavenger, then that character can choose to have Water Ability for one encounter. If the character is a Butterfly Scavenger, he or she can choose to have the Fly Ability for one encounter; an Earthworm scavenger can choose to have a one time restore limb (self only) ability. The local Plot Team must approve all abilities, and can reject this request if it is too far-fetched or obviously not what this ability intended.

Follow That Smell I-III – This skill allows the scavenger to obtain an effective 2 levels of tracking for each time this skill is purchased, using nothing but a scent. Therefore, no light source is needed when tracking. Assisting in this tracking still requires the non-scenting character to use a light source, but the scenting character still does not need a light source. This skill can be purchased an unlimited number of times, but is capped at

three (3) times for *Follow That Smell I*, six (6) times for *Follow That Smell II*, and unlimited for *Follow That Smell III*.

6. Mental Affinity Skill Group (Both Celestial and Earth):

Many characters spend a lot of time studying and perfecting their craft, whether it be through the use of craftsman skills, magical research or elemental knowledge. This pyramid takes into account those mentally challenging skills. Not all of these are combat-based, and in fact, many are roleplaying in nature.

Base Requirement: None.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Elemental Knowledge I	7th	1	On a specific Elemental Path
Knowledge I	7th	1	None
Calming Presence I	7th	2	None
Intimidating Presence I	7th	2	None
Group Mind I	7th	4	None
Natural Senses I	7th	2	None
Elemental Senses I	7th	2	On a specific Elemental Path
Elemental Knowledge II	8th	2	Elemental Knowledge I
Knowledge II	8th	2	Knowledge I
Calming Presence II	8th	2	Calming Presence I
Intimidating Presence II	8th	2	Intimidating Presence I
Group Mind II	8th	4	Group Mind I
Natural Senses II	8th	2	Natural Senses I
Magical Senses I	8th	2	9th Level Spell Slot
Elemental Senses II	8th	2	Elemental Senses I
Enhanced Telepathy I	8th	5	Group Mind II
Elemental Knowledge III	9th	3	Elemental Knowledge II
Knowledge III	9th	3	Knowledge II
Calming Presence III	9th	3	Calming Presence II
Intimidating Presence III	9th	3	Intimidating Presence II
Group Mind III	9th	5	Group Mind II
Enhanced Telepathy II	9th	5	Enhanced Telepathy I
Enhanced Telepathy III	9th	5	Enhanced Telepathy II
Natural Senses III	9th	3	Natural Senses II
Magical Senses II	9th	2	Magical Senses I, Formal Magic Level 1
Elemental Senses III	9th	3	Elemental Senses II

Skill Descriptions

Elemental Knowledge I-III – This skill set is bought when the character wants to know more about his or her home plane and the opposite plane as well. When the character transforms, he or she will gain knowledge about their chosen plane, and also the opposite plane as well. For each time this skill is taken, the character will receive 3 levels of Craftsman, Elemental - <Chosen Path> Planar Knowledge and 1 level of Craftsman, Elemental - <Opposite of Chosen Path> Planar Knowledge. Of course, all craftsman skills and their usefulness are solely based upon the discretion of the local plot team.

Knowledge I-III – This skill set is bought when the character wants to know more about, well, really anything. When the character gets the transformation cast upon him or her, and they choose this skill, he or she will receive 4 levels of any Craftsman Skill they choose, but it needs to be chosen at the time of transformation casting. Of course, all craftsman skills and their usefulness are solely based upon the discretion of the local plot team.

Calming Presence I-III – For each time this skill is bought by the character, they will receive 1 *Magic Calm* and 1 *Magic Calm Animal* per transformation. This skill can be bought up to three times.

Intimidating Presence I-III - For each time this skill is bought by the character, they will receive 1 *Magic Fear*. This skill can be bought up to three times.

Group Mind I-III – This skill allows the character to place himself and 1 other person in a group mind, when taking the first level of this skill, and 2 more people subsequently when additional levels of this are taken. Therefore, I = character +1, II = character +3 and III = character +5. The Group Mind ability, as outlined in the NERO 8th Edition Rulebook states: “Some types of creatures (notably some giant insects) have a group mind. Each creature’s mind is but part of a larger whole. What one of them sees or experiences, they all know; however, Holds cannot be called for the NPCs to converse. Creatures that are part of a Group Mind are immune to control affects. An *Awaken* spell will not free them of the group mind’s control.” Controlling Effects for this transformation packet are: Charm, Fear, Vampire Charm, Enslavement, Dominate, Shun, Calm and Sleep.

Enhanced Telepathy I-III – When used in conjunction with *Group Mind*, this allows the character to expand the number he or she can include in the *Group Mind* by 2 more character for every time this skill is taken. When used in conjunction with the *Rift* or *Gate* ability, this allows the character to *Rift* or *Gate* one more character for each time this skill is purchased, up to a total of three (3) additional characters.

Natural Senses I-III – This allows the character to sense things that occur naturally, and some things that do not occur naturally. Natural Senses I allows the character to sense any type of metals within a close distance, Natural Senses II allows for sensing living beings, and Natural Senses III allows for sensing undead. It is up to the Local Plot team to determine how close or far away the character can sense (if at all), and this may not always be constant, as factors may alter the reach of the character’s senses.

Magical Senses I-II – The character who has this skill may be able to sense whether or not magic has been in use. Magical Senses I can sense Battle Magic, while Magical Senses II can sense formal magics. It is up to the Local Plot team to determine how close or far away the character can sense (if at all), and this may not always be constant, as factors may alter the reach of the character’s senses.

Elemental Senses I-III – This skill allows the character to be able to sense their own elements, as well as those on the opposite path and other around him or her. Elemental Senses I allows the character to sense their own path-specific element; Elemental Senses II allows for the sensing of own path-specific element plus the path-opposite element, and Elemental Senses III allows for the sensing of ANY elementals in the area. It is up to the Local Plot team to determine how close or far away the character can sense (if at all), and this may not always be constant, as factors may alter the reach of the character's senses.

7. Hunter Skill Group (Both Celestial and Earth):

Base Requirement: None.

Approved Hunters currently:

Earth – Undead Hunter

Celestial – Extra-Planar Hunter

Other hunters may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Packet.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Earthen Claws I	7th	2	Claws, Earth Transform
Undead Restraint I	7th	2	Earth Transform
Life Strike I	7th	2	Earth Transform
Strike of Undead Doom I	7th	2	Earth Transform
Life Lock I	7th	2	Earth Transform
Vessel Annihilation I	7th	4	Earth Transform
Spell Parry I	7th	2	None
Legendary Weaponry I	7th	2	Smithing - 10 Levels
Elemental Claws I	7th	2	Claws, Celestial Transform
Elemental Bane I	7th	2	Celestial Transform
Elemental Eviction I	7th	2	Celestial Transform
Rift Refusal I	7th	2	Celestial Transform
Planar Anchor I	7th	4	Celestial Transform
Earthen Claws II	8th	3	Earthen Claws I
Undead Restraint II	8th	3	Undead Restraint I
Life Strike II	8th	3	Life Strike I
Strike of Undead Doom II	8th	3	Strike of Undead Doom I
Life Lock II	8th	3	Life Lock I
Spell Parry II	8th	3	Spell Parry I
Legendary Weaponry II	8th	3	Etheral Weaponry I
Vessel Annihilation II	8th	5	Vessel Annihilation I
Elemental Claws II	8th	3	Elemental Claws I
Elemental Bane II	8th	3	Elemental Bane I
Elemental Eviction II	8th	3	Elemental Eviction I
Rift Refusal II	8th	3	Rift Refusal I
Planar Anchor II	8th	5	Planar Anchor I
Earthen Claws III	9th	4	Earthen Claws II
Undead Restraint III	9th	4	Undead Restraint II
Life Strike III	9th	4	Life Strike II

Strike of Undead Doom III	9th	4	Strike of Undead Doom II
Life Lock III	9th	4	Life Lock II
Spell Parry III	9th	4	Spell Parry II
Legendary Weaponry III	9th	4	Ethereal Weaponry II
Vessel Annihilation III	9th	5	Vessel Annihilation II
Elemental Claws III	9th	4	Elemental Claws II
Elemental Bane III	9th	4	Elemental Bane II
Elemental Eviction III	9th	4	Elemental Eviction II
Rift Refusal III	9th	4	Rift Refusal II
Planar Anchor III	9th	5	Planar Anchor II

Skill Descriptions

Earthen Claws I – This skill imbues the character’s claws with an Earth aura. The phys reps for this type of attack will be short sword in size and covered in red duct tape. The red color helps to serve as an immediate indicator that the character is using a claw. Claws can never be Disarmed, Shattered, or Destroyed. In addition, they may never be used to parry with and any damage dealt to a claw will affect the creature as if it had hit a legal target. The base damage for these claws is “2 Earth”. Claws are independently and individually retractable and do not even need to be carried, but a character using claws may never call a hold in order to pull them out. Weapon Proficiencies (normal or master) will not affect the damage delivered by claws, but Superhuman Strength will work as normal. Claws can never be the targets of a formal magic spell.

Undead Restraint I-II – The character will be able to channel a packet delivered *Magic Trap Undead* two times per transformation for each time this skill is purchased.

Life Strike I-II - The character will be able to channel a packet delivered *Magic Harm Undead 30* two times per transformation for each time this skill is purchased.

Strike of Undead Doom I-II - The character will be able to channel a packet delivered *Magic Destroy Undead 70* two times per transformation for each time this skill is purchased.

Life Lock I-III – This skill allows the Undead Hunter character to channel his intense hatred of Undead into being able to resist create undead spells that are cast up the character. One purchase will allow the character to resist 1 Create Undead spell cast at him or her; 2 purchases allow 2 resists, and 3 purchases allow 4 resists. All resistances are per transformation, and is a “dumb” ability - by its very nature must be used when the character is dead.

Vessel Annihilation I-III – This allows the character to hold a spirit vessel in his or her hands and channel the energy needed to perform a Destroy Formal Magic on the spirit vessel. The character needs not a scroll, components or circle, but the target **MUST** be an undead spirit vessel and the character must hold the bottle, remain still (for the purposes of this skill, consider the casting rules for a *Magic Storm* as remaining still) and chant (as per the formal magic rules) for a pre-determined amount of time for the skill to succeed. If the character takes any body damage, moves in any way or loses contact with the spirit vessel, then the skill is said to have backlashed (please roll on the formal magic backlash table) and everyone with a 20-foot radius will take the effect of the backlash. For one

purchase of this skill, the time is 15 minutes; two purchases, 10 minutes, and three purchases, 5 minutes.

Spell Parry I-III – This ability allows the hunter to channel his or her energy into his or her weapon and actually call forth a magical barrier through the weapon to “parry” the spell. It functions as a *Critical Parry* as found in the NERO 8th Edition rulebook, except the Spell Parry is self only, and cannot be used to parry a spell that hits another character. I = 1 spell parry, II = 2 spell parries and III = 3 spell parries, again, per transformation.

Legendary Weaponry I – A smithing character that also chooses the path of a hunter can use both of his or her talents to equip their party with legendary weaponry. The smith can make weapons equal to ¼ of their character level, and it takes 5 minutes per weapon to construct these implements. At the time of their creation, the smith chooses what aura they will take on (any elemental aura as approved by the local plot team, any other aura that has been put into play – earth, order, chaos, cold iron, etc.). These weapons cannot be used in conjunction with blade spells, superhuman strength or any weapon proficiencies. They cannot be disarmed or shattered and will last until the character who created them either resurrects or his or her transformation drops.

Elemental Claws I - This skill imbues the character’s claws with an Elemental Aura, chosen at the time of transformation. The auras that are able to be called upon for this skill are Fire, Stone, Lightning, Ice, Light and Darkness (Celestial auras only). Note that a character on a particular elemental path is banned from an Elemental Aura except for his or her chosen path, while those characters that are not on a chosen path can choose any elemental aura at the time of transformation. The phys reps for this type of attack will be short sword in size and covered in red duct tape. The red color helps to serve as an immediate indicator that the character is using a claw. Claws can never be Disarmed, Shattered, or Destroyed. In addition, they may never be used to parry with and any damage dealt to a claw will affect the creature as if it had hit a legal target. The base damage for these claws is “2 <elemental aura>”. Claws are independently and individually retractable and do not even need to be carried, but a character using claws may never call a hold in order to pull them out. Weapon Proficiencies (normal or master) will not affect the damage delivered by claws, but Superhuman Strength will work as normal. Claws can never be the targets of a formal magic spell.

Elemental Bane I-II - The character will be able to channel a packet delivered *Magic Dispel Magic* two times per transformation for each time this skill is purchased.

Elemental Eviction I-II - The character will be able to channel a packet delivered *Magic Banish* two times per transformation for each time this skill is purchased.

Rift Refusal I-III – This skill allows the character to resist being rifted to another plane. If an extra-planar being tries to rift the character out, the character must state “Resist Rift” and although the NPC will rift out, the character will remain on Tyrra. The character receives one resist for every time this skill is purchased, to a maximum of three per transformation.

Planar Anchor I-III – This ability allows a character to “anchor” an extra-planar creature to Tyrra, supplanting the creature’s ability to rift to another plane. The character will receive a packet-delivered *Arcane Planar Anchor* which is effectually a “no rift” for one hour. The packet attack must hit the target for it to take effect. For each time this skill is purchased, the character receives one packet delivered planar anchor attack, for a maximum of three per transformation.

Earthen Claws II-III – This skill increases the attack with *Earthen Claws I* by two points of damage per claw for each time this skill is purchased.

Legendary Weaponry II-III – This skill increases the attack with *Legendary Weaponry* by two points of damage per claw for each time this skill is purchased – this is the only ability that stacks with the elemental aura already chosen by the smith.

Elemental Claws II-III – This skill increases the attack with *Elemental Claws I* by two points of damage per claw for each time this skill is purchased.

Undead Restraint III – The character gives up the ability to channel packet delivered *Magic Trap Undead*, but instead has a Voice-Radius *Magic Trap Undead*. This affects as many targets as are within the sound of the player’s voice. The call delivered is “Voice-Radius Trap Undead”.

Life Strike III – The character gives up the ability to channel packet delivered *Magic Harm Undead 30*, but instead gains the ability to either Spellstrike *Harm Undead 30*. If the character has no weapon or claw abilities, he/she can choose to replace their packet-delivered attack of *Magic* with *Arcane Harm Undead 30*, four times per transformation

Strike of Undead Doom III – The character gives up the ability to channel packet delivered *Magic Destroy Undead 70*, but instead gains the ability to Spellstrike *Harm Undead 70*. If the character has no weapon or claw abilities, he/she can choose to replace their packet-delivered attack of *Magic* with *Arcane Harm Undead 70*, four times per transformation.

Elemental Bane III – The character gives up the ability to channel packet delivered *Magic Dispel Magic*, but instead gains the ability to Spellstrike *Dispel Magic*. If the character has no weapon or claw abilities, he/she can choose to replace their packet-delivered attack of *Magic* with *Arcane Dispel Magic*, four times per transformation.

Elemental Eviction III – The character gives up the ability to channel packet delivered *Magic Banish*, but instead gains the ability to Spellstrike *Banish*. If the character has no weapon or claw abilities, he/she can choose to replace their packet-delivered attack of *Magic* with *Arcane Banish*, four times per transformation.

8. Naturalist Skill Group (Earth):

Base Requirement: The character *cannot* follow any elemental path. If he or she is on a specific path, they cannot choose any skills from this group.

The Naturalist is a path that is not Elemental path based, but Tyrran based. The character should want to be one with Tyrra, and choose his or her skills accordingly. Also, Naturalists are not ones who would follow any type of Elemental path, since that would upset the balance of Tyrra, and the balance of the planes upon Tyrra – or so the Naturalist believes. He or she is not at war with Elementals per say, but a dislike of them is not uncommon.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Speak with Animals I	7th	2	Earth Transform, No Elemental Path
Speak with Plants I	7th	2	Earth Transform, No Elemental Path
Entanglement I	7th	2	Earth Transform, No Elemental Path
Acid Spittle I	7th	2	Earth Transform, No Elemental Path
Blood Cleanse I	7th	2	Earth Transform, No Elemental Path
Boundary of Life I	7th	2	Earth Transform, No Elemental Path
Tyrran History I	7th	3	Earth Transform, No Elemental Path, Speak w/ Animals & Plants
Nature's Footsteps I	7th	2	Earth Transform, No Elemental Path
Blood Bane I	7th	2	Earth Transform, No Elemental Path
Tyrran Appearance I	7th	1	Earth Transform, No Elemental Path, Naturalist Path
Speak with Animals II	8th	2	Speak with Animals I
Speak with Plants II	8th	2	Speak with Plants I
Entanglement II	8th	2	Entanglement I
Acid Spittle II	8th	2	Acid Spittle I
Blood Cleanse II	8th	2	Blood Cleanse I
Boundary of Life II	8th	2	Boundary of Life I
Tyrran History II	8th	3	Tyrran History I
Nature's Footsteps II	8th	2	Nature's Footsteps I

Blood Bane II	8th	2	Blood Bane I
Speak with Animals III	9th	3	Speak with Animals II
Speak with Plants III	9th	3	Speak with Plants II
Entanglement III	9th	3	Entanglement II
Acid Spittle III	9th	3	Acid Spittle II
Blood Cleanse III	9th	3	Blood Cleanse II
Boundary of Life III	9th	3	Boundary of Life II
Tyrran History III	9th	4	Tyrran History II
Nature's Footsteps III	9th	3	Nature's Footsteps II
Blood Bane III	9th	3	Blood Bane II
Tyrran Appearance II	9th	1	Tyrran Appearance I

Skill Descriptions

Speak with Animals I-III – This ability allows the character the ability to speak with any natural Tyrran creature once per transformation for every time this skill is purchased. Intelligence of the creature does not change, but the character will have the ability to understand and communicate with the creature using this skill. Using this skill calls the local plot team into this effect, and they may or may not give the player information. Therefore, the outcome of using this is strictly maintained and controlled by the local plot team.

Speak with Plants I-III – This ability allows the character the ability to speak with any natural Tyrran plant or plant-like creature once per transformation for every time this skill is purchased. Intelligence of the creature does not change, but the character will have the ability to understand and communicate with the plant using this skill. Using this skill calls the local plot team into this effect, and they may or may not give the player information. Therefore, the outcome of using this is strictly maintained and controlled by the local plot team.

Entanglement I-II – The character that purchases this skill will have the ability to throw a vine-like substance that entangles the target’s right foot to the ground. Ripping free or escaping rules apply, since this is a pin effect. The character will have two “Physical Entangle Foot” at his or her disposal per transform for each time this skill is purchased.

Acid Spittle I-III – The transformed Naturalist will be able to conjure acid and spit it as his or her foes. This ability grants the character the ability to throw 30-points of physical acid each time this skill is purchased, in increments of 10. The call is “10 physical acid” and then a spell packet is thrown at the target. The packet does not have to be orange, as this is not a poison attack.

Blood Cleanse I-III – This ability allows the character to resist poison, as per the racial ability in the 8th Edition NERO rulebook once per transformation, for each time this skill is purchased. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Blood Cleanse I*, six (6) times for *Blood Cleanse II*, and unlimited for *Blood Cleanse III*.

Boundary of Life I-III – This ability allows the character to create a natural wall that will prevent any creature without a metabolism (undead, elementals, golems, ect...) from crossing its borders. The character must place a green string (or green designation object) detailing the boundary for the wall, and state “Nature’s wall, up.” The wall has a

maximum area of 100 square feet, and will expand or contract to fit within an immovable frame, or two immovable objects, such as tree trunks or the like. The wall can only be as large as the opening provided, up to the maximum. Spells, Claws and weapons may still cross this barrier, but any creature with *No Metabolism* will not be able to cross this barrier. Dispel Magic will dispel this boundary. The character will receive this ability once per transform for each time the ability is purchased.

Tyrran History I-III – This ability allows the transformed character to pick up an object – Tyrran in nature only – and after an undisturbed examination for 15 minutes, it acts as a “Delve History” on the object he or she is holding. If the object is extra-planar in nature, the examination will reveal nothing; however, the examination should still take place. All other formal magic rules pertaining to the Delve History Formal Magic pertain to this ability. The transformed character can do this only once per transform, but for each time this skill is purchased, the time requirement for examination reduces by 5 minutes.

Nature’s Footsteps I-III – A character with this ability can glide upon the ground, essentially making themselves untraceable. For each time this ability is purchased, the character is given the ability as if they had five levels of Craftsman, Wilderness – Counter-Tracking. This will add on to any other Wilderness craftsman skills the character has for the purpose of using the craftsman skills; however no monetary compensation will result from this, as from the Master Craftsman playtest.

Blood Bane I-III – This ability allows the character to BANE any poison effect, as per the formal magic ability in the NERO Formal Magic Rules once per transformation, for each time this skill is purchased. This skill can be purchased an unlimited number of times, but is capped at three (3) times for *Blood Bane I*, six (6) times for *Blood Bane II*, and unlimited for *Blood Bane III*.

Tyrran Appearance I – The character who takes this skill has something on his or her body which transforms with the character and gives the character more of a naturalistic type of appearance. It can be anything from sprouting leaves, to their skin turning to bark, to taking a slight animalistic appearance. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep, must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this transformation only takes place when the character transforms, not any other time, unless instructed to by the local plot team.

Entanglement III – The character that purchases this skill will have the ability to throw a vine-like substance that entangles the target’s arms to his or her sides. Ripping free or escaping rules apply, since this is a bind effect. The character will have two “Physical Entangle Arms” at his or her disposal per transform, plus the abilities from Entanglement I and II.

Tyrran Appearance II – The character who takes this skill has something on his or her body which stays with the character and gives the character more of a naturalistic type of appearance. It can be anything from sprouting leaves, to their skin turning to bark, to taking a slight animalistic appearance. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep, must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this appearance remains with the

player constantly, transformed or non-transformed, unless instructed to by the local plot team.

9. Undead Skill Group (Earth):

Base Requirement: None.

Approved Undead Paths currently:

- Death Knight
- Lich
- Mummy
- Vampire
- Ghost
- Wraith

Other undead types may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Packet.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Desecration I	7th	5	Earth Transform, No Elemental Path
Skull Seepage	7th	5	Earth Transform, No Elemental Path
Blood Infusion	7th	5	Earth Transform, No Elemental Path
Heartless	7th	6	Earth Transform, No Elemental Path, Skull Seepage, Blood Infusion, Desecration I
Undead Appearance I	7th	1	Earth Transform, No Elemental Path
Apparition	7th	5	Earth Transform, No Elemental Path, Heartless
Chaotic Claws I	7th	4	Claws
Desecration II	8th	4	Desecration I
Essence of the Death Knight I	8th	5	Earth Transform, No Elemental Path, Heartless, cannot take Apparition
Essence of the Lich I	8th	5	Earth Transform, No Elemental Path, Heartless, cannot take Apparition
Essence of the Vampire I	8th	5	Earth Transform, No Elemental Path, Heartless, cannot take Apparition

Essence of the Mummy I	8th	5	Earth Transform, No Elemental Path, Heartless, cannot take Apparition
Essence of the Ghost I	8th	5	Earth Transform, No Elemental Path, Heartless, Apparition
Essence of the Wraith I	8th	5	Earth Transform, No Elemental Path, Heartless, Apparition
Chaotic Claws II	8th	4	Chaotic Claws I
Right Through Me	9th	4	Apparition
Essence of the Death Knight II	9th	6	Essence of the Death Knight I
Essence of the Lich II	9th	6	Essence of the Lich I
Essence of the Vampire II	9th	6	Essence of the Vampire I
Essence of the Mummy II	9th	6	Essence of the Mummy I
Essence of the Ghost II	9th	6	Essence of the Ghost I
Essence of the Wraith II	9th	6	Essence of the Wraith I
Chaotic Claws III	9th	4	Chaotic Claws II
Undead Appearance II	9th	1	Undead Appearance I

Skill Descriptions

Desecration I – This character who purchases this ability will willingly succumb to a desecration of his or her spirit, thereby having glowing red eyes. The ability also changes the metabolism of the character to being healed by chaos, and harmed by earth while in his or her transformed state.

Skull Seepage – This ability allows the character immunities to Sleep, Fear and Charm effects while in transformation.

Blood Infusion – The character that purchases this skill will have immunity to all poisons and poison effects while in transformation.

Heartless – The transformed character will lose his or her metabolism, making the character immune to the following: Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poison, Sleep, Taint Blood, Waylay and Wither Limb.

Undead Appearance I – The character who takes this skill has something on his or her body which transforms with the character and gives the character more of an undead type of appearance. It can be anything from flaking skin, to their bones showing through, to making their eyes glow. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this transformation only takes place when the character transforms, not any other time, unless instructed otherwise by the local plot team.

Apparition – This allows the transformed character to take on Non-Corporeal form. The abilities are exactly as described in the NERO 8th Edition Rulebook: “Some monsters are non-corporeal, having no physical form but made mainly of magic or energy. While they are in this form they are immune to normal weapons, and cannot be affected by most binding magics. They may move at a normal walking rate, and may pass through objects if the object is not living matter (wooden walls are fine, but trees are living and cannot be passed through). While walking through an object, they may not change directions. They cannot walk through walls at an angle, nor stop inside a wall or walk backwards through a wall. They cannot fly or move up through an object; they may only move down. They cannot carry or move objects they aren’t already carrying.”

Chaotic Claws I-III – This ability allows swinging the carrier attack “Chaos” with his or her claws. Claws I allows to swing base damage with claws, each subsequent purchase of this skill, allows the character to swing 2 more damage with his or her claws, for a maximum of +4 damage with the claws. All rules for carrier attacks of this type are governed by the NERO 8th Edition rulebook.

Desecration II – This character who purchases this ability will willingly succumb to a further desecration of his or her spirit, thereby having glowing red eyes while in a transformed state. The ability also changes the metabolism of the character to being healed double by chaos and harmed double by earth.

Essence of the Death Knight I – This ability infuses the character with a Death Knight essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x2, Spellstrike Cause Mortal Wounds x2, Spellstrike Magic Armor x2 and Arcane Fear x1. Note that if the character chooses this type of undead, they must follow a Chivalrous Code, and the local plot team can approve this path and provide the Code to the player.

Essence of the Lich I – This ability infuses the character with a Lich essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +20 body points, Resist Battle Magic x2, Magic Desecrate x2, Magic Shield Magic x2 and Arcane Fear x1. Plot must approve the character to play this path.

Essence of the Vampire I – This ability infuses the character with a Vampire essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +30 body points, Resist Battle Magic x2, Regeneration x1, Revive x1 and Arcane Fear x1. If the character is not Killing Blow’d with a Stake of Woe, he or she is able to Revive. If they have already used the revive, they will remain at 0 body and unconscious until the adventure ends, or they drop out of transformation. Plot must approve the character to play this path.

Essence of the Mummy I – This ability infuses the character with a Mummy essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +30 body points, Resist Battle Magic x2, Nausea Gas Poison x4, Arcane Fear x1 and the character takes double damage from all flame spells and effects. Plot must approve the character to play this path.

Essence of the Ghost I – This ability infuses the character with a Ghost essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +30 body points, Resist Battle Magic x2, Magic Shun x2,

Spellstrike Death x1 and Arcane Fear x1. Plot must approve the character to play this path.

Essence of the Wraith I – This ability infuses the character with a Wraith essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +30 body points, Resist Battle Magic x2, Magic Drain Life x1, Magic Drain x1 and Arcane Fear x1. Plot must approve the character to play this path.

Right Through Me – This ability grants the non-corporeal transformed character the *Phase* ability – as outlined in the NERO 8th Edition Core rulebook – twice per transform.

Essence of the Death Knight II – This ability infuses the character with a Death Knight essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +80 body points, Resist Battle Magic x4, Spellstrike Cause Mortal Wounds x4, Spellstrike Magic Armor x4 and Arcane Fear x2. Note that if the character chooses this type of undead, they must follow a Chivalrous Code, and the local plot team can approve this path and provide the Code to the player. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Lich II – This ability infuses the character with a Lich essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x4, Magic Desecrate x4, Magic Shield Magic x4, Arcane Fear x2 and Magic Deliverance of his or her entire spell tree. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Vampire II – This ability infuses the character with a Vampire essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +60 body points, Resist Battle Magic x4, Regeneration x2, Revive x2 and Arcane Fear x2. If the character is not Killing Blow'd with a Stake of Woe, he or she is able to Revive. If they have already used the revive, they will remain at 0 body and unconscious until the adventure ends, or they drop out of transformation. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Mummy II – This ability infuses the character with a Mummy essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +60 body points, Resist Battle Magic x4, Nausea Gas Poison x8, Arcane Fear x2 and the character takes double damage from all flame spells and effects. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Ghost II – This ability infuses the character with a Ghost essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +60 body points, Resist Battle Magic x4, Magic Shun x4, Spellstrike Death x2 and Arcane Fear x2. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the

transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Wraith II – This ability infuses the character with a Wraith essence, enabling the character to essentially become a non-controllable undead. The player is then imbued with the following abilities: +60 body points, Resist Battle Magic x4, Magic Drain Life x2, Magic Drain x2 and Arcane Fear x2. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Undead Appearance II – The character who takes this skill has something on his or her body which stays with the character and gives the character more of an undead type of appearance. It can be anything from flaking skin, to their bones showing through, to making their eyes glow. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this appearance remains with the player constantly, transformed or non-transformed, unless instructed otherwise by the local plot team.

10. Extra-Planar Skill Group (Celestial):

Base Requirement: None.

Approved Extra-Planar Paths currently:

- Unseelie Fae - Firbolg
- Neutal Fae – Gan-Ceann
- Seelie Fae - Sidhe

Other extra-planar types may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Packet.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Innate Magic Aura	7th	5	Weapon Skill, Celestial Transform, No Elemental Path
Magical Claws I	7th	6	Claws, Celestial Transform, No Elemental Path
Armor of the Fae I	7th	5	Celestial Transform, No Elemental Path
Magical Skin I	7th	4	Cannot take Body Immunity, Celestial Transform, No Elemental Path
Fae Appearance I	7th	1	Celestial Transform, No Elemental Path
Magical Claws II	8th	6	Magical Claws I
Armor of the Fae II	8th	5	Bless of the Fae I
Magical Skin II	8th	4	Magical Skin I
Essence of the Unseelie I	8th	5	Bless of the Fae II, Magical Skin II
Essence of the Neutrals I	8th	5	Bless of the Fae II, Magical Skin II
Essence of the Seelie I	8th	5	Bless of the Fae II, Magical Skin II
Magical Claws III	9th	6	Magical Claws II
Gate IV	9th	7	Gate III, Magical Skin II
Armor of the Fae III	9th	6	Bless of the Fae II
Essence of the Unseelie II	9th	6	Essence of the Unseelie I
Essence of the Neutrals II	9th	6	Essence of the Neutrals I
Essence of the Seelie II	9th	6	Essence of the Seelie I
Fae Appearance II	9th	1	Fae Appearance I

Skill Descriptions

Innate Magic Aura – This skill gives the character the ability to invoke a magical aura around his or her wielded weapon. The character can invoke this aura only at the time the transform becomes active, and may only do this once per transform. The aura can be dismissed at anytime, but will not re-activate. This follows the Formal Magic rules for *Magic Aura*.

Magical Claws I-III – This ability allows swinging the carrier attack “Magic” with his or her claws. Claws I allows to swing base damage with claws, each subsequent purchase of this skill, allows the character to swing 2 more damage with his or her claws, for a maximum of +4 damage with the claws. All rules for carrier attacks of this type are governed by the NERO 8th Edition rulebook.

Armor of the Fae I – This skill, when purchased is the same as the cantrip Eldritch Shield – it grants an additional 10 points of armor. However, this blessing stacks with shield, greater shield and the cantrip Eldritch Shield. It requires no components and goes up automatically, but needs to be “refit” in the same way as Dexterity Armor; a 60-second count while concentrating.

Magical Skin I – Taking this skill imbues the character’s skin with a magical infusion, making it immune to NERO-safe combat (melee attacks only, not packet attacks) in which the attributes are “Magic”. Any attribute which makes the player call the damage type as “Magic”, the transformed character must call “No Effect” to these attacks with “Magic” in the damage call. This in no way protects the character from *Spellstrikes* or any other spell-infused melee attack.

Fae Appearance I – The character who takes this skill has something on his or her body which transforms with the character and gives the character more of a faerie type of appearance. It can be anything from glittering skin, to sprouting wings or other fae-like appendages, to making their eyes glow. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep, must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this transformation only takes place when the character transforms, not any other time, unless instructed to by the local plot team.

Armor of the Fae II – This skill, when purchased is the same as the cantrip Eldritch Bless – it grants an additional 10 points of body points. However, this blessing stacks with shield, greater shield and the cantrip Eldritch Bless. It requires no components and goes up automatically, but needs to be “refit” in the same way as if you were regenerating; a 60-second count while concentrating. It does *not* stack with *Armor of the Fae I*.

Magical Skin II – Taking this skill further imbues the character’s skin with more magical infusion, making it immune to NERO-safe combat (melee attacks only, not packet attacks) in which the attributes are “Magic” or “Silver”. Any attribute which makes the player call the damage type as “Magic” or “Silver”, the transformed character must call “No Effect” to these attacks with “Magic” or “Silver” in the damage call. This in no way protects the character from *Spellstrikes* or any other spell-infused melee attack.

Essence of the Unseelie I – This ability infuses the character with an unseelie fae essence, enabling the character to essentially become a Firbolg. The transformed character is imbued with the following abilities: Resist Battle Magic x2 and Return

Magic x2. The character also receives a *Berserker Rage*, which allows for +2 damage to a particular PC race, chosen at the time when the transformation becomes active. Plot must approve the character to play this path.

Essence of Neutrals I – This ability infuses the character with a neutral fae essence, enabling the character to essentially become a Gan-Ceann. The transformed character is imbued with the following abilities: Resist Battle Magic x2, Magic Charm x2, Magic Shield Magic x2 and Return Magic x2. Plot must approve the character to play this path.

Essence of the Seelie I – This ability infuses the character with an seelie fae essence, enabling the character to essentially become a Sidhe. The transformed character is imbued with the following abilities: Resist Battle Magic x2 and Ricochet x2. The character also receives a *Magic Mana School*, which allows for spells to be from either school, chosen at the time when the transformation becomes active. Plot must approve the character to play this path.

Gate IV – This skill grant the character the ability to *Gate*, as per the monster ability, to another location (on a three-count) which the character has actually been to, on the plane that they are currently on. This ability can only be used twice per transformation, and can be used by the caster and one other person. The *Gate* ability is the same as the *Rift* ability outlined in the NERO 8th Edition Rulebook: “Some creatures can open a rift to another plane or time to allow for entrance or exit. This is a three counted action.”

Armor of the Fae III – This skill, when purchased is the same as the cantrip Eldritch Bless – it grants an additional 10 points of body points AND grants the character an additional 10 points of armor, as per the cantrip Eldritch Shield. This blessing stacks with shield, greater shield, Eldritch Bless and Eldritch Shield. It requires no components and goes up automatically, but needs to be “refit” in the same way as if you were regenerating, or refitting Dexterity Armor; a 60-second count while concentrating. This does *not* stack with *Armor of the Fae I* or *II*.

Essence of the Unseelie II – This ability infuses the character with an unseelie fae essence, enabling the character to essentially become a Firbolg. The transformed character is imbued with the following abilities: Resist Battle Magic x4 and Return Magic x4. The character receives a *Berserker Rage*, which allows for +2 damage to a particular PC race, chosen at the time when the transformation becomes active. The transformed character also receives the ability to curse one target with a Fae Curse. The Curse will last only as long as the transformation remains active. If the transformation drops for any reason, the curse is also lifted. For a Firbolg, they will receive: *Curse of Still Magic – 1 per transform*. This curse causes the recipient to be unable to cast a particular spell. Any spell is possible as the target of this curse. The inability includes casting from scrolls or items, but not drinking potions. If the spell is reversible the recipient can still cast the opposite spell.

Incant: "If you would use <spell name> against me, then nevermore shall ye use it"
Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of Neutrals II – This ability infuses the character with a neutral fae essence, enabling the character to essentially become a Gan-Ceann. The transformed character is imbued with the following abilities: Resist Battle Magic x4, Magic Charm x4, Magic Shield Magic x4 and Return Magic x4. The transformed character also receives the

ability to curse one target with a Fae Curse. The Curse will last only as long as the transformation remains active. If the transformation drops for any reason, the curse is also lifted. For a Gan-Ceann, they will receive: *Curse of Devotion – 1 per transform*. When cursed, the player cannot inflict harm or allow harm inflicted upon any of the type of Fae who gave them this curse.

Incant: “Through the good graces of the Fae, I curse you to devote yourself to my kind.” Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Seelie II – This ability infuses the character with an seelie fae essence, enabling the character to essentially become a Sidhe. The transformed character is imbued with the following abilities: Resist Battle Magic x4 and Ricochet x4. The character also receives a *Magic Mana School*, which allows for spells to be from either school, chosen at the time when the transformation becomes active. The transformed character also receives the ability to curse one target with a Fae Curse. The Curse will last only as long as the transformation remains active. If the transformation drops for any reason, the curse is also lifted. For a Sidhe, they will receive: *Curse of Magic's Wrath – 1 per transform*. This curse causes a particular class of spell to do double damage. These are broad categories such as Flame, Ice, Lightning, Necromancy, and Healing. It is only spells that cause double damage, carrier attacks do normal damage. The source of the spell does not matter, it could be cast from memory, scroll, innate, arcane, or in potion form.

Incant: "For the damage you have done to me, <Damage type> shall damage you twofold hence"

Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Fae Appearance II – The character who takes this skill has something on his or her body which transforms with the character and gives the character more of a faerie type of appearance. It can be anything from glittering skin, to sprouting wings or other fae-like appendages, to making their eyes glow. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep, must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this appearance remains with the player constantly, transformed or non-transformed, unless instructed to by the local plot team.

11. Lycanthropic Skill Group (Earth):

Base Requirement: None.

Approved Lycanthropic Paths currently:

- Werewolf
- Wererat
- Werejaguar
- Werebear

Other lycanthropic types may be added to this package as they are approved by unanimous vote by all participating chapters in this Transformation Packet.

Skill	Transformation Level Requirement	TTP To Buy	Pre-Requisites
Hard Head	7th	5	Earth Transform, No Elemental Path
Twisted Blood	7th	4	Earth Transform, No Elemental Path
Fortified Mind	7th	4	Earth Transform, No Elemental Path
Lycan Madness	7th	6	Earth Transform, Hard Head, Twisted Blood, Fortified Mind
Superhuman Strength +8	7th	4	Lycan Madness, Superhuman Strength +6
Horrifying Visage I	7th	3	Lycan Madness, Intimidating Presence III
Extra Body IV	8th	5	Lycan Madness, Extra Body III
Horrifying Visage II	8th	3	Horrifying Visage I
Lycanthropic Skin I	8th	4	Lycan Madness, Can NOT have body Immunity or Magical Skin
Restoration	8th	6	Lycanthropic Skin I, Lycan Madness
Lycanthropic Appearance I	8th	1	Earth Transform, No Elemental Path
Superhuman Strength +10	8th	4	Lycan Madness, Superhuman Strength +8
Essence of the Werewolf I	8th	5	Lycan Madness, Restoration
Essence of the Wererat I	8th	5	Lycan Madness, Restoration
Essence of the Werejaguar I	8th	5	Lycan Madness, Restoration
Essence of the	8th	5	Lycan Madness, Restoration

Werebear I			
Extra Body V	9th	6	Extra Body IV
Horrifying Visage III	9th	4	Horrifying Visage II
Lycanthropic Skin II	9th	4	Lycanthropic Skin I
Superhuman Strength +12	9th	4	Lycan Madness, Superhuman Strength +10
Essence of the Werewolf II	9th	6	Essence of the Werewolf I
Essence of the Wererat II	9th	6	Essence of the Wererat I
Essence of the Werejaguar II	9th	6	Essence of the Werejaguar I
Essence of the Werebear II	9th	6	Essence of the Werebear I
Lycanthropic Appearance II	9th	1	Lycanthropic Appearance I

Skill Descriptions

Hard Head – This skill allows the character to be immune to the Waylay skill. The character, if waylaid must state, “No effect”.

Twisted Blood – This skill infuses the character’s blood with a lycanthropic infusion, removing the transformed character’s metabolism. For the purposes of this Transformation packet, *Twisted Blood* in this case is defined as immune to: Poisons, Drain, Drain Life, Disease and Taint Blood.

Fortified Mind – This skill allows the character to shield off his mind from those trying to control his or her actions. This ability allows the transformed character to be immune to control effects. For the purposes of this Transformation packet, *Fortified Mind* in this case is defined as immune to: Charm, Fear, Vampire Charm, Enslavement, Dominate, Shun, Calm and Sleep.

Lycan Madness – The transformed character has agreed to give up some of his or her sanity for the powers of the Lycan, during the casting of the transformation. In essence, the transformed character has given up part of him or hers. This ability gives the transformed player the ability of *No Metabolism*, similar to the monster ability of *No Metabolism* while in transformation. For the purposes of this Transformation packet, *No Metabolism* is defined as immune to: Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyze, Poison, Sleep, Taint Blood, Waylay, Wither Limb. However, while the character is not in a transformed state, the character may suffer "madness" – This is a plot controlled effect, and the effect is delivered as if an “Arcane Berserk”. This effect can only happen when the character is not in a transformed state. This plot-controlled effect lasts for 10 minutes unless cured by *Dispel Magic* or *Purify Blood*.

Superhuman Strength +8, +10 and +12 – as per the NERO 8th Edition Rulebook outlining this ability: “Any creature with superhuman strength can do more damage with

any particular weapon than can a normal human. This bonus damage is split in half if the creature is fighting with any weapon other than a two handed one.”

Horriifying Visage I-II – This skill enables the transformed Lycan to conjure a horriifying vision to those around him or her, and can project it into his or her target’s mind. For each time this is bought, the transformed character receives a *Magic Fear*, 1x per transformation.

Extra Body IV-V – This skill grants the character 20 extra body points for each time this skill is purchased. IV = +80 body and V = +100 body.

Lycanthropic Skin I – Taking this skill imbues the character’s skin with a lycanthropic infusion, making it immune to NERO-safe combat (melee attacks only, not packet attacks) in which the attributes are “Normal”. Any attribute which makes the player call the damage type as “Normal”; the transformed character must call “No Effect” to these attacks with “Normal” in the damage call. This in no way protects the character from *Spellstrikes* or any other spell-infused melee attack. Also, the transformed character will take double damage from all melee attacks with “Silver” in the call.

Restoration – This skill allows the transformed character to *Revive* – per the Monster Ability outlined in the NERO 8th Edition Rulebook – if not killing-blown with silver or silver-aura’d weapon. A transformed character is only able to *Revive* once per transformation. If the transformed character is killing-blown once again after the *Revive* is used, the character will remain at 0 body points (unconscious) until the end of the adventure module or 1 hour, whichever comes first. At the end of that time, the transformation will automatically drop and the unconscious character will begin their 1-minute bleeding count, and the rules on *Matters of Life and Death* in the 8th Edition NERO Rulebook now apply.

Lycanthropic Appearance I – The character who takes this skill has something on his or her body which transforms with the character and gives the character more of a lycanthropic type of appearance. It can be anything from an elongated snout, to sprouting fur or other lycanthropic-like appendages, to making their eyes glow. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this transformation only takes place when the character transforms, not any other time, unless instructed otherwise by the local plot team.

Essence of the Werewolf I – This ability infuses the character with a Werewolf essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x2, Magic Fear x2, Magic Regenerate x2 and a Threshold of 4. Plot must approve the character to play this path.

Essence of the Wererat I – This ability infuses the character with a Wererat essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x2, Magic Disease x2, Magic Taint Blood x1, Magic Regenerate x1 and a Threshold of 4. Plot must approve the character to play this path.

Essence of the Werejaguar I – This ability infuses the character with a Werejaguar essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +40 body points, Resist Battle

Magic x2, Dodge x2, Magic Regenerate x1 and a Threshold of 4. Plot must approve the character to play this path.

Essence of the Werebear I – This ability infuses the character with a Werebear essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +40 body points, Resist Battle Magic x2, Superhuman Strength +4 (stacks with all other Superhuman strength), Magic Regenerate x1 and a Threshold of 4. Plot must approve the character to play this path.

Horrifying Visage III – This skill enables the transformed Lycan to conjure a horrifying vision to those around him or her, and can project it into his or her target’s mind. This ability turns the previous two (2) *Magic Fears* into 2 *Arcane Fears* per transformation.

Lycanthropic Skin II – Taking this skill imbues the character’s skin with a lycanthropic infusion, making it immune to NERO-safe combat (melee attacks only, not packet attacks) in which the attributes are “Normal” or “Magic”. Any attribute which makes the player call the damage type as “Normal” or “Magic”, the transformed character must call “No Effect” to these attacks with “Normal” or “Magic” in the damage call. This in no way protects the character from *Spellstrikes* or any other spell-infused melee attack. Also, the transformed character will take double damage from all melee attacks with “Silver” in the call.

Essence of the Werewolf II – This ability infuses the character with a Werewolf essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +50 body points, Resist Battle Magic x4, Magic Fear x3, Magic Regenerate x3 and a Threshold of 6. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Wererat II – This ability infuses the character with a Wererat essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +50 body points, Resist Battle Magic x4, Magic Disease x3, Magic Taint Blood x2, Magic Regenerate x2 and a Threshold of 6. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Werejaguar II – This ability infuses the character with a Werejaguar essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +50 body points, Resist Battle Magic x4, Dodge x3, Magic Regenerate x2 and a Threshold of 6. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Essence of the Werebear II – This ability infuses the character with a Werebear essence, enabling the character to essentially become a non-controllable lycanthrope. The player is then imbued with the following abilities: +60 body points, Resist Battle Magic x4, Superhuman Strength +8 (stacks with all other Superhuman strength), Magic Regenerate x2 and a Threshold of 8. Plot must approve the character to play this path. This *Essence* replaces any previous *Essences* on the transformed character, and the transformed character may only have one (1) *Essence* at any given time.

Lycanthropic Appearance II – The character who takes this skill has something on his or her body which transforms with the character and gives the character more of a lycanthropic type of appearance. It can be anything from an elongated snout, to sprouting fur or other lycanthropic-like appendages, to making their eyes glow. Please note that this is strictly roleplay in nature and does not give any advantage to the player who chooses this. Whatever the player wishes to phys rep must be cleared through the local plot team before it can be approved and placed onto the character sheet. Also, note that this appearance remains with the player constantly, transformed or non-transformed, unless instructed otherwise by the local plot team.