

Racial Traits Playtest

Version 1.2 by NERO National



Objective:

This playtest expands racial abilities and opens them up to purchase and use for all races at an increased cost. The primary purpose of this is to facilitate a broader range of character concepts and role-play options to all NERO players.

Secondary Objective:

Secondary benefits of this playtest are the elimination of racial restrictions and disadvantages. This also serves to expand the viable options for players and characters in the future.

Summary

The Races of Tyrra each possess natural tendencies and attributes, in NERO these are represented by traits, the traits a character has determine the skills that are easier to learn for that character. Each race also receives a featured skill, most often a weapon that comes naturally to that race. The traits and features that are associated with each race are found on Table 2. Table 1 lists all the available racial skills, as well as two costs. One lower cost, for races that have the same trait as the category of the skill, and another higher cost, for characters without the trait. Characters may only purchase one racial skill per level, and only skills who lowest cost is 4 build points or less can be purchased multiple times.

Note

This playtest removes all restrictions and benefits related to race listed in the NERO 9th edition rulebook. Body point changes, build discounts, and skill purchase requirement; they are all considered removed when using this playtest.

Table 1. Racial Skills

<i>Category</i>	<i>Skill Name</i>	<i>Cost With trait</i>	<i>Cost Without trait</i>
Strong	Mighty Slay	10	20
Strong	Strong-Arm	10	20
Strong	Rip From Binding	4	8
Fast	Light Touch	2	4
Fast	Dodge	12	24
Fast	Sneak Attack	8	16
Tradesman	Merchant	5	10
Tradesman	Harvester	5	10
Tradesman	Grand Master	10	20
Tough	Resist Poison	4	8
Tough	Resist Physical	5	10
Tough	Toughness	4	8
Wild	Detect Magic	4	8
Wild	Dispel Magic	4	8
Wild	Battle Rage	2	4
Willful	Resist Sleep	2	4
Willful	Resist Charm	2	4
Willful	Remove Fear	2	4
Telepathic	Awaken	2	4
Telepathic	Calm	2	4
Telepathic	Break charm	5	10
Survivor	Detect Poison/ Antidote	3	6
Survivor	Will to Live	10	20
Survivor	Ready Armor	4	8

Table 2. Racial Traits and Features

<i>Race</i>	<i>Traits</i>	<i>Feature</i>
Barbarian	Strong, Wild	2 Handed Weapon Mastery
Biata	Willful, Telepathic	Mentalist
Drae	Fast, Willful	Crossbow Mastery
Wild Elf	Wild, Fast	Bow Mastery
Dwarf	Tough, Tradesman	Hammer Mastery
Mystic Wood Elf	Willful, Tradesman	Break Charm
Elf	Fast, Willful	Bow Mastery
Stone Elf	Willful, Telepathic	Mentalist
Gypsy	Survivor, Tradesman	Gypsy Curse
Half Ogre	Strong, Tough	2 Handed Weapon Mastery
Half Orc	Strong Wild	Axe Mastery
Hobling	Fast, Tough	Short Weapon Mastery
Human	Choice of One.	None.
Sarr	Fast, Survivor	Claw Mastery
Scavenger	Tough, Survivor	Claw Mastery

Racial Skills

Mighty Slay

This skill functions exactly as a Master Critical Slay. It can be used once per day.

Strong Arm

This skill works exactly as described in the 9th edition rulebook.

Rip from Binding

This skill allows the character to Rip free from a binding effect with a 3 second counted action. It can be used once per day. Binding effects are Pin, Bind, Web, or Confine, regardless of delivery source.

Light Touch

This skill can be used once per day to generate any of the following effects; one attempt to Pick a Lock or Set /Disarm a trap, (one attempt being roughly 1 minute of action), Throw one Gas poison (regardless of alchemy level), or apply full Backstab bonus damage with a single thrown weapon attack, even when attacking from in front of the enemy.

Dodge

This skill works exactly as listed under Assassinate/Dodge in the 9th edition rulebook, however it cannot be used to assassinate. It can be used once per day.

Sneak Attack

This skill works like Backstab, however it does not count toward pre-requisites for dodge or any other skill. It is not an expendable skill.

Merchant

This skill allows the character to exchange their "master" levels of production for items of equal level from another type of normal production skill. These choices are limited to Alchemy, Potions, Scrolls, Traps, and Weapons.

Harvester

This skill allows the character to harvest their own "materials" to augment production, they need not furnish silver to receive the bonus levels.

Grand Master

This skill allows the character to receive bonus "workshop" levels of production without access to a workshop. If the character has access to a workshop she may double the bonus "workshop" levels.

Resist Poison

This skill functions exactly as described in the 9th edition rulebook.

Resist Physical

This skill allows the character to resist one attack with "physical" in the verbal or weapon blow, once per day.

Toughness

This skill allows the character to invoke the “Bless” spell and the “Eldritch Bless” cantrip effects through natural means. It is activated by the phrase “I invoke toughness”. Using this skill requires the ability to speak, and 3 seconds of role-play. It can be used once per day. These effects do not stack with “Bless” or “Eldritch Bless”.

Detect Magic

This skill allows a character to detect magic by touch, an unlimited number of times per day. It is activated by 3 seconds of role-play and the phrase “I invoke detect magic.”

Dispel Magic

This skill allows the character to cast one earth magic spell-(Dispel Magic) per day, as if from memory. It requires no other pre-requisites.

Battle Rage

This skill allows the character to add 5 damage to the next 5 non-ranged attacks they make within 60 seconds. In addition a character may use this skill to resist a Berserk effect and then immediately activate this skill. It is called as “I invoke Battle Rage” or “Resist! I invoke Battle Rage”. A character can only be affected by one Battle Rage at a time. Battle Rage can only be used once per day per purchase of the skill.

Resist Sleep

This skill works exactly as described in the 9th edition NERO rulebook.

Resist Charm

This skill works exactly as described in the 9th edition NERO rulebook.

Remove Fear

This skill allows the character to cast one earth magic spell-(Remove Fear) per day, as if from memory. It requires no other pre-requisites.

Awaken

This skill allows the character to cast one earth magic spell-(Awaken) per day, as if from memory. It requires no other pre-requisites..

Calm

This skill allows the character to cast one earth magic spell-(Calm) per day, as if from memory. It requires no other pre-requisites.

Break Charm

This skill can be used an unlimited number of times per day exactly as described in the 9th edition NERO rulebook However, it may be expended for the day to break an Enslavement effect, regardless of delivery method.

Detect Poison /Antidote

This skill allows the character to administer a natural antidote effect, once per day, with 3 seconds of role-play. It is activated by the phrase “I invoke a poison antidote”, in addition any character with this skill, expended or not, may detect poisons as if they had Herbal Lore.

Will to Live

This skill allows the character who has reached the end of their “death countdown” to become “unconscious” instead of becoming “dead” one minute later awaking at 1 body. This is called “Will to Live”. This is an out of game call and can be made regardless of effects on the character. This skill can only be used once per day.

Ready Armor

This skill allows the character to invoke the “Shield” spell and the “Eldritch Shield” cantrip effects through natural means. It is activated by the phrase “I invoke Armor”. Using this skill requires the ability to speak, and 3 seconds of role-play. This skill can be used once per day.

Racial Features

2 Handed Mastery

Races with this feature have a natural skill with 2 handed weapons of all types. Once a character with this feature learns any weapon skill that character may then wield all weapons covered by the skill **2Handed Weapon Master** as it appears in the 9th edition NERO rulebook, without the purchase of the necessary skill. In addition, characters with this skill may apply all weapon proficiencies and slays that they have to non-ranged 2 handed weapons they wield.

Mentalist

This Feature grants all the abilities listed in the 9th edition NERO rulebook under Mentalist. In addition, a character with this skill may expend his powers for the day to act as an Inspiration spell on a friendly target, it is activated with 3 seconds of role-play and the phrase “I invoke Inspiration”, it is then delivered by touch only. It counts as a character’s one use of the Inspiration effect, as if it was the spell.

Crossbow Mastery

Races with this feature have a natural skill with crossbows. Once a character with this feature learns any weapon skill, that character may then wield all **crossbows**, without the purchase of the necessary skill. In addition, characters with this skill may apply all weapon proficiencies and slays that they have to crossbows they wield.

Bow Mastery

Races with this feature have a natural skill with bows. Once a character with this feature learns any weapon skill, that character may then wield all **bows**, without the purchase of the necessary skill. In addition, characters with this skill may apply all weapon proficiencies and slays that they have to bows they wield.

Hammer Mastery

Races with this feature have a natural skill with hammers. Once a character with this feature learns any weapon skill, that character may then wield all **hammers**, without the purchase of the necessary skill. In addition, characters with this skill may apply all weapon proficiencies and slays that they have to hammers they wield.

Break Charm

This feature works exactly like the racial skill listed above. It is granted to races with this feature free.

Gypsy Curse

This feature works exactly as described in the 9th edition NERO rulebook. However it can be used an unlimited number of times per day, up to once per minute. A character can only have one target cursed at one time.

Axe Mastery

Races with this feature have a natural skill with axes. Once a character with this feature learns any weapon skill, that character may then wield all **axes**, without the purchase of the necessary skill. In addition, characters with this skill may apply all weapon proficiencies and slays that they have to axes they wield.

Short Weapon Mastery

Races with this feature have a natural skill with short weapons. Once a character with this feature learns any weapon skill, that character may then wield all **short weapons**, without the purchase of the necessary skill. In addition, characters with this skill may apply all weapon proficiencies and slays that they have to short weapons they wield.

Claw Mastery

Races with this feature have a natural skill with claws. Once a character with this feature learns any weapon skill, that character may then wield a **claw**, a claw being either a short-sword or a long-sword marked with red tape. In order to wield 2 claws a character must have the required weapon style skills. In addition, characters with this skill may apply all weapon proficiencies and slays that they have to claws they wield.